

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Topic (big question)	What if you met a Gruffalo?	What makes a hero?	What if you built a time machine?	How big is Bristol?	What if you found buried treasure?	What if you grew a beanstalk?
Key Text	<i>The Gingerbread Man</i> <i>The Gruffalo</i> by Julia Donaldson	<i>Willy the Wimp</i> by Anthony Browne <i>Traction Man</i> by Mini Grey	<i>The Most Magnificent Thing</i> by Ashley Spires <i>Rosie Ravere, Engineer</i> by Andrea Beaty	<i>Beegu</i> by Alexis Deacon <i>Town Mouse and Country Mouse</i>	<i>The Pirate Cruncher</i> by Johnny Duddle <i>Pirates Love Underpants</i> by Claire Freedman	<i>Jack and the Beanstalk</i>
Literacy	<ul style="list-style-type: none"> Narrative – <i>The Gruffalo</i> Real life instructions – <i>Gruffalo Crumble</i> Imaginative instructions, Talk for Writing – <i>Gingerbread man recipe</i> Personal recounts – <i>Forest School</i> 	<ul style="list-style-type: none"> Narrative – <i>Willy the Wimp</i> Labels and captions – <i>Traction Man (Topic afternoons)</i> Personal recounts – <i>Fireman day/Aerospace</i> 	<ul style="list-style-type: none"> Narrative – <i>The Most Magnificent Thing</i> Labels and captions – <i>Rosie Ravere, designing a flying machine</i> Personal recounts – <i>SS Great Britain/Victorian schoolroom</i> 	<ul style="list-style-type: none"> Narrative – <i>Beegu</i> Personal recount - <i>Tour of Bristol</i> Real Life Instructions – 	<ul style="list-style-type: none"> Narrative – <i>Pirates Love Underpants</i> Labels and captions – <i>Design a sea monster</i> Personal recounts – <i>a day in the life of a pirate</i> 	<ul style="list-style-type: none"> Narrative – <i>Jack and the Beanstalk</i> Real life instructions (tangible) – <i>Growing a Bean</i> Imaginative instructions, T4W – <i>how to...outsmart a giant</i> Personal recounts – <i>Garden Experience</i>
Numeracy	Using place value and number facts to solve problems.	Solve problems involving addition and subtraction.	Properties of shapes. Position & Direction. Measurement.	Practical fractions. Identify, represent and use numbers in real-life contexts.	Solving problems using multiplication and division. Recognising and finding quarters.	Using place value to record compare and solve practical problems with measures.
Science	Animals including humans <ul style="list-style-type: none"> I can identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals I can identify and name a variety of common animals that are carnivores, herbivores and omnivores I can describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets) 	Animals including humans <ul style="list-style-type: none"> I can identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense 	Everyday Materials <ul style="list-style-type: none"> I can distinguish between an object and the material from which it is made I can identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock I can describe the simple physical properties of a variety of everyday materials I can compare and group together a variety of everyday materials based on their simple physical properties. 	SC1	Animals including humans <ul style="list-style-type: none"> I can identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals I can identify and name a variety of common animals that are carnivores, herbivores and omnivores I can describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets) 	Plants <ul style="list-style-type: none"> I can identify and name a variety of common wild and garden plants, including deciduous and evergreen trees. I can identify and describe the basic structure of a variety of common flowering plants, including trees.
Geography	<ul style="list-style-type: none"> devise a simple map use and construct basic symbols in a key use basic geographical vocabulary to refer to key physical features, including: forest, hill, mountain, valley, season and weather use basic geographical vocabulary to refer to key physical features, key human features, including: village, farm, house use simple fieldwork and observational skills to study the 			<ul style="list-style-type: none"> use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features use basic geographical vocabulary to refer to: key human features, including: city, town, village, factory, office and shop use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment 	<ul style="list-style-type: none"> name and locate the world's 7 continents and 5 oceans use basic geographical vocabulary to refer to key physical features, including: beach, cliff, coast, sea, ocean, season and weather use basic geographical vocabulary to refer to key human features, including: port, harbour use simple compass directions (north, south, east and west) and locational and directional language [for example, near and far, left and right], to describe the 	<ul style="list-style-type: none"> use basic geographical vocabulary to refer to key physical features, including: soil, vegetation, season and weather use basic geographical vocabulary to refer to key human features, including: farm

	geography of their school and its grounds and the key human and physical features of its surrounding environment				location of features and routes on a map <ul style="list-style-type: none"> devise a simple map; and use and construct basic symbols in a key 	
History			<ul style="list-style-type: none"> Victorians Changes within living memory – revealing aspects of change in national life (e.g. comparing Victorian toys to modern day) Brunel Significant people and places in their own locality 		<ul style="list-style-type: none"> Victorians Changes within living memory – revealing aspects of change in national life (e.g. comparing Victorian toys to modern day) Grace Darling and Blackbeard The lives of significant individuals in the past who have contributed to national and international achievements, some should be used to compare aspects of life in different periods 	
Art	Henri Matisse Printing/collage Use sketchbook to collect ideas. Make marks in print with a variety of objects including natural and made objects Carry out different printing techniques eg monoprint, block, relief and resist printing Make rubbings Build a repeating pattern and recognise pattern in the environment Self-portraits	Painting Use sketchbook to collect ideas. Use a variety of tools and techniques including the use of different brush sizes and types Mix and match colours to artefacts and objects. Mix secondary colours and shades using different types of paint Create different textures in paintings e.g. by scratching in to paint, adding sand, paper, sawdust.	Sculpture Use sketchbook to collect ideas. Manipulate clay in a variety of ways eg rolling, kneading, and shaping Explore sculpture with a range of malleable media. Experiment with, construct and join recycled, natural and manmade materials Explore shape and form	Local artists Drawing Use sketchbook to collect ideas. Experiment with a variety of tools inc pencils, crayons, pastels, charcoal, chalk and other dry media.	Mixed media Use sketchbook to collect ideas. Use a variety of techniques eg weaving, fabric crayons and sewing. How to thread a needle, cut, glue and trim material Create images from imagination, experience or observation Use a variety of media inc photocopied material, fabric, plastic, tissue, magazines	Printing Use sketchbook to collect ideas. Make marks in print with a variety of objects including natural and made objects Carry out different printing techniques eg monoprint, block, relief and resist printing Make rubbings Build a repeating pattern and recognise pattern in the environment
D&T		Superhero Masks <ul style="list-style-type: none"> learners should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. 	Suspension Bridge <ul style="list-style-type: none"> build structures, exploring how they can be made stronger, stiffer and more stable 			Moving picture <ul style="list-style-type: none"> explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.
Music	Jolly Music					
Computing	iPad rules Internet Safety Using an app Beebots Paint, taking a photo/video	Multimedia Making a presentation with pictures and texts Navigating Websites	Scanning QR codes Animation	Editing photographs Google earth	Capture, save and retrieve video	Multimedia Capture, save and retrieve video Use hyperlinks to explore websites

RE	Theme: Creation Story Key Question: Does God want Christians to look after the world? Religion: Christianity	Theme: Christmas Story Key Question: What gift would I have given to Jesus if he had been born in my town, not in Bethlehem? Religion: Christianity	Theme: Jesus as a friend Key Question: Was it always easy for Jesus to show friendship? Religion: Christianity	Theme: Easter – Palm Sunday Key Question: Why was Jesus welcomed like a king or celebrity by the crowds on Palm Sunday? Religion: Christianity	Theme: Shabbat Key Question: Is Shabbat important to Jewish children? Religion: Judaism	Theme: Chanukah Key Question: Does celebrating Chanukah make Jewish children feel close to God? Religion: Judaism
PSHE	Class Rules Jigsaw Being me in My World	Growth Mindset Jigsaw Celebrating Difference	Growth Mindset Jigsaw Dreams and Goals	Growth Mindset Jigsaw Healthy Me	Growth Mindset Jigsaw Relationships	Growth Mindset Jigsaw Changing Me
PE	PE Rules Knowing when to stop Signals Year 1 Leap into life Functional Movement	Year 1 Leap into Life Aesthetic Movement Gymnastics	Year 1 Leap into Life Manipulative Skills Throwing, dribbling, catching etc.	Year 1 Leap into Life Manipulative Skills Throwing, dribbling, catching etc.	Year 1 Leap into Life Movement Concepts Dance and directional skills	Year 1 Leap into Life Movement Concepts Dance and directional skills Sport day games
Spanish	<ul style="list-style-type: none"> Greetings recap Parts of the body Habia una vez (song) 	<ul style="list-style-type: none"> Numbers 1-20 Colours Christmas songs 	<ul style="list-style-type: none"> Colours recap Feelings (estoy) 	<ul style="list-style-type: none"> Action songs Este Puente va a caer 	<ul style="list-style-type: none"> Jungle animals: Mi gusta/no me gusta Recap numbers & parts of body 	<ul style="list-style-type: none"> Cultural study: Mexico
Enrichment events	Fancy Dress Day (second week) Library Visit Baking and making Gingerbread men Gruffalo Crumble Forest School – Gruffalo trail	Superhero day – dress as a favourite superhero, real or fiction Library Visit Library Visit Fire engine visit Army visit – Jo Ford Invite parents with heroic jobs	Victorian schoolday Library visit SS Great Britain	Dress up as an explorer Library Visit Bristol Suspension Bridge and Observatory Bristol Millennium Square	Pirate Day Library Visit The Matthew	Giant on the loose Library Visit University of Bristol Botanic Gardens