

	Cycle A			Cycle B		
	Autumn	Spring	Summer	Autumn	Spring	Summer
English	Fairy Tale Character Description GPS Acrostic Poem Instructions Explanation	Adventure Story Settings GPS Couplet Poetry Information Text Recount	Diaries GPS Instructions Non-Chronological Report Haiku Poems Performance Poetry Riddles	Fairy Story Figurative Poetry Instructions Letters Science Fiction GPS	Diaries Explanation Text Haiku Acrostic Poems Information Texts Myths and Legends GPS	Descriptive writing Adventure stories Book Reviews GPS Riddles Haiku Poems Information Texts Non-Chronological Reports Recount
Maths (fluency, mathematical reasoning and problem solving)	Number, Place Value, Calculation (+, -, x, ÷), Fractions	Measurement, Geometry (position & direction, Properties of Shapes, Statistics)	Consolidation; Re-cap and Review; Applying Skills, Knowledge and Understanding, Problem Solving	Number, Place Value, Calculation (+, -, x, ÷), Fractions	Measurement, Geometry (position & direction, Properties of Shapes, Statistics)	Consolidation; Re-cap and Review; Applying Skills, Knowledge and Understanding, Problem Solving
Science	Use of everyday Materials from Twinkl Planit Yr2 - Light from Twinkl Planit Yr3	Animals, including Humans from Twinkl Planit Yr2 - Forces and Magnets from Twinkl Planit Yr3	Living things & their Habitats from Twinkl Planit Yr2 - Plants from Twinkl Planit Yr2	Animals, including Humans from Twinkl Planit Yr3 - Earth & Space	Rocks from Twinkl Planit Yr3 - Sound	Electricity from Twinkl Planit Yr4 - Living things & their habitat
Computing	Communicating & Collaboration Year 3 - Data Year 3 - Espresso Coding Starter Unit Year 3	E-Safety Year 3 - Multimedia & Word Processing Year 3 - Espresso Coding Unit 3a	Digital Media Year 3 - Programming Two forms Unit 1: Scratch-animation - Espresso Coding Unit 3b	Communicating & Collaboration Year 2 - Data Year 2 - Espresso Coding Starter Unit Year 2	E-Safety Year 2 - Multimedia & Word Processing Year 2 - Espresso Coding Unit 2a	Digital Media Year 2 - Programming Two Different Forms Unit 1: Probots - Espresso Coding Unit 2b
History	Events beyond living memory- The Gunpowder Plot from Twinkl Planit	The lives of significant individuals- Kings and Queens from Twinkl Planit	Significant historical events, people and places in their own locality-The Railways from Twinkl Planit	Changes in living memory-War and Remembrance from Twinkl Planit	The Roman Empire and its impact on Britain- Romans from Twinkl Planit	The Viking and Anglo-Saxon struggle for the kingdom of England to the time of Edward the confessor - Viking ,Anglo-Saxons and Scots from Twinkl Planit
Geography	Magical Mapping from Twinkl Planit	The UK from Twinkl Planit	Rainforest from Twinkl Planit	What a Wonderful World from Twinkl Planit	Extreme Earth from Twinkl Planit	Sensational Safari from Twinkl Planit
Art and Design	Autumn from Twinkl Planit LKS2	British Artist from Twinkl Planit LKS2	Colour Chaos from Twinkl Planit KS1	Lowry from Twinkl Planit KS1	European Artists from Twinkl Planit LKS2	Insects from Twinkl Planit LKS2
Design and Technology	Battery Operated Lights from Twinkl Planit LKS2	Juggling Balls from Twinkl Planit LKS2	Edible Garden from Twinkl Planit LKS2	Let's Go Fly a Kite from Twinkl Planit LKS2	Mechanical Posters from Twinkl Planit LKS2	The Great Bread Bake Off from Twinkl Planit LKS2
Religious Education (Shropshire Agreed Syllabus)	Christianity Christmas Who is my neighbour? Is there a God?	Various Faiths Christianity How should we behave? Easter	Buddhism Wesak Various Faiths Why should we respect and value the planet and life in a variety of forms? Beliefs and practice	Christianity Class Faiths Myself Belonging to a Christian Family	Judaism Christianity What do Jews do, use and wear in their homes and their special buildings? Easter	Islam Ramadan/Eid What stories tell us where the world began? What is truth? (Qur'an) How does religious belief guide and influence a person's lifestyle?
Physical Education	Swimming Games Gymnastics	Gymnastics Dance	Games Athletics	Swimming Games Gymnastics	Gymnastics Dance	Games Athletics
Music	Hands, Feet, Heart (Y2) Let Your Spirit Fly	Glockenspiel Stage 1 (Y2) Glockenspiel Stage 2	Zootime (Y2) Three Little Birds (Y3)	Babushka (Y2) Ho, ho, ho (Y3) (Charanga Music)	I wanna play in a band (Y2) Benjamin Britten-	Reflect, rewind, replay (Y2 &Y3) (Charanga Music)

	(Y3)	(Y3)			There was a Monkey(Y3) (Charanga Music)	
French	Getting to Know you from Twinkl Planit Yr3	All About Me from Twinkl Planit Yr3	Food Glorious Food from Twinkl Planit Yr3	Family and Friends from Twinkl Planit Yr3	Our School from Twinkl Planit Yr 3	Time from Twinkl Planit Yr3
Respect Yourself Eat Better, Move More, Relationship and Sex Education	Care and Commitment-Friendship-Year 3 Move More-Balance (Y1/2, Y3/4) (incl. One Minute Challenge)	Move More-Gross Motor Skills (Y1/2, Y3/4) (incl. One Minute Challenge) Move More-Fine Motor Skills (Y1/2, Y3/4) (incl. One Minute Challenge)	Eat Better (Y1/2)-Identifying Food Groups, (Y3/4)-Identifying and Sorting food, You are what you eat Changes-Year 2, Year3	Care and Commitment-Friendship-Year 3 Move More-Hand-eye Coordination (Y1/2, Y3/4) (incl. One Minute Challenge)	Move More-Spatial Awareness (Y1/2, Y3/4) (incl. One Minute Challenge) Move More-Hand-eye Coordination (Y1/2, Y3/4) (incl. One Minute Challenge)	Eat Better (Y1/2)-Planning a Meal, (Y3/4)-Five a Day Changes-Year 2, Year3 Move More-Agility (Y1/2, Y3/4) (incl. One Minute Challenge)

Computing (objectives to be taught across the curriculum)

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.