

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Right of the month	September: Article 28 – the right to learn and go to school October: Article 12 – the right to be listened to	November: Article 19 – the right not to be harmed and to be looked after and kept safe December: Article 13 – the right to follow your own religion	January: Article 29 – the right to become the best you can be February: Article 42 – the right to learn about your rights	March: Article 7 – the right to a name and a nationality April: Article 24 – the right to food, water and medical care	April: Article 24 – the right to food, water and medical care May: Article 20 – the right to practice your own culture, language and religion	June: Article 22 – the right to special protection and help if you are a refugee July: Article 31 – the right to play and rest
Skills Builder	September: Listening October: Speaking	November: Teamwork December: GLOBAL GOALS	January: Problem Solving February: Staying Positive	March: Creativity April: GLOBAL GOALS	April: GLOBAL GOALS May: Aiming High	June: Leadership July: GLOBAL GOALS
DT	Information Technology recognise common uses of technology beyond school	Information Technology use technology purposefully for research	Food Technology <i>Healthy Eating</i>	STEM Project: Shoebox Buggy Computer Science understand what algorithms are by creating a sequence with BeeBots	Computer Science code a sequence of events using block coding using precise instructions	Skills Builder Project (DT and Food Technology) Computer Science investigate, fix and debug a sequence of block code
English	Writing skills Character description Narrative DSR	News report Narrative DSR	Spelling Bee Narrative Instructions DSR	World Book Day Read Aloud Competition Non-chronological reports Narrative DSR	Non-chronological report SATs DSR	Spelling Bee Class Poetry Recital Recount Narrative Poetry DSR News report Instructions
Maths	Daily practice of number facts and Maths Meetings covering number, time, measurement and statistics.					
	Number Facts Bee Number and place value Addition and subtraction		Addition and Subtraction Multiplication and Division Fractions		Four operations Revision Money Sense Day Measure	
Science	Animals including humans	Living things and their habitats	Materials and States of Matter STEM Project: Primary Engineer Shoebox Buggies		Plants	SRE
History	Chronology					Romans in Britain
Geography	Exploring the UK	Map Skills	Exploring the world: <i>Continents and Oceans</i>	Fair Trade Fortnight Compare and Contrast: UK and Australia		Map Skills
RE		Christianity				

PE	Ball Skills - Hands Dance - Explorers	Ball Skills - Feet Dance - DDMix	Locomotion - Dodging Gymnastics - Linking	Locomotion - Jumping Gymnastics - Pathways	Games for understanding Health and Wellbeing	Ball Skills - Hands Team Building
Art	Painting and printing <i>Healthy Eating</i> <i>Vincent Van Gogh</i>	Collage <i>Fireworks</i> <i>Cai Guo Qiang</i>	Pastels and Collage <i>Continents and Oceans</i> <i>Henri Matisse</i>	Drawing STEM Project: Primary Engineer Shoebox Buggies	Painting <i>Plants</i> <i>Han Sai Po</i>	Mosaics and Sculpture <i>Romans</i> <i>Alma Thomas</i>
Music	Pulse, timbres, pitch and voice matching	Sing solos using two note songs. Clarify difference between rhythm and pulse.	Reading and singing from notation	Percussion instruments. Sing two note songs with accurate pitch.	Learn to internalise rhythms and phrases with increasing aural memory. Sing solos and recall melodic phrases. Improvise instrumental patterns.	Compose and perform rhythm patterns in groups. Singing three note songs with accurate pitch, recognising changes in pitch. Compose 4 beat rhythm patterns.
PSHE/RRS	Physical Health and wellbeing (What keeps me healthy) Zones of regulation		Mental Health and emotional wellbeing (friendship)	Keeping safe and managing risk (indoors and outdoors)	SRE	
Computing	Information Technology recognise common uses of technology beyond school	Information Technology use technology purposefully for research	Digital Literacy know where to go for help and support if concerned by online technologies	Computer Science understand what algorithms are by creating a sequence with BeeBots	Computer Science code a sequence of events using block coding using precise instructions	Computer Science investigate, fix and bedug a sequence of block code