



	Who am I?		Up and Away		Childhood Memory Box	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Science	Seasonal changes Why does the weather change?	Everyday materials Are all materials the same?	Animals, including humans Are humans different to all other animals. Why?		Plants Do all flowering plants have the same parts?	Seasons (Part 2) Why does the weather change?
History	Who am I? How am I making History?		Flight How did we learn to fly?		Toys How have toys changed?	
Geography		Where I live What is it like to live in my local area?		Weather What is the weather like in the UK?		Comparing the UK and China What is it like to live in Shanghai?
Art	Painting Colour Splash		Craft and Design Woven artwork		Drawing Make your mark	
DT		Mechanisms Sliders and levers: Card reveal slider		Freestanding Structures Hot air balloon		Food – selecting and preparing fruit and vegetables Fruit salad
Computing	Programming A – Moving a robot What is a robot?	Creating media – Digital painting How do I create a digital picture?	Computer systems and networks – technology around us What is technology?	Creating media – digital writing Isn't a computer keyboard at school?	Programming B – into animation How can I create my first animation?	
Music	Food Focus composer / music: Adediran, Bergonzi and Cundy	Colonel Hathi's March Focus composer / music: Trad: The grand old Duke of York	Football Focus composer / music: Alison Burns/Tony Bonning Maurice Walsh	Music Phone Calls Focus composer / music: Cathy Berberian, Arthur Smith	Dancing and drawing with Nautilus Nautilus	Come dance with me Focus composer / music: Sharon Durant, Ned Bennett, Tom Flemming

PE	Fundamentals Team building	Ball skills Gymnastics	Sending and receiving Net and ball games	Striking and fielding Fitness	Athletics Dance	Target games Invasion games
RE	Caring for others	Gifts and Giving	Friendship	Easter and Surprises	Religion and Rituals	Places of Worship
PSHE	Being in My World Celebrating Difference		Dreams and Goals Healthy Me		Relationships Changing Me	