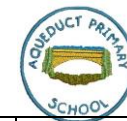


Half Term CYCLE 1	Year Group	Experience, Innovate, Investigate	English	Science	Computing	Geography	History	Art & Design	Music	PSHE	PE
Autumn 1 Title Memory Box	1 & 2	Teddy bears' picnic Special memories box Why do we have two eyes? What can you remember?	Recounts; Diary writing; Rhymes and mnemonics; Descriptions; Information books	Animals, including humans - parts and senses; Working scientifically	Discrete	Fieldwork in the local area	Changes within living memory	Drawing and painting; Collage; Family portraits Making picnic foods; Celebration cards; Making a memory box	Songs that help us remember; Writing a class song	Caring for babies and toddlers; Sharing memories; Playing and working co-operatively ; Feeling positive	Dance sequences; Traditional games
Autumn 2 Title Street Detectives	1 & 2	Walk around the local community Improve the local area How do plants grow in winter?	Recounts and captions; Nursery rhymes; Instructions ; Adverts; Diary writing	Identifying and comparing everyday materials; Identifying plants in the local area	Audio recording	Fieldwork in the local area; Human and physical features; Using and making maps with keys; Looking at aerial images	Changes within living memory; Significant people, places and events in local area	Famous local artists; Drawing, painting or collaging views from the local area Selecting tools and materials; Baking; Sign making; Designing buildings	Discrete	Belonging to a community ; Improving the local area	Keeping fit
Spring 1 Title Paws, Claws and Whiskers	1 & 2	Visit from an animal owner/Visit a zoo, wildlife park or rescue centre Look after a mystery animal Can you leap like a frog? What is camouflage for? What can worms sense?	Recounts; Fables; Booklets and lists; Instructions ; Nursery rhymes and poems	Animals (including humans); Working scientifically	Searching the web; Digital images; Algorithms; Logical reasoning; Creating and debugging programs; Common uses of information	Using and making maps; Describing physical features	Discrete	Talking about art; Drawing; Collage; Model making; Painting; Sculpture; Animal masks and products Designing labels; Designing and making animal enclosures	Animal songs	Caring for animals	Animal movement and dance



					technology; Communication; E-safety; Stop-motion animation						
Spring 2	1 & 2	<p><i>Visit a local castle</i> <i>Make a fortress for the Three Little Pigs</i> Can you make a paper bridge? Where do worms like to live?</p>	<p>Recounts; Reported speech; Narrative; Letters; Posters</p>	<p>Living things and their habitats; Use of everyday materials; Working scientifically</p>	<p>Stop motion animation; Digital photography and presentations</p>	<p>Amazing structures around the world; Towers and bridges in the local area</p>	<p>Castles and castle life; Significant individuals - Isambard Kingdom Brunel</p>	<p><i>Sculpture using natural materials</i> <i>Making models of towers, bridges and tunnels</i></p>	Discrete	Dilemmas	<p>Defend and attack games; Balance and co-ordination</p>
Summer 1	1 & 2	<p><i>Alien crash scene investigation Help the alien home</i> What keeps us dry? How does it feel?</p>	<p>Posters; Character profiles; Non-chronological reports; Adverts; Science fiction</p>	<p>Properties of everyday materials; Working scientifically</p>	<p>Present information</p>	<p>Satellite images</p>	<p>Significant people - Astronauts; Changes within living memory</p>	<p><i>Models of the Solar System</i> <i>Design and make space-themed vehicles;</i> <i>Evaluating toys;</i> <i>Using mechanisms</i></p>	<p>Space sounds; Space-themed songs</p>	<p>Aspirations and goal setting</p>	<p>Dance</p>
Summer 2	1 & 2	<p><i>A trip to the seaside</i> <i>Create a sea creature</i> How many arms does an octopus have? Will it degrade?</p>	<p>Labels, lists and captions; Tongue twisters; Narrative; Letters; Non-fiction books</p>	<p>Habitats; Living and non-living things; Food chains; Basic needs of animals; Working scientifically</p>	<p>Creating and debugging programs; Algorithms; Uses of ICT beyond school; Stop motion animation; Logical reasoning; Digital presentations</p>	<p>Coastal features</p>	Discrete	<p><i>Sketchbooks; 3-D modelling; Sand art; Seascapes</i> <i>Finger puppets</i></p>	Discrete	<p>Caring for the environment</p>	