

	English	Mathematics	RE Come and See	Science	ICT	History/Geo graphy	Art/DT	Music	PE	PSHE & Citizens hip	Visits / Visitors etc
1A All About Me!	<p>Stories with familiar settings Traditional Stories</p> <p>Labels and captions Dictionary Skills Recount</p>	<p>Number and Place value Addition and Subtraction Continually visiting: Solving problems with addition and subtraction Sequences and Place Value Number Facts and Counting</p> <p>Number and Place value Solving problems one more and one less Solving problems involving Place Value Counting</p>	<p>Beginnings</p> <p>Signs and Symbols</p> <p>Preparing</p>	<p>Year 1</p> <p>Humans</p>	<p>Let's Fix IT- This aptivity has been designed to challenge children to analyse simple computer programs and for them to identify the errors within the code and then find a solution.</p> <p>Being able to 'debug' code is a key skill children need to develop if they are to be able to write their own code. It also demonstrates an understanding of code and computational thinking.</p>	<p>GEOG</p> <p>Unit 2 How to make our area safer</p>	<p>ART</p> <p>Unit 1A Self-Portraits</p>	<p>Year 1 Charanga</p> <p>Unit: Hey You!</p> <p>Style: Old School Hip Hop</p>	<p>Dance</p> <p>Val Saben</p> <p>Y1 Unit 4</p>	<p>Y1 Belongin g</p> <p>SEAL: New Beginnin gs</p>	<p><i>Animobile from Acorn Farm, Visit from a Vet / Dogs Trust / RSPCA representativ e etc</i></p>
1B Rememb ering About the Past	<p>Information texts Poetry- patterns on a page</p> <p>Poetry- using the senses Stories with familiar settings</p>	<p>Multiplication and division Fractions Continually visiting: Number facts Solving problems with addition and subtraction Sequences and Place Value Number Facts and Counting Recognising fractions</p> <p>Addition and Subtraction Solving problems one more and one less Solving problems involving Place Value Counting Solving problems involving addition and subtraction</p>	<p>Books</p> <p>Thanksgiving</p> <p>Giving</p> <p>Islam</p>	<p>Autumn and Winter</p> <p>NB. Time can also be allocated to cover non-statutory parts of the curriculum if you so wish e.g. Materials, Forces, Sound, Electricity, Light and Dark.</p>	<p>Young Investigators- In this aptivity, children will learn how to search on the internet in relation to a specific topic to develop basic web skills. They will then be given the task of researching an historical famous person and producing a script which they will then read out whilst being recorded. These individual clips can then be put together to make a class video and presented to the children.</p>	<p>HISTORY</p> <p>QCA Unit 18</p> <p>What was it like to live here in the past? Links to Remembrance Day</p>	<p>DT</p> <p>Unit 1A Moving Pictures</p> <p>with Christma s Prep.</p> <p>Nuffield DT Y1 Pictures</p>	<p>Year 1 Charanga</p> <p>Unit: Little Angel gets her wings</p> <p>Style: Christmas</p>	<p>Gym</p> <p>QCA UNIT 2</p>	<p>Y2 Our Environ ment</p> <p>SEAL: Getting on and falling out</p>	<p><i>Pantomime Visit Mr. Jockens</i></p>
2A Journeys	<p>Different stories by the same author Explanations</p> <p>Traditional and Fairy Tales Stories from a range of cultures</p>	<p>Measurement Continually visiting: Number facts to solve problems Solving problems with addition and subtraction Sequences and Place Value problems Inverse operations Fractions Multiplication and Division Number Facts Counting in steps</p> <p>Multiplication and Division Fractions Solving problems one more and one less Solving problems involving Place Value Counting forwards and backwards Solving problems involving addition and subtraction Solving problems involving multiplication and division and arrays Finding half and quarters of given amounts.</p>	<p>Serving</p> <p>Rules</p> <p>Treasures</p>	<p>Year 2</p> <p>Plants</p>	<p>Crazy Creatures- Throughout this project, children will further develop their understanding of control, directional language and programming.</p> <p>The project will reinforce children's understanding that instructions need to be given in a correct order and children will be able to give instructions using directional language and numerical units.</p> <p>The final lesson will provide children with the opportunity to use a computer or tablet device to program a character through a series of challenges. Children will use their prior knowledge by using the same principles of sequential instructions.</p>	<p>GEOGRAP HY</p> <p>Unit 5</p> <p>Where in the world is Barnaby Bear?</p>	<p>DT</p> <p>Unit 2A Vehicles</p> <p>Nuffield DT</p> <p>KS1 Roamers</p>	<p>Year 1 Charanga</p> <p>Unit: In the Groove</p> <p>Style: Blues, Latin, Folk, Funk, Baroque, Bhangra</p>	<p>Strikin g and fieldin g game s</p> <p>QCA UNIT 1</p>	<p>Y2 Keeping Healthy</p> <p>SEAL: Good to be me</p>	<p><i>Motion camera to be set up by school pond (Chris Johnston) for nocturnal animals, Planetarium</i></p>

<p>2B</p>	<p>Instructions Poetry- really looking</p> <p>Poetry- pattern and rhyme Instructions</p>	<p>Property of shapes Position and direction Continually visiting: Number facts to solve problems Solving problems with addition and subtraction Sequences and Place Value problems Inverse operations Fractions Multiplication and Division Number Facts Counting in steps</p> <p>Measurement Continually visiting: Solving problems one more and one less Solving problems involving Place Value Counting forwards and backwards Solving one step problems involving addition and subtraction Solving problems involving multiplication and division and arrays Finding halves and quarters of given amounts. Knowing the denomination of coins</p>		<p>Spring and Summer</p> <p>NB. Time can also be allocated to cover non-statutory parts of the curriculum if you so wish e.g. Materials, Forces, Sound, Electricity, Light and Dark.</p>	<p>We are all Connected- The aim of this aptivity is to help young children come to terms with how the web works and that we are all connected and contactable via access to the Internet. It will build on previous sessions and knowledge allowing the children to develop a better understanding of the Internet, by using a selection of different websites. The children will produce a simple eBook or presentation incorporating the key terminology from the sessions.</p>	<p>HISTORY</p> <p>Unit 4 Why do we remember Florence Nightengale?</p>	<p>ART</p> <p>QCA 2A Picture This!</p>	<p>Year 1 Charanga</p> <p>Unit: Rhythm in the Way we Walk and Banana rap</p> <p>Style: Reggae, Hip Hop</p>	<p>MULTI SKILLS</p>	<p>Year 1: Myself</p> <p>SEAL: Going for Goal</p>	
<p>3A</p> <p>Holidays Now & Then</p>	<p>Significant authors Non-chronological reports</p> <p>Information texts Recount</p>	<p>Statistics Continually visiting: Number facts to solve problems Solving problems with addition and subtraction Sequences and Place Value problems Inverse operations Fractions Multiplication and Division Number Facts Counting in steps</p> <p>Geometry Continually visiting: Solving problems one more and one less Solving problems involving Place Value Counting forwards and backwards Solving one step problems involving addition and subtraction Solving problems involving multiplication and division and arrays Finding halves and quarters of given amounts. Knowing the denomination of coins</p>		<p>Year 1</p> <p>Other Animals</p>	<p>Code-tastic- The best way for children to learn about computer programs and algorithms is to have a go themselves. This aptivity lets them use a variety of programming apps/software to give children a practical understanding of how computer programs actually run, how a computer follows a sequence of instructions and what to do when a program goes wrong.</p>	<p>HISTORY</p> <p>Unit 3 What were seaside holidays like in the past?</p>	<p>ART</p> <p>Unit 2B Mother Nature, Designer</p>	<p>Year 1 Charanga</p> <p>Unit: Round and Round</p> <p>Style: Latin Bossa Nova, Film music, Big Band Jazz, Mash-up, Latin fusion</p>	<p>Athletics QCA UNIT 1</p>	<p>Y2 Healthy choices</p> <p>SEAL: Changes</p>	<p><i>Maritime Museum: Holidays in the past workshop Formby / Southport</i></p>
<p>3B</p> <p>Global Gardens</p>	<p>Poetry- silly stuff Revisit and consolidation of any genres</p> <p>Stories with fantasy setting Poetry</p>	<p>Assessment Period and review</p>		<p>Year 2</p> <p>Living things and their habitats</p>	<p>Super Sci-Fi This space inspired project starts by children creating a simple space invader game. The children will then create their own digital graphics that they will export to use in a second game that they will create using advanced settings. The children will also learn about mnemonics and create their own interactive quiz as well as bring Neil Armstrong to life retelling his story!</p>	<p>Olympics- History and Geography link</p>	<p>DT Flowers Nuffield</p>	<p>Year 1 Charanga</p> <p>Unit: Reflect, rewind and replay</p> <p>Style: Western Classical music and your choice from Year 1</p>	<p>QCA INVASION GAMES 1</p>	<p>Y1 Special People</p> <p>SEAL: Relation ships</p>	<p><i>Wildflower Centre Chester Zoo: rainforest creatures</i></p>