

	<u>Autumn 1</u> <u>World Kitchen</u> health, Geography, weather <u>Role Play:</u> Home corner/ Farm Shop & Cafe	<u>Autumn 2</u> <u>Coasts and Rivers (Pirates!)</u> Geography climate - how humans use water <u>Role Play:</u> Pirate Ship/ North Pole	<u>Winter</u> <u>Mysterious Tales</u> habitats, plants, animals <u>Role Play:</u> Hansel and Gretel Forest & Candy Cottage/ Nothing outside due to weather.	<u>Spring</u> <u>Grand Designs</u> Technology and Science, buildings, costume, History time line <u>Role Play:</u> Dress Makers/ Construction Site	<u>Summer 1</u> <u>Roman Soldiers</u> History People <u>Role Play:</u> Roman Fort/Pizza Parlour	<u>Summer 2</u> <u>S32</u> Local geography and map study - stone age to current <u>Role Play:</u> Village Post Office/ Home Corner
VISITS	Visit from a tractor	Assembly about water	Author Visit	Science Week; Chatsworth	History Van visit	Local walk
Numeracy- Cross-curricular links	Cooking, weight, money	Capacity and water play	Shape	Units of measurement, calculating material for sewing project	Dates, months of the year, timelines	Data handling outdoors- graphs, tallies etc; maps and coordinates
Literacy	-Story books- listening to, discussing, reading, reciting, sequencing events- "Handa's Surprise" and the traditional tale "Stone Soup". -Non-fiction books about Harvest, farming & cooking. -Writing letters to a farmer in Scotland.	-Story books- again listening to, discussing, and acting out; "How I became a Pirate" by Melinda Long. -Reading and writing shape poetry about water and rivers.	-Traditional Tales/ Stories from other cultures- listening to stories, predicting events, acting out and re-telling Hansel and Gretel and Little Red Riding Hood etc.	-Non-fiction writing; sequencing and writing instructions for a tailor, builder or designer. -Using a dictionary.	-Poetry- writing kennings about Roman soldiers. -Story books- reading and re-telling Roman Myths.	-Non-fiction- writing recounts. -Poetry- rhymes, poetry and reciting by heart- learning to appreciate and perform rhyming verse.
Science	Materials- identifying and naming everyday materials (wood, plastic, metal, glass, rock), matching them to their physical properties, investigating what happens during the processes of melting, freezing, cooking.	Introduction to Fair Testing- working in groups to plan and carry out a fair test looking at sinking and floating.	Animals and Habitats- identifying and naming common animals of different types including carnivores, herbivores and omnivores; describing the structure of different animals and how they are suited to their different environments/habitats.	Plants- planting out seeds ready for Harvesting in Summer Term 2- what will they need? Seasonal Changes- the Earth, Sun and solar system, day length, the four seasons and the weather.	Identifying, naming, drawing and labelling parts of the human body and their functions; healthy eating and lifestyle- what did Roman soldiers need to do to keep healthy?	Plants- identifying and naming a variety of common plants, including deciduous and evergreen trees, -Identifying and describing the basic structure of a plant and its parts.

History/ Geography	- <u>Geography</u> : Using globes, atlases and maps to name and locate the Earth's continents and oceans, -Comparing the human/ physical geography of Derbyshire and the USA/Canada, thinking in particular about farming.	- <u>Geography</u> : Identifying, labelling and describing rivers and coasts in the UK; understanding how humans use these environments; comparing the UK to a cold area of the world- the North Pole.	- <u>History</u> : Historical tales/ passing on stories through word-of-mouth, across cultures and eras.	- <u>History</u> : Technology Timeline- looking at changes in living memory to televisions, computers and phones; the lives of significant individuals who have contributed to national/international achievements- William Caxton, Tim Berners-Lee.	- <u>History</u> : Learning about events beyond living memory- the Roman Invasion; life in Roman Britain- food, medicine, school, toys; Roman soldiers; Italy now and then.	- <u>Geography</u> : Using aerial photos of Eyam to recognise landmarks, as well as investigating maps. -Studying the school, its grounds and surroundings; creating our own maps with keys and learning to use directional language and compasses.
DT	Sewing felt pumpkins for our "World Kitchen" display. <u>Cooking</u> : Local, autumnal recipes; making "stone soup".	Designing and making paper boats which we will try to sail on the school pond! Christmas Craft. <u>Cooking</u> : Christmas treats.	Building miniature Hansel and Gretel candy cottages using art straws and papier Mache. <u>Cooking</u> : Making bird feeders in Science.	Designing and making a hand-sewn book mark for Mother's Day. Construction outdoors. <u>Cooking</u> : Using spring vegetables.	Designing and then using clay to model Roman artefacts which we will paint. <u>Cooking</u> - Learning about a healthy, balanced diet. Italian recipes; making pizza.	Working in groups to make a model village using cardboard and matchsticks. <u>Cooking</u> : Children will ask for a local family recipe to share at school.
Art	Self-portraits. Investigating the still life paintings of Paul Cezanne and painting our own apple pictures for display.	Looking at Turner's seascape paintings and creating pirate collages. Christmas cards & pictures.	Painting portraits of characters from "Hansel and Gretel".	Drawing designs for dresses/clothes in the Dressmakers or buildings in the Construction Site.	Sketchbook-style work- still-life drawing of Roman artefacts.	Drawing and making maps; studying the work of John Constable and then painting summer landscape pictures of Eyam and the surrounding countryside.
Computing	Introduction to E-Safety; using Google to search for, copy and paste an image.	Using the data logger in a water-based experiment. Intro to algorithms- writing instructions for a friend to follow e.g negotiating an obstacle course.	E-Safety- creating posters with Internet safety rules. Creating PowerPoint stories with portrait pictures (created using Paint) and sound effects.	Using the data logger to record weather. Using what we have learned about algorithms to devise commands and successfully programme the BeeBots.	Use search engines to find and copy/ paste or download facts and images to help us create an on-screen iPad book about Roman soldiers. Recap E-Safety.	Again, using websites and search engines to find facts and pictures, using them alongside each other to create multimedia documents. Taking photographs of the village on iPads; modifying the images in the classroom.
RE	Where do we belong?	What times are special and why? (Thanksgiving in the USA; Christmas).	How do we show care for others?	What is Easter and why is it a special time?	Who is Jewish and what do they believe?	What do stories of Jesus tell Christians about how to live?
PE	Physical Literacy & Fundamentals- running, jumping, throwing, catching.	Physical Literacy & Fundamentals- running, jumping, throwing, catching.	Gymnastics- Core Skills, Balance, Agility and Dance.	Gymnastics Core Skills, Games skills (mini and adapted invasion games).	Fundamentals in athletics- running, throwing, coordination; striking and fielding.	Outdoor games, racket skills & practising for Sports Day.
PSHE	New beginnings	Say no to bullying	Good to be me	Getting on and falling out	Relationships	Change
Music and Movement	Learning nursery rhymes, counting songs and practising/ performing a whole class piece at school's Harvest service.	Practising/performing in whole class musical- Christmas Nativity play.	Beginning to follow the Music Express Scheme.	Music Express Scheme.	Music Express Scheme.	Music Express Scheme.
MFL / Forest School	Forest School on Monday afternoons		N/A		N/A	

