

Year 1			
Autumn 1	Geography		Science
	Place Knowledge: Where we live		Plants - Naming plants Seasons - Autumn / Length of the day
	RE	Art	PSHE
	Welcoming new babies	Sculpture - Grayson Perry	E-safety
	PE	Music	Computing
	Gymnastics: Travel and Stop Tiny Tykes Football Coach	Hey You!	Technology around us Initial computing skills
Autumn 2	History		Science
	The Gunpowder Plot and Bonfire Night The Great Fire of London		Seasons - Winter / Length of the day Materials - Naming and sorting everyday materials
	RE	DT	PSHE
	Celebrations (Christmas)	Food - fruity desert	Anti-bullying
	PE	Music	Computing
	Dance: Penguin Small Fundamentals Unit One	Rhythm In The Way We Walk And The Banana Rap	Digital painting - J2E
Spring 1	History		Science
	Inspirational people: Florence Nightingale, Mary Seacole and Grace Darling, Edith Cavell		The Human Body - Naming body parts / Senses
	RE	DT	PSHE
	Weddings	Mechanisms - slides and levers	My emotions
	PE	Music	Computing
	Gymnastics: Jump and Land Playground Games	In The Groove	Digital writing - J2E

Spring 2	Geography		Science
	The UK's human features The UK's physical features		Native animals
	RE	Art	PSHE
	The family in Christianity	Painting - Mixing colours	Managing safety and risk
	PE	Music	Computing
	Dance: Weather Tiny Tykes Football Coach	Round And Round	Introduction to animation - Bee bots
Summer 1	History		Science
	The Big Build: Local Area study - How Whittlesey has changed over time		Materials - Uses and suitability Seasonal changes revisit
	RE	DT	PSHE
	Stores and Symbols (Sikhs)	Frames and structures	Personal safety
	PE	Music	Computing
	Athletics Throwing and Catching Games	Your Imagination	Grouping data - J2E
Summer 2	Geography		Science
	UK - Landscapes, surrounding seas and physical features, including Whittlesey		Animal encounters: common animals Position of the sun in relation to days and seasons
	RE	Art	PSHE
	Key figures in Christianity	Drawing	Sex and relationships education
	PE	Music	Computing



Athletics
Fundamental Unit Two

Reflect, Rewind and Replay

Animation - J2E