## KEY STAGE 1CYCLE A (2019-20, 2021-2022) AND CYCLE B (2020-21, 2022-2023)

SUBJECT	ON THE MOVE	TOYS AND GAMES	FIRE AND ICE	FOOD & FESTIVALS	LIFE ON THE OCEAN	ANIMALS
	YEAR 1	YEAR 1	YEAR 1	YEAR 2	WAVES YEAR 2	YEAR 2
GEOGRAPHY	Geographical skills and	Human & Physical	Geographical skills	Place knowledge:	Locational	Human and physical
	fieldwork:	geography:	and fieldwork:	- understand the	Knowledge:	geography:
	<ul> <li>identify the seasonal &amp; daily weather patterns in</li> </ul>	- Revise and continue	- Revise and continue	geographical	- Revise UK countries	- Revise and extend
	the UK.	to identify the	to identify the	similarities and	and capitals.	knowledge of the
	- use world maps, atlases	seasonal and daily	seasonal and daily	differences through	- Name and locate	location of hot and
	and globes to identify the	weather patterns in	weather patterns in	studying a small part	ame the world's 7	cold areas of the
	UK and its countries as	the UK.	the UK.	of the UK and a	continents and 5	world in relation to
	well as the countries, continents and oceans	Human and physical	- Revise the countries,	contrasting non-	oceans.	the Equator and the
	studied.	Geography:	continents and	European country.	Geographical skills	North and South
	- devise a simple map and	- use basic	oceans.	Human and physical	and fieldwork:	Poles.
	use and construct basic	geographical	Human and physical	Geography:	Revise simple	
	symbols in a key.	knowledge to refer to	geography:	- use basic	compass directions	
	<ul> <li>use simple fieldwork and observational skills to</li> </ul>	coast, ocean,	- Know the location of	geographical	(NSEW).	
	study the geography of the	mountain, forest, river	hot and cold areas of	knowledge to refer to	Human and physical	
	school and its grounds and	(linked to different	the world in relation	forest, field,	Geography:	
	the key human and	animal habitats)	to the Equator and	vegetation, season,	- use basic	
	physical features of its	,	the North and South	weather	geographical	
	surrounding environment.		Poles		knowledge to refer to	
	Use simple compass directions (NSEW)				beach, cliff, coast, sea,	
	Locational knowledge:				ocean	
	-Name, locate and identify					
	characteristics of the four					
	countries and capital cities					
	of the UK and its					
	surrounding seas.					

HISTORY	people and events they periods. They should us and other sources to sh	study fit within a chrono a wide vocabulary of e	ological framework and id everyday historical terms. understand key features c	entify similarities and dif They should ask and answ	passing of time. They shou ferences between ways of ver questions, choosing ar derstand some of the ways	life in different nd using parts of storie				
	Understand some ways Communicate understa Interview or 'hot seat' h Discuss change and con	we find out about the p inding of the past in a va nistorical figures. itinuity in an aspect of lif	s. E.g. When? What was it ast e.g. using artefacts, pi riety of ways. e e.g. toys, shopping, trar	ctures, stories and websi						
	Recognise why some ex Recognise what happer Identify similarities and	Recognise why people did things. Recognise why some events happened Recognise what happened as a result of people's actions or events. Identify similarities and differences between ways of life in different periods, including their own lives.								
	ON THE MOVE YEAR 1	TOYS AND GAMES YEAR 1	FIRE AND ICE YEAR 1	FOOD & FESTIVALS YEAR 2	LIFE ON THE OCEAN WAVES YEAR 2	ANIMALS YEAR 2				
	Learn about the lives	Learn about changes	Learn about events	Learn about events	Learn about the lives	/				
	of significant	in living memory.	beyond living memory	beyond living memory	of significant					
	individuals in the past	Where appropriate,	that are significant	that are significant	individuals in the past					
	who have contributed	these should reveal	nationally or globally	nationally or globally	who have contributed					
	to national and	aspects of change in	(The Great Fire of	(events	to national and					
	international	national life.	London).	commemorated	international					
	achievements. Some	l		through festivals or	achievements. Some					
	should be used to	Focussed enquiry:	Learn about	anniversaries e.g.	should be used to					
	compare aspects of life in different	Do I play with the	significant historical	Remembrance Day)	compare aspects of life in different					
	periods [Christopher	same kinds of toys and games as my	events, people and places in their own	Learn about changes	periods [famous sea					
	Columbus and Neil	parents and	locality (Fire at	in living memory.	explorers or sailors]					
	Armstrong]	grandparents?	Cowdray Castle).	Where appropriate,						
	,	What was my		these should reveal	Learn about					
	Focused enquiry:	grandad's teddy like?	Focused enquiry:	aspects of change in	significant historical					
		<b>o i i i i i i i i i i</b>								

What was the Great

national life. [Changes

events, people and

How has transport

changed over time?	Chronology: Show	Fire of London? How	in food, shopping,	places in their own	
Who were	where places, people	did it affect people's	food packaging etc.]	locality (historic	
Christopher Columbus	and events fit into a	lives? Who was		dockyard, Mary Rose).	
and Neil Armstrong?	broad chronological	Samuel Pepys?			
What did they	framework. Begin to	How did Cowdray			
achieve? How has	use dates.	burn down? Why was			
transport changed		the kitchen at			
over time?		Cowdray in a separate			
		building?			
Chronology: Show					
where places, people					
and events fit into a					
broad chronological					
framework. Begin to					
use dates.					

SCIENCE	<ul> <li>Pupils should be taught to use the following practical scientific methods, processes and skills: <ul> <li>asking simple questions and recognising that they can be answered in different ways</li> <li>observing closely, using simple equipment</li> <li>performing simple tests</li> <li>identifying and classifying</li> <li>using their observations and ideas to suggest answers to questions</li> <li>gathering and recording data to help in answering questions</li> </ul> </li> <li>Pupils in years 1 and 2 should explore the world around them and raise their own questions. They should experience different types of scientific enquiries, including practical activities, and begin to recognise ways in which they might answer scientific questions.</li> </ul>									
		features to compare objo , with guidance, they sho	· · ·	-	cide how to sort and grou	ip them, observe				
	They should ask people questions and use simple secondary sources to find answers.									
	They should use simple measurements and equipment (for example, hand lenses, egg timers) to gather data, carry out simple tests, record simple data, and talk about what they have found out and how they found it out. With help, they should record and communicate their findings in a range of ways and begin to use simple scientific language. These opportunities for working scientifically should be provided across years 1 and 2 so that the expectations in the programme of study can be met by the end of year 2. Pupils are not expected to cover each aspect for every area of study.									
	ON THE MOVE YEAR 1	TOYS AND GAMES YEAR 1	FIRE AND ICE YEAR 1	FOOD & FESTIVALS YEAR 2	LIFE ON THE OCEAN WAVES YEAR 2	ANIMALS YEAR 2				
	Seasonal changes	Seasonal changes	Seasonal changes	Plants	Uses of everyday	Living things and their				
	Pupils should be	Pupils should be	Pupils should be	Pupils should be	materials	habitats				
	taught to:	taught to:	taught to:	taught to:	Pupils should be taught to:	Pupils should be taught to:				
	Observe changes	Observe changes	Observe changes	observe and describe						
	across the 4 seasons.	across the 4 seasons.	across the 4 seasons.	how seeds and bulbs	identify and compare	explore and compare				
	Observe and describe	Observe and describe	Observe and describe	grow into mature	the suitability of a	the differences				
	weather associated	weather associated	weather associated	plants	variety of everyday	between things that				
	with the seasons and	with the seasons and	with the seasons and		materials, including	are living, dead, and				
	how day length varies	how day length varies	how day length varies	find out and describe	wood, metal, plastic,	things that have never				
		Dia da		how plants need	glass, brick, rock,	been alive				
	Everyday materials	Plants	Animals, including	water, light and a	paper and cardboard					

Pupils should be	Pupils should be	humans	suitable temperature	for particular uses	identify that most
taught to:	taught to:	Pupils should be	to grow and stay		living things live in
		taught to:	healthy	find out how the	habitats to which they
distinguish between	identify and name a			shapes of solid objects	are suited and
an object and the	variety of common	identify and name a		made from some	describe how
material from which it	wild and garden	variety of common		materials can be	different habitats
is made	plants, including	animals including fish,		changed by squashing,	provide for the basic
identify and name a	deciduous and	amphibians, reptiles,		bending, twisting and	needs of different
variety of everyday	evergreen trees.	birds and mammals		stretching	kinds of animals and
materials, including					plants, and how they
wood, plastic, glass,	identify and describe	identify and name a			depend on each other
metal, water, and rock	the basic structure of	variety of common			
	a variety of common	animals that are			identify and name a
describe the simple	flowering plants,	carnivores, herbivores			variety of plants and
physical properties of	including trees	and omnivores			animals in their
a variety of everyday					habitats, including
materials		describe and compare			microhabitats
		the structure of a			
compare and group		variety of common			describe how animals
together a variety of		animals (fish,			obtain their food from
everyday materials on		amphibians, reptiles,			plants and other
the basis of their		birds and mammals			animals, using the
simple physical		including pets)			idea of a simple food
properties					chain, and identify
		identify, name, draw			and name different
		and label the basic			sources of food
		parts of the human			
		body and say which			Animals, including
		part of the body is			humans
		associated with each			Pupils should be
		sense			taught to:
					notice that animals,
					including humans,
					have offspring which
					grow into adults

			find out about and describe the basic needs of animals, including humans, for survival (water, food and air)
			describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene

ART	Pupils should be taught	t:									
	to use a range of mater	ials creatively to design a	nd make products								
	to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination										
	to develop a wide range	to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space									
	about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and										
	disciplines, and making	disciplines, and making links to their own work									
	ON THE MOVE	TOYS AND GAMES	FIRE AND ICE	FOOD & FESTIVALS	LIFE ON THE OCEAN	ANIMALS					
	YEAR 1	YEAR 1	YEAR 1	YEAR 2	WAVES YEAR 2	YEAR 2					
	Art linked to Seasons	Press printing with	Fire of London and	Colour wheel	Art at the beach – art	Animal sculptures					
	Clay tile	polystyrene tile linked	Antarctica pictures –	Mixing	at the	with clay.					
	Colour wheel	to Andy Warhol.	choice of mixed media	Tint and Shade	beach/sculpture.	Animals pictures and					
	Mixing		(try out different	Chalk pastels/charcoal	Mixed media pictures	paintings					
	Tint and Shade	Sketching teddies and	effects and choose	linked to Handa's	linked to the	Linked to trip to					
	Bus design/painting	robots	preferred one)	Surprise.	sea/Mary Rose.	Marwell?					
	Diwali:			Kente Cloth – design							
	Clay pots, adding			own material.							
	embellishments.			Printing with cut fruit.							
	Mendhi hand patterns										
	Rangoli patterns			Diwali:							
				Clay pots, adding							
				embellishments.							
				Mendhi hand patterns							
				Rangoli patterns							

D.T.	Design										
	design purposeful, func	tional, appealing product	s for themselves and o	ther users based on design	criteria						
	generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and										
	communication techno	communication technology									
	Make	Make									
	select from and use a ra	select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]									
	select from and use a w	select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their									
	characteristics										
	Evaluate										
	explore and evaluate a range of existing products										
	evaluate their ideas and products against design criteria										
	Technical knowledge										
	build structures, explor	build structures, exploring how they can be made stronger, stiffer and more stable									
	explore and use mecha	explore and use mechanisms [for example, levers, sliders, wheels and axles], in their									
	products.		1		1						
	ON THE MOVE	TOYS AND GAMES	FIRE AND ICE	FOOD & FESTIVALS	LIFE ON TH	E OCEAN	ANIMALS				
	YEAR 1	YEAR 1	YEAR 1	YEAR 2	WAVES	YEAR 2	YEAR 2				
	Build structures and	Explore, design, make	Food technology:	Food Technology:							
	explore mechanisms	and evaluate puppets.	Design and make	Design and make food							
	through making		healthy food.	from different							
	vehicles.			cultures.							

P.E.	ON THE MOVE	TOYS AND GAMES	FIRE AND ICE	FOOD & FESTIVALS	LIFE ON THE	OCEAN	ANIMALS
	YEAR 1	YEAR 1	YEAR 1	YEAR 2	WAVES	YEAR 2	YEAR 2
	Gymnastics	Games	Athletics	Gymnastics	Games		Athletics
	Dance		Games	Dance			Games

COMPUTING	ON THE MOVE YEAR 1	TOYS AND GAMES YEAR 1	FIRE AND ICE YEAR 1	FOOD & FESTIVALS YEAR 2	LIFE ON THE OCEAN WAVES YEAR 2	ANIMALS YEAR 2
	iSafe	iAlgorithm	iProgram	iSafe	iProgram	iPub
	Internet Safety	Algorithms:	Algorithms and	Internet Safety	Creating simple	Creating interactive
		Computing unplugged	programming		animations	ebooks
	iData			iAnimate		
	Introduction to data	iWrite	iModel	An introduction to	iSearch	
	representation	Creating and manipulating digital text	An introduction to computer modelling	animation	Finding things out online	

R.E.	Hinduism:	Gospel	God	Hinduism:	Gospel	God
	How and why do	UC 1.4	UC 1.1	How and why do	UC 1.4	UC 1.1
	Hindus worship at	What is the is the	What do Christians	Hindus celebrate	What is the is the	What do Christians
	home?	good news that Jesus	believe God is like?	Diwali?	good news that Jesus	believe God is like?
		brings?			brings?	
	People of God		Creation	People of God		Creation
	UC 1.3	Salvation	UC 1.2	UC 1.3	Salvation	UC 1.2
	Why do Christians	UC 1.5	Who made the world?	Why do Christians	UC 1.5	Who made the world?
	perform Nativity plays	Why does Easter		perform Nativity plays	Why does Easter	
	at Christmas?	matter to Christians?		at Christmas?	matter to Christians?	

FRENCH	ON THE MOVE	TOYS AND GAMES	FIRE AND ICE	FOOD & FESTIVALS	LIFE ON THE OCEAN	ANIMALS
	YEAR 1	YEAR 1	YEAR 1	YEAR 2	WAVES YEAR 2	YEAR 2
	<b>Croissants and Hot</b>	Trains, Games and	Under the roof	Uniform or Fashion?	Story of my Life	Ready, Steady, Go!
	Chocolate	Planes	What's your name?	Greetings	Greetings	Greetings
	Greetings	Greetings	Where do you live?	What's your name?	What's your name?	What's your name?
	What's your name?	How are you?	My house	Where do you live?	Where do you live?	Where do you live?
	Where do you live?	Play shop	Numbers to 30	How old are you?	My family	How old are you?
	Numbers to 20	Numbers to 20	Songs and games	Numbers to 30	Numbers to 30	Sports
	French breakfast	Toys	Bugs, Shrubs and	Colours	Once upon a time	Numbers to 30
	How are you?	School's Essentials	Grub	Clothes	French culture	Follow instructions
	Food	Days of the week	How are you?	French culture	Goldilocks and the	Weather
	Do you like?	School stationery	Where do you live?	Stories/songs/games	Three Bears	
	French culture	French culture	In the garden		Songs and games	
			Colours			