

Cycle A

| | | Autumn | Spring | Summer |
|----------------------------------|---|---|---|--|
| Reading and comprehension | | Texts include: poetry (contemporary and classic), wide range of fiction including traditional stories, fairy stories, myths and legends; non-fiction texts and reference books / text books and dictionaries Read Write Inc, and Bug Club various genres linked to writing activities. | | |
| Writing | Transcription | Read Write Inc spelling | | |
| | VGP | NC Appendix 2 | | |
| | Composition: narrative and non-narrative | <ul style="list-style-type: none"> writing their own story based on their own experiences 'There's a Pharaoh in our Bath!' - writing a continuation of a story, character descriptions, speech thoughts and feelings. Planning and writing news reports Writing a letter in character Pattern, rhythm and rhyme poetry | <ul style="list-style-type: none"> Twisted fairy tales - plan, edit and write their own versions of a traditional tale Planning and writing explanation texts for their own invention retrieving and collating information to compose a report Poetry | <ul style="list-style-type: none"> Myths and Legends - plan, edit write their own legend. Write a scene for a play, Writing instructional texts Shape poetry |
| Maths | | Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions (decimals and percentages), Measures, Geometry: properties of shape, Geometry: position, direction and motion, Statistics | | |
| Science | | Animals, including humans Materials | Light Living things and their habitats | Plants Food chains |
| PE | | Invasion Games, Gymnastics Swimming | Tennis Dance Swimming | Games & Dance Athletics & OOA |
| RE | | The Bible Called by God Journey to Bethlehem | Easter symbols Gospel | Rules for living Judaism |
| PSHCE | | Making Friends | Celebrating and recognising differences | People and their work |
| Computing | | Digital Literacy – Self-image and identity. Online Reputation IT - Use of word processing, typing skills, opening and closing programmes, saving an reloading work Computer Science - <ul style="list-style-type: none"> Physical programming - Bee bots and Crumble Controller | Digital Literacy - Health, well-being and lifestyle IT - use of PowerPoint to explain how their invention words (Wallace and Gromit inventions) Computer Science - Making and debugging algorithms using Scratch and I pad apps | Digital Literacy - Managing online information IT - Databases Computer Science - Physical computing Use of coding in real life. |
| History | | Ancient Egypt | Florence Nightingale/Mary Seacole | Schools and how they have changed |
| Geography | | Contrasting non-European location – life in modern Egypt | Continents and oceans. Compass points | Map work and fieldwork – study of our locality |
| Art & Design | | Sculpture and line drawing | Collage | Drawing and painting -plants (observational drawings / colour mixing) |
| Design Technology | | Textiles - Printing | Mechanism - make a vehicle with wheels – based on exploring | Structure - design and make a miniature garden - school design |
| Music | | Performance and Structure | Exploring sounds and composition | Beat and Pitch |