Year 1/2

Topics	Fun and Games	Houses, homes and habitats	Journeys Around the World	
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Books / Texts that link	The Day the Crayons Quit Dogger Amazing Grace Lost in the Toy Museum	Samuel Pepys Diary 3 Little Pigs / 3 Little Wolves and the Big Bad Pig / The True Story of the 3 Little Pigs A Squash and a Squeeze	Meerkat Mail The Jolly Postman The Koala Who Could Aboriginal Creation Stories The Snail and the Whale	
Visits/visitors	Sudbury Hall	The Tiger Who Came to Tea Rugeley Walk Firefighter Visit	Handa's Surprise Visit to the Post Office	
	Grandparents Day Seaside (Llandudno)	Fileligiilei visit	Australia Day	
Subjects	Coddido (Eldifidadilo)			
Science Year 1 Year 2	Forces (WS)  compare how things move on different surfaces (Y3) asking simple questions and recognising that they can be answered in different ways observing closely, using simple equipment performing simple tests identifying and classifying using their observations and ideas to suggest answers to questions gathering and recording data to help in answering questions  Animals, inc. Humans identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals identify and name a variety of common animals that are carnivores, herbivores and omnivores describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets) identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense notice that animals, including humans, have offspring which grow into adults find out about and describe the basic needs of animals, including humans, for survival (water, food and air) describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene	Everyday Materials / Materials  distinguish between an object and the material from which it is made  identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock describe the simple physical properties of a variety of everyday materials  compare and group together a variety of everyday materials on the basis of their simple physical properties  identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses  find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching  Living Things and their Habitats  explore and compare the differences between things that are living, dead, and things that have never been alive  identify that most living things live in habitats to which they are suited and describe how different kinds of animals and plants, and how they depend on each other  identify and name a variety of plants and animals in their habitats, including microhabitats describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food	Living Things and their Habitats identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other identify and name a variety of plants and animals in their habitats, including microhabitats describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food Plants  identify and name a variety of common wild and garden plants, including deciduous and evergreen trees identify and describe the basic structure of a variety of common flowering plants, including trees observe and describe how seeds and bulbs grow into mature plants find out and describe how plants need water, light and a suitable temperature to grow and stay healthy Animals, inc. Humans identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals identify and name a variety of common animals that are carnivores, herbivores and omnivores describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets) identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense notice that animals, including humans, have offspring which grow into adults find out about and describe the basic needs of animals, including humans, for survival (water, food and air) describe the importance for humans of exercise,	
	Seasonal Changes  Observe changes across the four seasons Observe and describe weather associated with the seasons and how day length varies  Working Scientifically  asking simple questions and recognising that they can be answered in different ways Observing closely, using simple equipment performing simple tests identifying and classifying			
	using their observations and ideas to suggest answers to questions gathering and recording data to help in answering questions			
History	Toys — Victorian to present changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life	Great Fire of London 1666 events beyond living memory that are significant nationally or globally  Great Fire of Rugeley 1709 significant historical events, people and places in their own locality.	Communication Around the World changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life  Alexander Graham Bell / Tim Berners Lee the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods	
Geography	Beaches and the Seaside —  Victorian to present  Place knowledge  understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom  Human and physical geography  use basic geographical vocabulary to refer to: key physical features, including: beach, cliff, coast, hill, mountain, sea, river, valley, season and weather key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop  Geographical skills and fieldwork  use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map  use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features	The United Kingdom  Locational knowledge  name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas  Human and physical geography  use basic geographical vocabulary to refer to: key physical features, including forest, hill, mountain, river, soil, valley, vegetation, season and weather key human features, including: city, town, village, factory, farm, house, office and shop  Geographical skills and fieldwork  use world maps, atlases and globes to identify the United Kingdom and its countries  use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key	Australia  Locational knowledge  name and locate the world's seven continents and five oceans Place knowledge  understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country Human and physical geography  identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles  use basic geographical vocabulary to refer to: key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop Geographical skills and fieldwork use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage	

Art	Toys Observational drawings to use drawing and painting to develop and share their ideas, experiences and imagination to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	Houses Observational drawings to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination to develop art and design techniques in using colour, pattern, texture, line, shape, form and space Great Fire of London Painting / Artists about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.  Sketch Books	Aboriginal Art to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.
D&T	Simple Victorian Toy / Carousel  Design purposeful, functional, appealing products for themselves and other users based on design criteria generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups  Make: select from and use a range of tools and equipment to perform practical select from and use a wide range of materials and components, including construction materials, according to their characteristics  Evaluate and explore a range of existing products evaluate their ideas and products against design criteria  Technical knowledge explore and use mechanisms [levers, sliders, wheels and axles], in their products.	Model Houses GFOL/GFOR  Design purposeful, functional, appealing products for themselves and other users based on design criteria Make: select from and use a range of tools and equipment to perform practical tasks select from and use a wide range of materials and components, including construction materials, according to their characteristics  Evaluate and explore a range of existing products evaluate their ideas and products against design criteria  Technical knowledge: build structures, exploring how they can be made stronger and more stable	Food and Nutrition  use the basic principles of a healthy and varied diet to prepare dishes understand where food comes from
Music	Victorian Fairground Music play tuned and untuned instruments musically experiment with, create, select and combine sounds using the inter-related dimensions of music.	Making Music with Nature experiment with, create, select and combine sounds using the inter-related dimensions of music Singing / Recorders London's Burning use their voices expressively and creatively by singing songs and speaking chants and rhymes play tuned and untuned instruments musically	Aboriginal Music play tuned and untuned instruments musically experiment with, create, select and combine sounds using the inter-related dimensions of music.  African Drumming use their voices expressively and creatively by singing songs and speaking chants and rhymes play tuned and untuned instruments musically.
PE	Gymnastics master basic movements including developing balance and co-ordination, and begin to apply these in a range of activities Team Games participate in team games, developing simple tactics for attacking and defending	Dance perform dances using simple movement patterns Gymnastics master basic movements including developing balance and co-ordination, and begin to apply these in a range of activities	Multi-skills  master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities  Athletics  master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities
Computing	Victorian Fairground Music  Digital Musician  use technology purposefully to create digital content recognise common uses of information technology beyond school  Games — Beebot and Scratch Jr  Digital Programmer  understand what algorithms are; how they are implemented as programs devices; and that programs execute by following precise instructions create and debug simple programs use logical reasoning to predict the behaviour of simple programs	Houses and Habitats in Rugeley  Digital Photographer  use technology purposefully to create, organise, store, manipulate and retrieve digital content recognise common uses of information technology beyond school  GFOL Animation - 2Animate  Digital Animator  use technology purposefully to create, organise, store, manipulate and retrieve digital content recognise common uses of information technology beyond school  eSafety  al information private; identify where to go for help and suppose the su	Aboriginal Art — 2Paint  Digital Artist  use technology purposefully to create, organise, store, manipulate and retrieve digital content recognise common uses of information technology beyond school  Australia — Adobe Spark Page  Digital Researcher and Presenter  use technology purposefully to create, organise, store, manipulate and retrieve digital content recognise common uses of information technology beyond school
RE	Christianity  Beliefs, teachings and sources  Engage with stories from religious literature and talk about their meaning  Explore stories about the lives and teachings of key religious figures  Find out about ways in which sacred texts are regarded, read and handled by believers  Practices and ways of life  Find out about how and when people worship and ask questions about why this is important to believers  Meaning, purpose and truth  Listen to and ask questions about stories of individuals and their relationship with God  Explore a range of stories and talk about the meaning they have for believers  Values and commitments  Reflect and respond to stories highlighting the morals and values of believers in practice  Reflect on examples of care and concern shown by believers and religious communities and explore reasons for these actions  Explore stories from religious traditions and find out about attitudes to the natural world  Christmas Story — Focus on Gifts  Practices and ways of life  Explore the preparations for and find out about the celebration of festivals  Expressing meaning  Engage with religious beliefs expressed through story, symbol and other visual forms of expression	on the internet or other online technologies  Places of Worship  Churches / Mosque  Link to St. Paul's Cathedral  Beliefs, teachings and sources  Find out about ways in which sacred texts are regarded, read and handled by believers  Practices and ways of life  Find out about how and when people worship and ask questions about why this is important to believers  Expressing meaning  Explore, as appropriate, the special nature of artefacts used in worship  Identify symbolic actions, gestures and rituals and talk about how they are used as part of worship and ceremonies  Easter Story — Focus on Symbolism  Practices and ways of life  Explore the preparations for and find out about the celebration of festivals  Expressing meaning  Engage with religious beliefs and ideas expressed through story, symbol and other visual forms of expression  Identify symbolic actions, gestures and rituals and talk about how they are used as part of worship and ceremonies	Creation Stories from Around the World  Beliefs, teachings and sources Engage with stories and extracts from religious literature and talk about their meaning Explore stories about the lives teachings of key religious figures  Expressing meaning Engage with religious beliefs and ideas expressed through story, symbol and other visual forms of expression  Values and commitments Explore stories from religious traditions and find out about attitudes to the natural world  Belonging  Practices and ways of life Identify the importance for some people of belonging to a religion and recognise the difference this makes to their lives  Identify diversity and belonging Reflect and respond to stories about belonging and relating to religious communities Identify and ask questions about customs associated with particular religious communities Find out about ceremonies in which special moments in the life are marked
PSHE	Relationships Topic 1: Families and people who care for me Topic 5: Being Safe Physical Health and Mental Wellbeing Topic 1: Mental wellbeing Topic 5: Drugs, alcohol and tobacco Topic 7: Basic First Aid Living in the Wider World (L1-3)	Relationships Topic 1: Caring Friendships Topic 4: Online Relationships Physical Health and Mental Wellbeing Topic 2: Internet safety and harms Living in the Wider World (L4-5)  Physical Health and Mental Wellbeing Topic 3: Physical Health and Fitness Topic 4: Healthy Eating	Relationships Topic 3: Respectful relationships Physical Health and Mental Wellbeing Topic 6: Health and prevention (Sunsafe) Topic 8: Changing Adolescent Body Living in the Wider World (L6-9)