





	Auti	Autumn Let's investigate & Explore Nature		Spring Long, Long Ago and Far Away		Summer Where does our food come from?	
Theme	Let's investigate						
Events	Walks - Henlake and Long timber Woods Performance – Nativity - Babooshka Book Week – Plant / Harvest Theme		Powderham Castle Walk around Ivybridge – old & new buildings/houses/schools		Farm Visit - Fowlescombe Farm – chickens, ducks, sheep, goats) Tesco Visit Lawson's Dairy farming Making butter and cheese (paneer)		
English	Recounts-holidays Instructions – recipes Stories from Familiar settings - walks in the woods	Stories from diff cultures & Fairy stories – Alice in Wonderland Harvest- stories from around the world Poetry and descriptive writing – using the senses –Fireworks	Labels , lists and captions Information texts	Poetry, pattern & rhyme	Non Chronological reports Fantasy Worlds + descriptive writing	Dictionaries + alphabetical order Poems on a Theme	
Maths	Basic Skills Days, months, Direction, Symmetry, coins & money. 1. Number, PV & rounding 2. addition & subtraction 3. 2D & 3D shapes, direction & position	Basic Skills Time, Night/day, measuring, 4. Counting in steps, to from 100, PV Measurement 5. Addition, subtraction & money 6. Counting in steps, odds & evens, charts, pictograms & graphs	Basic Skills Length, weight & capacity, coins 7. Multiplication by 2 7 10, grouping & sharing 8. Counting in 10s & measuring 9. Addition & subtraction problem solving	Basic Skills 10. 2D & 3D shapes, position & direction 11. Subtraction, addition & measurement.	Basic Skills 12.Problem solving using + & - facts 13. Doubling & halving, time, halves & quarters 14. Halves & Quarters, shapes & movement	Basic Skills 15. 16. Recap and end of year Assessment	
Science	Plants — Identify & name variety of common plants (garden, wild, trees-dec, evrgn, woods, forests, parks. Basic structure of flowering plants - roots, stem, trunk, leaves, flowers, seeds, fruit Expl diff betw things that are living, dead & never alive.	Obs and desc how seeds & bulbs grow into plants Find out/descr how plants need water, ight and suitable temperature DRIP movement of sun and how daylight varies, seasons & weather assoc with seasons	Identify, name & compare variety of everyday materials, inc wood, metal, plastic, glass, brick, rock, paper, card, water - describe their uses & physical props. Dist between an object & the material it's made from.	Compare & group a variety of materials Find out how shapes of solid objects made from mats can be changed by twisting, squashing, bending & stretching. Develop joining skills.	Animals, growth & reproduction Living, dead & non-living Basic need of animals & offspring Species recognition. Recap seasons, weather & climate.	Carnivores, herbivores and omnivores i	

Geography	& 5 oceans. (holidays/stories) Identify seasonal & daily weath Use NSEW + location & directic describe features and routes o routes inc landmarks & feature photos) Use obs & fieldwk to study sch	on language nr/far, L/r to f walks. Devise simple map of es + simple symbols (use aerial grounds & key human/phys	Identify UK seasonal & daily weather pattns in winter & spring Name, locate & identify 4 countries, capital cities of UK & surrounding seas. Use NSEW + location & direction language nr/far, L/r Devise simple map + route to school and of walk round town, landmarks & features + simple symbols Use obs & fieldwork to study key human/phys features of lvybridge – Town, village, factory, farm, house, office, school,		Use world maps, atlases & globes to identify UK & countries, continents & oceans. –hot & cold areas, equator, N & S poles Identify seasonal & daily weather patterns of UK in summer. Use NSEW + location & direction lang nr/far, L/r to identify where our food comes from. Devise simple maps, landmarks & features + simple symbols Use obs & fieldwk to study sch garden & key human/phys features of surrounding environment –farms, fields, rivers,	
History	features of surrounding enviro Life of significant individuals – Ray Mears, David Attenborough Steve Irwin		church, shops, road, rivers & ra Houses –old & new Old buildings in lvybridge. Iden materials used. Identify old and lvybridge. Identify recent chang significant local people & even	Great Fire of London tify change in design and I new areas and buildings in ges in Ivybridge. Identify	towns, villages of Devon. Contrast with non-European area. Changes within living memory which may reflect changes in national life. Identify events of local importance. Look at maps of Ivybridge before /after A38. Look at increase in housing and less fields. Old & new ways of farming and food production.	
Art & Design / DT	Use drawing and colour mixing to reflect nature. Camouflage role play area with suitable leaf branch shapes /colours –dev & share ideas, experience & imagination of nature. Develop printing techniques use found objects and cutouts, blocks or stencils. Seed collage.	Learn about an artist or craftsperson – Matisse or Archimboldi. Papier mache mushroom &/or caterpillar. DT – Use a range of materials creatively to design & make products inc labels, bags, Cooking and nutrition - Recipes/food tech.	Use <u>drawing and painting</u> to dev, share ideas, experience & imagintionhouses Develop and use colour, pattern, texture, line & shapes in their work. Develop pattern making on a <u>clay</u> tile. Look at artists houses eg <u>Lowry, Klee</u> , desc diffs & sims & make links with own work	DT – Engage in process of designing & making a house, dwelling, castle. Create design based on given criteria. Talk & draw. Select materials. Build a structure using & developing cutting and joining skills. Evaluate and Explore how model can be made stronger, stiffer and more stable. Gingerbread House.	3D <u>Clay</u> animals <u>Painting</u> landscapes – <u>Klee</u> (colour mixing) and <u>American Naïve</u> paintings of farm animals and simple back ground landscapes.	DT – Cooking & nutrition –understand where food comes from -understand basics of healthy & varied diet -how to make a prepare food eg eggs, cheese and meat, dairy produce
IT	Y1 Unit 1.1 Programming bee bots to follow directions. Unit 1.6 We are celebrating – design & make Xmas cards.	V2 Unit 2.1 We are astronauts programming direction & movement Unit 2.2 We are games testers. Winter theme.	V1 Unit 1.4 We are collectors. Images of buildings old and new for presentation. Sorting Unit 1.5 We are story tellers - 3 Little Pigs. SAFER INTERNET DAY	V2 Unit 2.3 We are photographers – images of old & new buildings around Ivybridge & Powderham Castle. *E safety Unit 2.5 We are detectives – The Powderham Burglary	Y1 Unit 1.2 We are TV chefs – filming steps fro making butter & cheese. Unit 1.3 We are painters – naïve pictures of farm animals/farms.	Y2 Unit 2.4 We are researchers Finding out about farms and farm animals 2.6 We are zoologists Recording data about our trip to the farm.
Languages	MFL – French The Hungry Caterpillar		MFL – French The 3 Little Pigs	Pictures of rooms – label Barbar	French number dictionary + farm animals	
Music (AA)	Singing Make & combine sounds musically Listen & understand live & recorded music	Singing Make & combine sounds musically	Singing Play un-tuned instruments musically	Singing Play un-tuned instruments musically	Singing Play tuned instruments musically - ocarinas	•
PE	Balance agility jumping coordination -gym swimming	Running throwing catching + Team games dance	ball & racket skills team games gym	Ball and racket skills - tennis gym	Athletics swimming	Athletics swimming
RE	Unit 4 (OLD) Beliefs & stories	Christmas Nativity	Unit 3 Teaching & authority	Lent Easter	Unit 2 Symbols & religious expression	Noah's ark and rainbow/dove
PSHE SMSC	Healthy eating Making things for others	What do we need to stay healthy? The Foodbank	Keeping Myself Safe – Highway code crossing the road safely	Using tools safely	What do we need to stay healthy? Looking after our Earth	Growth & Changes