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| **2023-2024** | **Fire!**  M – Place value, + & -  E – Newspaper reports, diaries  H – Bonfire night and The GFOL (2)  S - Everyday materials (1)  PHSE – Be Yourself  PE - ASM sports - games  Art/D&T – Painting  Music - Tonality  Computing – Online safety | **Home, sweet home**  M –+ & –, money  E – stories, non-chronological reports  G – Where on Earth are we?(3)  S - Uses of everyday materials (2)  PHSE – Digital Wellbeing  PE - ASM sports - games  Art/D&T – Drawing  Music - Rhythm  Computing –Online searchers & surfers | **Bronze Age and Iron Age**  M – x and /, statistics  E – Stories, descriptions  H – Which was more impressive? (3)  S – Seasonal changes Aut-Wint (1)  PHSE – It’s my body  PE – ASM sports - games  Art/D&T - Textiles/collage  Music - Entrust  Computing – word processing | **Seasons**  M – length, height and perimeter, fractions  E – Explanations, poetry  G – Seasons (2)  S –Seasonal changes Spr – Sum (1)  PHSE – Growing up  PE – ASM sports - gymnastics  Art/D&T – Printing  Music - Entrust  Computing – computer art | **My Family History**  M – geometry  E – Instructions, recounts  H – Our grandparents (1)  S – Light and shadows (3)  PHSE – Aiming high  PE – ASM sports - athletics  Art/D&T - Food tech  Music - Structure  Computing - programming with turtle logo & scratch | **Our Local Area**  M – time, capacity, mass and temp  E – Persuasion, poetry  G – Where we live. (1)  S – –Scientists and inventors (3)  PHSE – Be yourself  PE – ASM sports - games  Art/D&T - 3D form  Music - Harmony  Computing – Using & applying skills |
| **2024-2025** | **Safari!**  M – Place value, + & -  E – Labels, lists & captions, Instructions  G – Animals & their habitats (1)  S – Living things and their habitats (2)  PHSE – TEAM  PE – ASM sports - games  Art/D&T – Drawing  Music - Pulse  Computing – Computer skills | **Time travelling**  M – + & –, money  E – Explanations, descriptions  H – Great Inventions – Transport (1)  S – Scientists and inventors (1)  PHSE – VIPs  PE – ASM sports - games  Art/D&T – Painting  Music - Timbre  Computing – Online safety | **Journeys**  M – x and /, statistics  E – Recounts, poetry  G – Food journeys (2)  S – Animals inc humans (1)  PHSE – Think Positive  PE – ASM sports - gymnastics  Art/D&T – Printing  Music - entrust  Computing – Computer art | **Holidays**  M – length, height and perimeter, fractions  E - Non-chronological reports, stories  H – Holidays (2)  S – Animals inc humans (2)  PHSE – It’s my body  PE – ASM sports - games  Art/D&T – Textiles/collage  Music - entrust  Computing – Programming toys | **Exploration**  M – geometry  E – Newspapers, poetry  G – Our wonderful World (2)  S – Animals inc humans (3)  PHSE – One World  PE – ASM sports - games  Art/D&T – 3D form  Music - Rhythm  Computing – Presentation skills | **Local Heroes**  M – time, capacity, mass and temp  E – Diaries, stories  H – Local heroes (2)  S – Scientists and inventors (2)  PHSE – Diverse Britain  PE – ASM sports - athletics  Art/D&T – Food tech  Music - Pitch  Computing – Using the internet |
| **2025-2026** | **Wonderful weather**  M – Place value, + & -  E –Fact files, labels, lists & captions  G – Climate & Weather (3)  S – The environment (2)  PHSE – TEAM  PE - ASM sports - games  Art/D&T – Drawing  Music - Contrasts  Computing – Technology around us | **The Stone Age**  M – + & –, money  E – Explanations, descriptions  H – The Stone Age (3)  S –– Forces & Magnets(3)  PHSE – Be Yourself  PE - ASM sports - games  Art/D&T – Painting  Music – Musical devices  Computing – Online safety | **People and their Communities**  M – x and /, statistics  E – Stories, poetry  G – People & communities (1)  S – Plants (1)  PHSE –Think Positive  PE – ASM sports - gymnastics  Art/D&T – Printing  Music - entrust  Computing - Preparing for turtle logo | **The Greatest Explorers**  M – length, height and perimeter, fractions  Non-chronological reports, diaries  H – The greatest explorers (1)  S – Plants (2)  PHSE – Safety First  PE – ASM sports - games  Art/D&T – Textiles/collage  Music - entrust  Computing – programming with turtle logo and scratch jnr | **Water, water all around**  M – geometry  E – Explanations, poetry  G – Coasts (3)  S – Plants (3)  PHSE – Money Matters  PE – ASM sports - games  Art/D&T – 3D form  Music – Pulse and metre  Computing – word processing skills | **Hollinsclough**  M – time, capacity, mass and temp  E – Diaries, stories  H – Local Study (2)  S – Rocks and fossils (3)  PHSE – Aiming High  PE – ASM sports - athletics  Art/D&T - Food tech  Music – Tempo, dynamics, timbre  Computing – Using & applying skills |