



Subject	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
English- Reading	Text: Phonics or Whole Class Reading	Text: Phonics or Whole Class Reading	Text: Phonics or Whole Class Reading	Text: Phonics or Whole Class Reading	<b>Text:</b> Phonics or Whole Class Reading	<b>Text:</b> Phonics or Whole Class Reading
	Reading Skill: Decoding, fluency and retrieval	Reading Skill: Decoding, fluency and retrieval	Reading Skill: Decoding, fluency and retrieval	Reading Skill: Decoding, fluency and retrieval	Reading Skill: Decoding, fluency and retrieval	<b>Reading Skill:</b> Decoding, fluency and retrieval
English- Writing	<b>Text:</b> Vlad and Florence Nightingale by K. Cunningham	<b>Text:</b> Vlad and Florence Nightingale by K. Cunningham	<b>Text:</b> Vlad and Florence Nightingale by K. Cunningham	<b>Text:</b> Sticky McStickstick by Michael Rosen	<b>Text:</b> Sticky McStickstick by Michael Rosen	<b>Text:</b> Sticky McStickstick by Michael Rosen
	<b>Key focus:</b> Writing a list using commas	<b>Key focus:</b> Writing a fact file about Florence Nightingale	<b>Key focus:</b> Writing a fact file about Florence Nightingale	Key focus: Using prefixes	<b>Key focus:</b> Writing a poem	<b>Key focus:</b> Writing a poem
English- GPS	<b>Grammar:</b> Using suffixes	<b>Grammar:</b> Using suffixes	<b>Grammar:</b> Different word types e.g. verbs	<b>Grammar:</b> Tenses	<b>Grammar:</b> Prefixes	<b>Grammar:</b> Prefixes
FIGS BACKS AND FIGS AND FIGS	<b>Spelling rule:</b> Adding er and est	Spelling rule: Adding er and est	<b>Spelling rule:</b> ee sound spelt ey	<b>Spelling rule:</b> adding 'ness'	<b>Spelling rule:</b> adding 'ness' (swapping y for i)	Spelling rule: words ending in 'le'
Mathematics	<b>Maths unit:</b> Faces, shape, patterns, lines and turns	Maths unit: Faces, shape, patterns, lines and turns	<b>Maths unit:</b> Faces, shape, patterns, lines and turns	<b>Maths unit:</b> Faces, shape, patterns, lines and turns	<b>Maths unit:</b> Measuring Capacity and Volume	Maths unit: Measuring Capacity and Volume
	Key Learning: I can identify shapes	Key Learning: I can describe and sort	Key Learning: I can compare and sort	<b>Key Learning:</b> I can use the language	Key Learning: I can read temperature	<b>Key Learning:</b> I can compare millilitres





	by the number of vertices and sides I can identify right angles in shapes I can recognise lines of symmetry within 2-D shapes	<ul> <li>2-D shapes according to their properties</li> <li>I can name and describe 3-D shapes</li> <li>I can identify 2-D shapes on the surfaces of 3-D shapes</li> <li>I can describe and create 2-D shape patterns</li> </ul>	2-D and 3-D shapes I can describe the position of an object I can give directions from point A to point B	of rotation I can make predictions about rotation I can identify how a pattern has been created through rotation I can follow a route around a map	in degrees Celsius on a thermometer I can take and read the temperature in degrees Celsius I can understand the concept of litres through estimating and measuring I can solve word problems that involve litres	and litres using fractions I can use millilitres as a unit of measurement I can compare and order millilitres and litres I can solve word problems involving capacity and volume
Science	Science unit: Living things and their habitats Key Learning: I can explore and discuss key facts in a knowledge organiser.	Science unit: Living things and their habitats Key Learning: I can explore and compare the differences between things that are living, dead, and things that have never been alive.	Science unit: Living things and their habitats Key Learning: I can identify and name a variety of plants and animals in their habitats, including microhabitats.	Science unit: Living things and their habitats Key Learning: I can identify and name a variety of plants and animals in their habitats, including microhabitats.	Science unit: Living things and their habitats Key Learning: I can identify and name a variety of plants and animals in their habitats.	Science unit: Living things and their habitats Key Learning: I can identify and name a variety of plants and animals in their habitats.
Computing	Computing unit: We are animators Key Learning: I can plan my animation.	Computing unit: We are animators Key Learning: I can create media to use in my animation.	Computing unit: We are animators Key Learning: I can create an animation.	Computing unit: We are animators Key Learning: I can create an animation.	Computing unit: We are animators Key Learning: I can edit and add audio to my animation.	<b>Computing unit:</b> We are animators <b>Key Learning:</b> I can provide feedback.





History	History unit: Hospitals & Healthcare Key Learning: I can use evidence to investigate the past and make comparisons to the present day.	History unit: Hospitals & Healthcare Key Learning: I can find out about the life of someone who lived in the past.	History unit: Hospitals & Healthcare Key Learning: I can create a historical timeline about significant people from the past.	History unit: Hospitals & Healthcare Key Learning: I can explain the impact of significant people from the past.	History unit: Hospitals & Healthcare Key Learning: I can explain what is similar and what is different about healthcare and hospitals in the past and present.	History unit: Hospitals & Healthcare Key Learning: I can explain how significant people from the past have helped to improve hospitals and healthcare.	
Art	Art Focus: Craft and Design Key Learning: Artist Study Susan Stockwell	Art Focus: Craft and Design Key Learning: To investigate maps as a stimulus for drawing.	Art Focus: Craft and Design Key Learning: To develop a drawing into 3D artwork.	Art Focus: Craft and Design Key Learning: To choose materials to represent features of my 2D map drawing.	Art Focus: Craft and Design Key Learning: To experiment with a craft technique to develop an idea.	Art Focus: Craft and Design Key Learning: To develop ideas and apply craft skills when printmaking.	
DT	DT Unit: Mechanism: Fairground wheel Key Learning: To know that different materials have different properties and are therefore suitable for different uses. To know the features of a Ferris wheel, include the wheel, frame, pods, a base, an axle and an axle holder. To know that it is important to test my design as I go along so that I can solve any problems that may occur. Outcome: Creating a Ferris wheel						
RE	Key Question: Who is Jewish and how do they live? Key Learning: I can recognise objects that can be found in many Jewish homes.	Key Question: Who is Jewish and how do they live? Key Learning: What is precious to Jewish people? What does a mezuzah remind Jewish people about?	Key Question: Who is Jewish and how do they live? Key Learning: What is precious to Jewish people? What does a mezuzah remind Jewish people about?	Key Question: Who is Jewish and how do they live? Key Learning: What stories do Jewish people tell from the Torah?	Key Question: Who is Jewish and how do they live? Key Learning: What might the story of Chanukah* make Jewish people think about it?	Key Question: Who is Jewish and how do they live? Key Learning: What might the story of Chanukah* make Jewish people think about it?	





PSHE/RSE	PSHE Unit: Being my best	PSHE Unit: Being my best	PSHE Unit: Being my best	PSHE Unit: Being my best	<b>PSHE Unit:</b> Being my best	PSHE Unit: Being my best
	Key Learning: Workshop on gratitude	Key Learning: I can explain the learning process	<b>Key Learning:</b> I can think of things I like and dislike	<b>Key learning:</b> I can explain how germs are spread	Key Learning: I can explain the importance of good dental hygiene	Key Learning: I can name my major internal body parts
PE	<b>PE Unit:</b> Games for Understanding <b>Key Learning:</b> Attacking as a team.	<b>PE Unit:</b> Games for Understanding <b>Key Learning:</b> Defending as a team	PE Unit: Games for Understanding Key Learning: Understand the transition from defence and attack	PE Unit: Games for Understanding Key Learning: Create and apply attacking tactics.	PE Unit: Games for Understanding Key Learning: Create and apply defending tactics.	<b>PE Unit:</b> Games for Understanding <b>Key Learning:</b> Apply all learning.
	PE Unit: Jumping Key Learning: The focus of the learning is to consolidate pupils jumping and to apply an effective jumping technique.	PE Unit: Jumping Key Learning: The focus of learning is to consolidate pupils' knowledge of how, where and why we jump in a game.	PE Unit: Jumping Key Learning: The focus of the learning is to apply pupils' knowledge of how to jump and how to jump in combination, into their own ideas for linking jumps.	<b>PE Unit:</b> Jumping <b>Key Learning:</b> Pupils will explore jumping using different combinations, jumping for distance and speeds.	PE Unit: Jumping Key Learning: The focus of the learning is to develop pupils' application of linking jumps together.	<b>PE Unit:</b> Jumping <b>Key Learning:</b> Pupils will apply their knowledge of jumping into competitions.
Music	Music Unit: Friendship Song Key Learning: Listen and appraise a song.	Music Unit: Friendship Song Key Learning: Listen and appraise a song.	Music Unit: Friendship Song Key Learning: Listen and appraise a song.	Music Unit: Friendship Song Key Learning: Listen and appraise a song.	Music Unit: Friendship Song Key Learning: Listen and appraise a song.	Music Unit: Friendship Song Key Learning: Listen and appraise a song.