Curriculum Intent & Progression Document YEAR 1

St. Mary's Catholic Voluntary Academy, Grantham

2022-23



Class Teacher: Mrs Chapman

Mission Statement

Christ is at the centre of St. Mary's as we strive to nurture and care for all our community members by encouraging them to **Believe**, **Succeed** and **Soar** within God's love, to achieve the very best that they can, in all areas.

Our Vision

We are disciples who put our faith into action in all that we do.

We are role models who encourage others to shine and be the best version of themselves that they can be.

We are investigators who ask questions about the past, the present and the future.

We are artists who show our creativity and talents with flair and imagination.

We are storytellers who have a passion for reading and are able to communicate in many ways.

We are problem solvers who tackle tasks with an open mind and a positive approach.

We are team players who work together to achieve our goals.

We are explorers who learn new skills, embrace other cultures and value our locality and the wider world.

We **Believe**. We **Succeed**. We **Soar**.

Our Gospel Virtues

To achieve our full Christian potential, we all need to live out our Gospel Virtues: -

Love

A Christ-like love respects the talent of each person in our school.

Faith

Faith helps us to do God's will in this world.

Hope

Hope helps us to see a new life beyond our present one.

Peace

We know that if we love one another, peace will be all around us.

Mercy

We believe that mercy will be shown by the way we forgive others.

Community

We believe our community here unites us all as followers of Jesus.

Curriculum Intent: YEAR 1 (2022-23)

ENGLISH (R, W, Ph)						
ADVENT 1	ADVENT 2	LENT 1	LENT 2	PENTECOST 1	PENTECOST 2	
Children will	Children will	Children will	Children will	Children will	Children will	
All elements of English will be taught through the Read, Write, Inc. scheme of work.						
VOCABULARY						

	MATHS						
ADVENT 1	ADVENT 2	LENT 1	LENT 2	PENTECOST 1	PENTECOST 2		
Children will	Children will	Children will	Children will	Children will	Children will		
Number: Place Value	Number: Addition and	Number: Addition and	w to order numbers		how to describe turns.		
(within 10)	Subtraction (within	Subtraction (within	within 50.	L2: know how to count	L2: know how to		
L1: know how to count	10)	20)	L8: know how to count	in 5s.	describe position (1).		
objects.	L7: know how to show	L1: know how to add by	in 2s.	L3: know how to count	L3: know how to		
L2: know how to	addition (adding	counting on.	L9: know how to count	in 10s.	describe position (2).		
represent objects.	together and more).	L2: know how to find	in 5s.	L4: know how to make			
L3: know how to count,	L8: know how to find a	and make number		equal groups.	Number: Place Value		
read and write forwards	part.	bonds.	Measurement: Length	L5: know how to add	(within 100)		
from any number 0 to	L9: know how to show	L3: know how to add by	and Height	equal groups.	L1: know how to count		
10.	subtraction (taking	making 10.	L1 & 2: know how to	L6: know how to make	forwards and		
L4: know how to count,	away/ how many left?/	L4: know how to show	compare lengths.	arrays.	backwards within 100.		
read and write	crossing out).	subtraction (not	L3 & 4: know how to	L7: know how to make	L2: know how to		
backwards from any	L10: know how to show	crossing 10).	compare heights.	doubles.	partition numbers.		
number 0 to10.	subtraction and	L5: know how to show	L5: know how to	L8: know how to make	L3: know how to		
L5: know how to count	introduce the	subtraction (not	measure length (1).	equal groups –	compare numbers (1).		
one more.	subtraction symbol.	crossing 10).	L6: know how to	grouping.	L4: know how to		
L6: know how to count	L11: know how to	L6: know how to show	measure length (2).	L9: know how to make	compare numbers (2).		
one less.	show subtraction by	subtraction (crossing		equal groups – sharing.	L5: know how to order		
L7: know how to use	fining a part/ breaking	10).	Measurement: Weight		numbers.		
one-to-one	apart.		and Volume	Number: Fractions			

correspondence to start L12: know the 8 facts L7: know how to show L1: know how to find L1: know how to find a L6: know how to find to compare groups. for a fact family. subtraction (crossing out about weight and half (1). one more and one less. L8: know how to L13: know how to show L2: know how to find a 10). mass. L8: know related facts. half (2). compare groups using subtraction by counting L2: know how to **Measurement: Money** L3: know how to find a language such as back. L9: know how to measure mass. L1: know how to equal, more/ greater, L14: know how to show compare number L3: know how to half. recognise coins. less/ fewer and use <, > subtraction by finding L4: know how to find a sentences. compare mass. L2: know how to L4: know how to find and = symbols. the difference. quarter (1). recognise notes. L9: know how to L15: know how to out about capacity and L5: know how to find a L3: know how to count **Number: Place Value** compare numbers. compare addition and (within 50) volume. quarter (2). in coins. L10: know how to order L1: know numbers to L5: know how to L6: know how to find a subtraction statements. groups of objects and measure capacity. (A + B > C and A + B >quarter. 50. **Measurement: Time** numbers. C + DL2: know how to use L6: know how to L1: know how to L11: know how to use tens and ones. compare capacity. understand before and ordinal numbers. **Geometry: Shape** L3: know how to after. L12: know how to use L1: know how to represent numbers to Consolidation and L2: know dates the number line. recognise, name and 50. Assessment L3: know how to tell the sort 3D shapes. L4: know how to find time to the hour. Number: Addition and L2: know how to one more and one less. L4: know how to tell the **Subtraction (within** recognise, name and L5: know how to time to the half hour. 10) sort 2D shapes. compare objects within L5: know how to write L1: know how to use a L3: know how to make 50. the time. part-whole model. patterns with 3D and L6: know how to L6: know how to L2: know how to use 2D shapes. compare numbers compare time. within 50. the addition symbol. L3: know how to use **Number: Place Value** fact families (addition (within 20) facts). I 1: know how to count L4: know how to find forwards and number bonds for backwards, writing numbers within 10 numbers to 20 in using a systematic numerals and words. method. L2: know the numbers

from 11 - 20.

				•	,
L5: know how to find	L3: know how to use				
number bonds to 10.	tens and ones.				
L6: know how to	L4: know how to count				
compare number	one more and one less.				
bonds.	L5: know how to				
	compare groups of				
	objects and numbers.				
	L6: know how to order				
	groups of objects and				
	numbers.				
		VOCAE	BULARY		
Number: Place Value	Number: Addition and	Number: Addition and	Number: Place Value	Number:	Geometry: Position
(within 10)	Subtraction (within	Subtraction (within	(within 50)	Multiplication and	and Direction
One, two, three, four,	10)	20)	Tens, ones, one more,	Division	Quarter turn, half turn,
five, six, seven, eight,	One, two, three, four,	One, two, three, four,	one less, less than,	Count, equal groups,	three-quarter turn, full
nine, ten, one more,	five, six, seven, eight,	five, six, seven, eight,	equal to, more than	array, double, group	turn, left, right, front,
one less, first (1st),	nine, ten, add, subtract,	nine, ten, eleven,		equally, share equally	behind, below, above,
second (2 nd), third (3 rd),	equals, count on, count	twelve, thirteen,			top, middle, bottom,
fourth (4th), equals, less	back, number bond	fourteen, fifteen,			between, forwards,
than, greater than,		sixteen, seventeen,			backwards,
most, fewest		eighteen, nineteen,			
		twenty, number bond,			
		first, then, now,			
		partition, add, subtract,			
November Addition and	Construction Chaire	equals	Management	Noveles - Frantis -	Novelean Diago Value
Number: Addition and	Geometry: Shape	Number: Place Value	Measurement: Length	Number: Fractions	Number: Place Value
Subtraction (within	Side, corner, vertices,	(within 50)	and Height	Half, equal parts,	(within 100)
10)	vertex, curved, face, straight, 2D, 3D,	Tens, ones, one more,	Taller, shorter, longer,	whole, quarter	Tens, ones, one more,
One, two, three, four,	pattern, square, circle,	one less, less than,	tallest, shortest,		one less, smallest,
five, six, seven, eight,	rectangle, triangle,	equal to, more than	longest, same, scale, length, height		greatest, less than, equal to, more than
nine, ten, add, subtract,	cube, cuboid, sphere,		length, neight		equal to, more than
equals, count on, count	cylinder, cone				
back, number bond	5,111401, 00110				
					Measurement: Money

Number: Place Value	Measurement: Weight	Coin, note, pound,
(within 20)	and Volume	pence, penny
One, two, three, four,	Weight, mass, scales,	Measurement: Time
five, six, seven, eight,	heavier, lighter,	First, next, finally,
nine, ten, eleven,	balanced, capacity,	before, after, Monday,
twelve, thirteen,	volume, liquid, amount,	Tuesday, Wednesday,
fourteen, fifteen,	empty, nearly empty,	Thursday, Friday,
sixteen, seventeen,	half full, nearly full, full	Saturday, sundae,
eighteen, nineteen,		January, February,
twenty, least, smallest,		March, April, May,
most, greatest, first,		June, July, August,
second, third, one		September, October,
more, one less		November, December

RE/RSE

Journey In Love: We meet God's love in our family.

PENTECOST 2 Children will...

LO: I will know that as we grow we are loved by our family. I will know that as we grow we are also loved by God's family.

<u>Physical</u>	<u>Social</u>	<u>Emotional</u>	<u>Intellectual</u>	_ <u>Spiritual</u>
Talk about things you can do now that you could not	Discuss how we help and care for others at home.	Discuss happy and sad moments in your family.	Bring in reminders of their Baptism and	Talk about how we are members of God's family.
do as a baby. Find out at what age you learned to crawl, take first steps, speak first words etc. Who is in my family? E.g. mother, father, brothers, sisters, grandparents etc.	How are the words please and thank you important to my family? How does saying sorry show respect to others? Why is teasing and bullying wrong? Why should we always tell the truth?	What makes my family a happy family? How is love shown in your family? How does my family keep me healthy? Role play happy and sad experiences of a family.	discuss. What other family do you belong to besides your personal family? Why do we need to grow up in families? What happens if you grow up without a family?	How were we born into God's family? What special title do we give to God as members of God's family? How does the story of The Lost Sheep help us to understand God loves and cares for us? How shall we thank God for unconditional love? Link to being a Missionary Disciple.

Pause, reflect and prayer.			Would it be a happy	Pause, reflect and prayer.
	Pause, reflect and prayer.	Pause, reflect and	experience?	
		prayer.	What would you miss?	
			How would life be	
			different?	
			Pause, reflect and	
			prayer.	
			F, C	
		VOCABIII ARY		

God, special, unique, important, friend, different, respect, secure, love, care, commitment, stable, important, different, special, signs, healthy, safe, boundaries, kindness, teasing, bullying, positive, negative, wrong, unacceptable, truth, lies, head, eyes, nose, mouth, teeth, tongue, throat, neck, shoulders, arms, breasts, nipple, waist, elbows, bottom, legs, knees, ankles, feet, toes.

	HISTORY						
ADVENT 1	ADVENT 2	LENT 1	LENT 2	PENTECOST 1	PENTECOST 2		
Children will	Children will	Children will	Children will	Children will	Children will		
Events beyond living		Events beyond living		The lives of			
memory that are		memory that are		significant			
significant nationally		significant nationally		individuals/ Changes			
or globally- What		or globally/ Changes		within living memory/			
happened to		within living memory -		Events beyond living			
dinosaurs?		The Great Fire of		memory - (Historical			
The lives of		London.		heroes)			
significant				Florence Nightingale.			
individuals- Mary		L1: Know where the					
Anning.		Great Fire of London		L1: Know where the life			
		sits on a timeline.		of Florence Nightingale			
L1: Know where		L2: Know what the		sits on a timeline and to			
dinosaurs sit on a		living conditions in		know that she was a			
timeline.		London were like at the		famous nurse.			
L2: Know what a fossil		time of the great fire.					
is and how these help							

us to find out about the past. L3: Know that there are many different kinds of dinosaurs. L4/5: Know where Mary Anning is placed on a timeline; know about her life and what she discovered. L6: Know the impact of work and that discoveries continue to be made.	L3: Know how the GFofL started and why. L4: Know the key events of the GFofL L5: Know how we know about the GFofL today. L6: Know the changes that came about because of the GFofL (Fires Service and rebuilding of London with consideration of materials/space).	L2: Know some key events in the life of Florence Nightingale. L3: Know what condition were like in Nursing in the time of FN. L4/5: Know what changes FN made to improve nursing. L6: Know the impact of FN's work and why we remember her today.	
	VOCAB	ULARY	
carnivore, herbivore, Fossil, eggs, bones, skeleton, dinosaur names, extinct, reptile, prehistoric, scales, scientists, discovery, Ichthyosaurus, Plesiosaur, significant, creatures, rock.	plague, 17th century, diary, rebuilt, St Paul's Cathedral, London, order, event, timeline, change, historical source, reliable, information, eyewitness, diary, Samuel Pepys, rebuild, King Charles II, Sir Christopher Wren, The Monument, architect, declaration, flammable, century.	Crimean War, WW1, allies, Florence Nightingale, cared, nursed, supplies, hospital, Crimea, Scutari, soldiers, injured, government, problem, solution.	

GEOGRAPHY						
ADVENT 1	ADVENT 2	LENT 1	LENT 2	PENTECOST 1	PENTECOST 2	
Children will						

Our School-	Our Local Area-	The UK-
L1: know what an	L1: know the four	L1: know what a city,
address is and to know	compass points, to	town and village are.
their home address and	know what a local area	know the difference
the address of the	is and what it is called.,	between a town and the
school (excluding	how to locate 3 things	countryside.
postcode).	in our local area from a	L2: know what UK
L2: know what a	map.	stands for and to know
compass and an aerial	L2: know how to	the four countries of the
view is. Know how to	observe their local area	UK and their
create a junk model	(fieldtrip).	surrounding seas.
aerial view of the	L3: know how to plot	L3: know what a
classroom.	the route of our field trip	continent is, name the 7
L3: know what a map	on a map.	continents and know
is, what they are used	L4: know symbols used	which the continent the
for, the basic features	on an OS map.	UK is in.
of a map and how to	L5: know that there are	L4: know the capital city
locate our school on a		and information about
	different types of houses and know the	
map. L4: know how to make	names of 3 different	England.
		L5: know the capital city and information about
a map of our school	types. L6: know what different	Scotland
grounds including a title	jobs people do in our	
and a key/labels.	school and in the local	L6: know the capital city
L5: know what a human	area and label these on	and information about
and physical feature is	a map of Grantham.	Ireland and Wales.
and to know the human	a map or Grandian.	
and physical features of		
the school grounds.		
L6: know how we travel		
to school and create a		
frequency table/graph	L L VOCABULARY	
where, local area,	local area, school,	town, country, village,
photograph, address,	home, address,	city, farm, house, pros,
observe, look, near, far,	compass, NESW,	City, fairii, flouse, pros,
observe, rear, rar,	John Pass, Medit,	

passport, distance, compass, 4-point, direction, North, East, South, West, plan, observe, aerial view, key, title, label, fieldwork, observe, photograph, environment, travel, route, transport, direction, position, frequency table, past, present, map, map symbols.	directions, street map, position, (any key words specific to our own locality), fieldwork, locate (find), observe, record, route, safety, map symbols, street, house/housing, offices, business, shops, stream, river, forest, map, key, title, route, houses/housing, detached, semidetached, terraced, cottage, bungalow, flats, caravan, job, work, community, pay/wages.	cons, different, similar, forest, hill, mountain, river, soil, valley, the UK, United Kingdom, England, Scotland, Wales, Northern Ireland, Europe, seas, oceans, continent, capital city, map, equator, Asia, Africa, North America, South America, Antarctica, Europe, and Australia, Atlantic, Pacific, Indian, Antarctic and Arctic.
---	--	---

	COMPUTING						
ONLINE	ONLINE SAFETY IS A LIFE SKILL AND WILL ALWAYS BE REFORCED AND REITERATED THROUGHOUT THE YEAR						
ADVENT 1 Children will	ADVENT 2 Children will	LENT 1 Children will	LENT 2 Children will	PENTECOST 1 Children will	PENTECOST 2 Children will		
COMPUTING SYSTEMS AND NETWORKS – Technology around us LI Know how to identify technology L2 Know how to identify a computer and its main parts L3 Know how to use a mouse in different ways	CREATING MEDIA – Digital painting L1 Know how to describe what different freehand tools do L2 Know how to use the shape tool and the line tools L3 Know how to make careful choices when painting a digital picture	PROGRAMMING A – Moving a robot L1 Know how to explain what a given command will do L2 Know how to act out a given word L3 Know how to combine forwards and backwards commands to make a sequence L4 Know how to combine four direction	DATA AND INFORMATION – Grouping data L1 Know how to label objects L2 Know how to identify that objects can be counted L3 Know how to describe objects in different ways	CREATING MEDIA – Digital writing L1 Know how to use a computer to write L2 Know how to add and remove text on a computer L3 Know how to identify that the look of text can be changed on a computer	PROGRAMMING B – Programming animations L1 Know how to choose a command for a given purpose L2 Know how to show that a series of commands can be joined together L3 Know how to identify the effect of changing a value		

L4 Know how to use a computer keyboard to type on a computer L5 Know how to use a keyboard to edit text L6 Know how to create rules for using technology responsibly	L4 Know why I chose the tools I used L5 Know how to use a computer on my own to paint a picture L6 Know how to compare painting a picture on a computer and on paper	commands to make sequences L5 Know how to plan a simple program L6 Know how to find more than one solution to a problem	L4 Know how to count objects with the same properties L5 Know how to compare groups of objects L6 Know how to answer questions about groups of objects	L4 Know how to make careful choices when changing text L5 Know how to explain why I used the tools that I chose L6 Know how to compare typing on a computer to writing on paper	L4 Know how to explain that each sprite has its own instructions L5 Know how to design the parts of a project L6 Know how to use my algorithm to create a program
		VOCAE	BULARY		
Technology, computer, mouse, trackpad, keyboard, screen, double-click, typing	paint program, tool, paintbrush, erase, fill, undo, Piet Mondrian, primary colours, shape tools, line tool, fill tool, undo tool, Henri Matisse, Wassily Kandinsky, tools, feelings, colour, brush style, Georges Seurat, pointillism, brush size, pictures, painting, computers, like, prefer, dislike	Forwards, backwards, turn, clear, go, commands, instructions, directions, forwards, backwards, left, right, turn, plan, algorithm, program, route, plan, program	Object, label, group, search, image, property, label, colour, size, shape, data set, more, less, most, fewest, data set, the same	Word processor, keyboard, keys, letters, type, numbers, space, backspace, text cursor, capital letters, toolbar, bold, italic, underline, mouse, select, font, undo, redo, format, compare, typing, writing	ScratchJr, Bee-Bot, command, sprite, compare, programming, programming area, joining, command, Start block, run, program, programming area, background, delete, reset, algorithm, predict, effect, change, value, block, instructions, sprite, Sprite, background, appropriate, programming blocks, programs

	MUSIC							
ADVENT 1	ADVENT 2	LENT 1	LENT 2	PENTECOST 1	PENTECOST 2			
Children will	Children will	Children will	Children will	Children will	Children will			
MMC Y1 Unit 1	MMC Y1 Unit 2	MMC Y1 Unit 3	MMC Y1 Unit 5	Ocarinas – from 1-2-	Ocarinas – from 1-2-			
How can we make	How does music tell	How does music	What songs can we	3 Ocarina Book	3 Ocarina			
friends when we	stories about the	make the world a	sing to help us	L1: Know what an	L1: Know the notes			
sing together?	past?	better place?	through the day?	ocarina is and how to	high D, B and G;			
5 5	•	•	,	hold it; know that sound	,			

- L1: Know that notes can be high and low and this is called the pitch
- L2: Know that notes can be fast and slow and this is called the tempo (speed)
- L3: Know that notes can be loud and quiet (soft) and this is called the dynamics
- L4: Know how to improvise to a backing track using two notes L5: Know how to play a short musical part in a group, while other children in a second group play a different, complementary part L6: Know how to write down their short composition in any way they choose.

- L1: Know that a repeated pattern is called a riff or ostinato and be able to play a short riff
- L2: Know how to create a graphic score using a grid to show ups and downs
- L3: Know how to respond to music using dance
- L4: Know that music is composed, which means written (like a story) and the person who writes the music is called a composer L5: Know how to compose a short melody using 3 notes and write it down so it can be read and played again
- L6: Know how to create a very simple graphic score using the 'Create a graphic score' app in Charanga (use search facility to find doesn't matter which one you use. Can't save on this app)

- L1: Know that we need to warm up our bodies and voices to make music safely and well L2: Know we can look at the words to work out what the song is
- about/what it means L3: Know that we must listen to each other (and the music) when
- singing as a group L4: Know that the people watching a performance is called the audience; know how to select pieces to perform for an audience
- L5: Know that practice is essential for any performance and be able to practice their choice of songs L6: Know how to
- perform at least 2 songs to an audience, which are to be performed holistically (ie with activities for appropriate context)

- L1: Know that different percussive sounds can be used to add to the story-telling of a song L2: Know that 'question and answer' is a form of music
- L3: Know how to improvise in pairs using question and answer L4: Know how to play a simple instrumental part for the unit song by ear L5: Know that melodies

rise and fall (travel up

- and travel down) L6: Begin to know the difference between a rhythmic pattern (long and short notes) and a pitched pattern (high and low notes)
- is made by blowing through it and covering the different holes: know where and how strongly to blow through the ocarina for playing (whisper 'doo'); know what covering the holes fully looks and feels like: know where to rest the fingers when not covering holes L2: Know that notes
- have different letter names and that we can write them down in different ways; know how to clap and talk through the tune 'Hi D' (p9): know how to play a high D; know how to
- L3: Know how to clap and talk through the tune 'Three B's' (p10); know how to play a B; know how to play the 'Three B's' tune

L4: Know how to apply

play the 'Hi D' tune.

knowledge of high D and B to combine the notes into one tune; clap and talk through the tunes 'Ocarina Groove', 'Doo-ing Well'

and 'Time for Tea'

- know how to clap and say some tunes from last term; know how to play some tunes from last term L2: Know what 'tounging' is; know what 'slurring' is, how to do it on the ocarina and what the symbol is to show is which notes we need to slur (P 17)
- L3: Know how to play a low D: know how to clap, say and play the tune 'Down and Up' L4: Know how to play the note E; know how to clap, say and play the tune 'InDEEDy' L5: Know why it is important to rehearse tunes for a performance L6: Know how to

				L5: Know how to play a G; know how to clap and say the tune 'Over the Water'; know how to play the tune 'Over the Water' L6: Know how to apply knowledge of high D, B and G to play a tune containing all 3 notes; know how to clap and say the tune 'High Jump'; know how to play the tune 'High Jump'	
		VOCAE	BULARY		
Pulse, beat, rhythm, melody, pitch (high and low), fast and slow (tempo), loud and soft (dynamics) performance, glockenspiel, beaters, part, composition	Pulse, beat, rhythm, melody, pitch (high and low), fast and slow (tempo), loud and soft (dynamics) performance, glockenspiel, beaters, part, composition (compose & composer), long and short (rhythmic patterns), riff, ostenati, graphic score	Pulse, beat, rhythm, melody, melodic patterns (using high and low), pitch (high and low), fast and slow (tempo), loud and soft (dynamics) performance, glockenspiel, beaters, part, composition (compose & composer), long and short (rhythmic patterns), riff, ostenati, graphic score	Pulse, beat, rhythm, melody, melodic patterns (using high and low), pitch (high and low), rise and fall, fast and slow (tempo), loud and soft (dynamics) performance, glockenspiel, beaters, part, composition (compose & composer), long and short (rhythmic patterns), percussion instruments, riff, ostenati, graphic score	Pulse, beat, rhythm, melody, melodic patterns (using high and low), pitch (high and low), rise and fall, fast and slow (tempo), loud and soft (dynamics) performance, glockenspiel, beaters, part, composition (compose & composer), long and short (rhythmic patterns), percussion instruments, riff, ostenati, graphic score, ocarina	Pulse, beat, rhythm, melody, melodic patterns (using high and low), pitch (high and low), rise and fall, fast and slow (tempo), loud and soft (dynamics) performance, glockenspiel, beaters, part, composition (compose & composer), long and short (rhythmic patterns), percussion instruments, riff, ostenati, graphic score, ocarina. Tounging, slurring

ADVENT - Sculpture	LENT - Colour Mixing/Painting	PENTECOST - Drawing
Children will	Children will	Children will
Refer to Twinkl Unit 'Let's Sculpt', Lesson 2 for	L1. Know how to explain what the Primary colours	L1. Know how to investigate the different shades
this unit	are	of drawing pencil and how they are labelled.
L1: Know that Michelle Reader is an artist and		
look at some of her work using recycled materials;	L2. Know what the Secondary colours are and	L2. Know how to demonstrate using tone in
know that we are going to make our own model dinosaur from recycled materials; know the	know what is meant by the Colour Wheel	drawings
process we will use	L3. Know what is meant by Warm colours	L3/4. Know how to use shading when drawing still life
L2: Know how to construct the main structure of	L4. Know what is meant by Cold colours	
the dinosaur	,	L5. Know how to sketch fruit and vegetables using
	L5. Know what a silhouette is and what a	tonal techniques
L3: Know how to cover the model with papier	silhouette of the London skyline might look like	·
mache to make the 'skin'		L6 Know how to exhibit their work with a short
	L6. Know how to create an image of the London	explanation.
L4: Know how to paint the main part of the model;	skyline against a colour mixed background.	
know how to make any additional parts required		
L5: Know how to add finishing detail to the		
dinosaurs using paint; know how to attach any		
finishing parts		
LO Karamakat an arkibitian in lunan l		
L6: Know what an exhibition is; know how to		
exhibit your work to a small, friendly audience;		
know how to look at others' art work; know how to		
give positive feedback		
	VOCABULARY	
Recycled, process, construct, papier mache,	Secondary, tertiary, complimentary, shade,	Hard, black, tone, shade, outline, sketch, still life,
detail, exhibition, audience, positive feedback	darker, lighter, warm, cold, silhouette, shape,	position, shadow,
	represent	

ADVENT – Sensational Salads		LENT - Our Fabric Faces	PENTECOST – Packed Lunch Problems
	Children will	Children will	(Lighthouse Keeper) Children will
	L1 Know the names of different fruits and vegetables and explain where some foods grow.	L1 Know how to explore and evaluate fabrics for making dolls/characters.	L1 Know how to explore and evaluate a product's ability to carry a lunch.
	L2 Know how to explore and evaluate a range of products and know why I need to eat fruit and	L2 Know which material is suitable for a dolls/character hair and how to shape it.	L2 Know how to investigate and evaluate a range of lunch boxes
	vegetables. L3 Know how to prepare and make a healthy	L3 Know how to join different fabrics and materials together.	L3 Know how design new lunch box that can solve the problem
	salad made from root vegetables.	L4 Know how to cut around a template to create a face shape.	L4 Know how to build a lunch box, thinking about its structure and what it is used for.
	L4 Know where food comes from in the context of the fish we eat.	L5 Know how to think of and discuss ideas to create a design.	L5 Know how to test and evaluate their design
	L5 Know how to prepare a tasty fish salad.	L6 Know how to follow my design carefully and	L6 Know how to improve my lunch box, retest and re-evaluate it.
	L6 Know where different fruits come from and can prepare a tasty fruit salad.	use different tools to make my design	
		VOCABULARY	
	STEM, science, design and technology, engineering, mathematics, chronological, events, individuals, changing, inventors, evaluate, vegetable, root, salad, texture, smell, appearance, taste, hygiene, blend, grate, mix, peel, chop, slice, The Bridge, The Claw, fork safe, protein, zest, juice, vitamins, minerals, oily, salmon, mackerel, trout, tuna, shellfish. combine, fruit, recipe.	Explore, fabric, textile(s), lace, felt, corduroy, jean, satin, silk, cotton, velvet, velour, ribbon, wool, fur, evaluate, hessian, join, attach, template, cut, line, shape, oval, round, square, heart, tone, design, criteria, materials, tools, annotated drawing, evaluate.	Evaluate, product, existing, disassemble, materials, waterproof, strong, protect, reclaimed, select, tools, equipment, safety, area, join, tape, glue, structure, hinges, design criteria, specification, test, stronger, stable, stiffer, retest, improvements, appealing

PE PE						
ADVENT 1	ADVENT 2	LENT 1	LENT 2	PENTECOST 1	PENTECOST 2	
Children will						

Team Building

- L1: know how to cooperate and communicate with a partner to solve challenges.
- L2: know how to explore and develop teamwork skills.
- L3: know how to develop communication skills.
- L4: know how to use communication skills to lead a partner.
- L5: know how to plan with a partner and small group to solve problems.
- L6: know how to communicate with a group to solve challenges.

Fundamentals

- L1: know how to explore balance, stability and landing safely.
- L2: know how to explore how the body moves differently when running at different speeds.

Fitness

- L1: know how to develop knowledge about how exercise can make you feel.
 L2: know how to develop knowledge about how exercise can make you strong and healthy.
- L3: know how to develop knowledge about how exercise relates to breathing.
 L4: know how to develop my understanding of how exercises helps my brain.
- L5: know how to develop my understanding of how exercise helps my muscles.
- L6: know how to begin to understand the importance of daily exercise.

Gymnastics

L1: know how to explore travelling movements using the space around you.

Yoga

explore yoga and mindfulness.
L2: know how to copy and remember poses.
L3: know how to

L1: know how to

- L3: know how to develop flexibility when holding poses.
 L4: know how to
- develop balance whilst holding poses.
- L5: know how to create yoga poses using a hoop.
- L6: know how to create a yoga flow with a partner.

Invasion

- L1: know how to develop dribbling towards a goal and understand what being 'in possession' means.
 L2: know how to understand who to pass to and why when playing against a defender.
- L3: know how to move towards a goal with the ball.

Sending and Receiving

- L1: know how to develop rolling and throwing a ball towards a target.
- L2: know how to develop receiving a rolling ball and tracking skills.
- L3: know how to send and receive a ball with your feet.
- L4: know how to develop throwing and catching skills over a longer distance.
- L5: know how to develop throwing and catching skills over a longer distance.
- L6: know how to apply sending and receiving skills to small games.

Ball Skills

- L1: know how to develop control and coordination when dribbling a ball with your hands.
- L2: know how to explore accuracy when rolling a ball.

Net and Wall

- L1: know how to defend space, using the ready position.
- L2: know how to play against an opponent and keep the score.
- L3: know how to develop control when handling a racket.
- L4: know how to develop racket and ball skills.
- L5: know how to develop sending a ball using a racket.
- L6: know how to develop hitting over a net.

Dance

- L1: know how to explore travelling actions and use counts of 8 to move in time with the music.
 L2: know how to remember and repeat
- remember and repeat actions and respond imaginatively to a stimulus.
- L3: know how to copy, remember and repeat

Striking and Fielding

- L1: know how to develop underarm throwing and catching and put this into small sided games.
- L2: know how to develop overarm throwing.
- L3: know how to develop striking a ball with my hand and equipment.
- L4: know how to retrieve a ball when fielding.
- L5: know how to understand how to get a batter out.
- L6: know how to develop decision making and understand how to score points.

Athletics

- L1: know how to learn to move at different speeds for varying distances.
- L2: know how to develop a foundation for balance and stability.

L3: know how to explore changing direction and dodging. L4: know how to	L2: know how to develop quality when performing gymnastic shapes.	L4: know how to support a teammate when in possession. L5: know how to move	L3: know how to explore throwing with accuracy towards a target.	actions that represent the theme. L4: know how to copy, repeat, create and	L3: know how to develop agility and coordination. L4: know how to
explore jumping, hopping and skipping actions. L5: know how to explore co-ordination and combining jumps. L6: know how to explore combination jumping and skipping in an individual rope.	L3: know how to develop stability and control when performing balances. L4: know how to develop technique and control when performing shape jumps. L5: know how to develop technique in the barrel, straight and forward roll. L6: know how to link gymnastic actions to create a sequence.	into space showing an awareness of defenders. L6: know how to stay with a player when defending.	L4: know how to explore catching with two hands. L5: know how to explore control and coordination when dribbling a ball with your feet. L6: know how to explore tracking a ball that is coming towards me.	perform actions that represent the theme. L5: know how to use expression and create actions that relate to the story. L6: know how to use a pathway when travelling.	explore hopping, jumping and leaping for distance. L5: know how to develop throwing for distance. L6: know how to develop throwing for accuracy.
		VOCAE	BULARY		
Team Building	Fitness	Yoga	Sending and	Net and Wall	Striking and Fielding
Solve, teamwork, lead, direction, co-operate, instructions, share, listen, safely, travel	Exercise, heart, lungs, oxygen, mood, healthy, body	Space, listen, copy, pose, breath, balance, slowly, breathe, stretch	Receiving Aim, throw, roll, kick, catch, safely, racket	Safely, ready position, partner, score, racket, net, underarm, space, points	Throw, points, target, pass, space, score, team, hit, catch, send, batter, bowler, fielder
Fundamentals Balance, direction, land, fast, safely, jump, hop	Gymnastics Action, travel, balance, jump, direction, roll, point, shape, speed, fast, slow, level	Invasion Safely, defender, dribbling, pass, attacker, space, points, score, team	Ball Skills Far, aim, safely, throw, send, roll, catch, direction, balance	Dance Counts, action, travel, pose, move, direction, forwards, backwards, speed, fast, slow, level, shape	Athletics Fast, slow, jump, aim, direction, far, bend, improve, hop, safely, travel, balance

		Statements to Liv	ve By - Odd numbers		
ADVENT 1	ADVENT 2	LENT 1	LENT 2	PENTECOST 1	PENTECOST 2
Children will	Children will	Children will	Children will	Children will	Children will
L1/2 We are all special. L3/4 I can say how I feel. L5/6 I know what to do if I see anyone being hurt.	L1/2 I try to stand up for myself and others without hurting others. L3/4 I can tell you how I look after myself. L5/6 I can work, play, rest and pray each day	L1/2 I try to love others as I love myself. L3/4 I know I belong in a community that includes my school. L5/6 I listen to what you say. I show that I am listening to you.	L1/2 I try to use words that make the world a better place. (Please, sorry, thank you). L3/4 I know that it is ok for me to make mistakes. L5/6 I try to keep going when things are difficult and not give up hope.	L1/2 I know when to ask for help and who to ask for help from. L3/4 I know how to help others when they are in trouble. L5/6 I try to forgive people when they hurt me.	L1/2 I know how to show I am sorry. L3/4 I know what human dignity means and I show that I respect others. L5/6 I notice that we are the same and we are different.
		VOCAE	BULARY		
special, feelings, hurt, good, proud, happy, sad	work, rest, pray	love, community, belong, school,	world, please, thank you, sorry, mistake, difficult	help, trouble, forgive	sorry, respect, same, different

	PSHE Statements to Live By – Even numbers						
ADVENT 1 Children will	ADVENT 2 Children will	LENT 1 Children will	LENT 2 Children will	PENTECOST 1 Children will	PENTECOST 2 Children will		
L1/2 I can say one good thing about myself. L3/4 I can laugh and have fun. L5/6 I understand that rights match responsibility.	L1/2 I try to be just and fair. L3/4 I think before I make choices that affect my health. L5/6 Simple things can make us happy.	L1/2 I try to follow our school and classroom rules. L3/4 I know we are happiest when we are united. L5/6 I co-operate with others in work and play.	L1/2 I try to appreciate the beauty and the wonder in the world around me L3/4 I can learn from my mistakes and failures. L5/6 I know what humility means.	L1/2 I can recognise comfortable and uncomfortable feelings. L3/4 I understand what trust means. L5/6 I try to accept forgiveness from others.	L1/2 I understand the importance of peace. L3/4 I stand up for people who are being treated unfairly. L5/6 I try to be accepting of others.		
		VOCAE	BULARY				

good, laugh, fun, rights,	just, fair, choices,	school, classroom,	appreciate, beauty,	comfortable,	peace, unfair, fair,
responsibility	health	rules, united, co-	wonder, world, mistake,	uncomfortable, trust,	important, accept
		operate, work, play	failure, humility	accept, forgiveness	

	SCIENCE						
ADVENT 1- Seasonal	ADVENT 2- Animals	LENT 1 - Animals	LENT 2- Everyday	PENTECOST 1-	PENTECOST 2-		
Changes (Physics)	including Humans	including Humans	Materials (Physics)	Everyday Materials	Plants (Biology)		
Children will	(Biology)	(Biology)	Children will	(Physics)	Children will		
	Children will	Children will		Children will			
L1: Know the names of	L1: Know the basic	L1: Know how their	L1: Know the difference	L1: Know what the term	L1: Know what fruit and		
the 4 seasons; describe	parts of the human	body moves and that	between and object and	'waterproof' means and	vegetables are and the		
the similarities and	body	not all bodies move in	the material: know what	that some materials are	differences between		
differences		the same way.	a material is and be able	waterproof and some	them. Know how to		
	L2: Know the 5 senses		to sort common	are not.	observe and record the		
L2: Know the changes	and which body part is	L2: Know how to use	materials including		structures of some		
that take place in	associated with which	their 5 senses when	wood, plastic, glass,	L2: Know which	common fruits and		
Autumn in trees, plants	sense (taste, sight)	exploring the outdoor	metal, water and rock.	materials to use to	vegetables.		
and animals		environment and how to		create a waterproof			
	L3: Know the 5 senses	record their findings	L2: Know how to identify	shelter with a roof and	L2: Know what a seed		
L3: Know what	and which body part is		and classify different	legs.	is and that plants grow		
conditions are like in	associated with which	L3: Know a variety of	materials		from seeds.		
Winter; know how snow	sense (smell, touch,	common mini-beasts		L3: know what floating			
is formed	hearing)		L3: Know group and	and sinking are: know	L3: Know the basic		
		L4: Know some names	classify different	how to test some	parts of a plant and		
L4: Know some of the	L4: Know how to sort	of common birds and	materials based upon	everyday materials to	their function		
signs of Spring	and classify animals	their characteristics	how they feel.	see which float/sink.			
	using simple				L4: Know how to use		
L5: Know the conditions	characteristics (e.g.	L5: Know what	L4: Know what a	L4: Know how to apply	their knowledge of plant		
in Summer; the dangers	legs, no legs); know the	camouflage is and that	property is and know the	their learning to make a	parts to dissect and		
of the sun	names of some	some animals use this	simple physical	sail boat that holds a	label the parts of a		
	common animals (fish,	to protect themselves	properties of a variety of	Lego character	pansy		
L6: Know how to	amphibians, reptiles,		everyday materials				
compare the 4 seasons	birds and mammals)						

(e.g clothes, weather, trees)	L5: Know what a vertebrate and an invertebrate are and the similarities/differences between them. L6: Know what carnivores, herbivores and omnivores are and to sort some animals accordingly.		L5: Know that you can't see through opaque materials but that you can see through transparent materials. L6: Know that some materials are stretchy and that some are not.	L5: Know what a magnet is and does; know how magnets react with a range of everyday materials. L6: Know how to apply their knowledge of materials and their properties to play 'The Materials Game'.	L5: Know what deciduous and evergreen trees are and the difference between them; be able to identify them in the local environment. L6: Know the basic structure of a tree and investigate why some leaves fall from some trees.
		VOCAE	BULARY		
Weather (sunny, rainy, windy, snowy etc) Seasons (winter, summer, spring, autumn) sun, sunrise, sunset, Day length	Head, body, eyes, ears, mouth, teeth, leg, tail, wing, claw, fin, scales, feathers, fur, beak, paws, hooves, reptile, amphibian, mammal, omnivore, carnivore, herbivore, all senses	Head, body, eyes, ears, mouth, teeth, leg, tail, wing, claw, fin, scales, feathers, fur, beak, paws, hooves, reptile, amphibian, mammal, omnivore, carnivore, herbivore, all senses	Object, material, wood, plastic, glass, metal, water, rock, brick, paper, fabric, elastic, foil, card/cardboard, rubber, wool, clay, hard, soft, stretchy, stiff, bendy, floppy, waterproof, absorbent, breaks/tears, rough, smooth, shiny, dull, see through, not see through.	Object, material, wood, plastic, glass, metal, water, rock, brick, paper, fabric, elastic, foil, card/cardboard, rubber, wool, clay, hard, soft, stretchy, stiff, bendy, floppy, waterproof, absorbent, breaks/tears, rough, smooth, shiny, dull, see through, not see through.	Leaf, flower, blossom, petal, fruit, berry, root, seed, trunk, branch, stem, bark, stalk, bud. Names of trees in local area, garden and wild flowering plants.