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	AUTUMN TERM		SPRING TERM		SUMMER TERM			
Driver Project  Land Ahoy!	<i>Memorable experience</i>	Visit a Marina, boat yard, RNLI station or boating lake	 Magnificent Monarchs	<i>Memorable experience</i>	English and British Monarchy timeline	 Movers and Shakers	<i>Memorable experience</i>	Studying a local historically significant person
	<i>Innovate Challenge</i>	Build a pirate ship		<i>Innovate Challenge</i>	Magnificent Monarchs board game; Designing a bag tag		<i>Innovate Challenge</i>	Significant individual presentation
	<i>Geography</i>	Using and making maps; Locational knowledge; Directions		<i>Geography</i>	Significant places – Royal residences		<i>Geography</i>	Historical landmarks; Significant places
	<i>History</i>	Significant historical people – Captain James Cook; Grace Darling; Famous pirates		<i>History</i>	Historical vocabulary; Historical periods; Timelines; Power and rule; Historical artefacts; Significant people - Alfred the Great, William the Conqueror; Henry VIII, Elizabeth I, Queen Victoria, Elizabeth II; Bayeux tapestry; Feudal system; Actions and impact; Historical models		<i>History</i>	Historical models; Exploring significance; Local historically significant person; Historical vocabulary; Chronology and timelines; Historically significant artists, activists, explorers, monarchs and scientists; Facts and opinions; Memorials; Significant people – Captain James Cook, Christopher Columbus, Claude Monet, Elizabeth Fry, Emmeline Pankhurst, Florence Nightingale, Henry VIII, Isaac Newton, Joseph Lister, Mahatma Gandhi, Marie Curie, Martin Luther King Jr, Mary Anning, Neil Armstrong, Paul Cezanne, Queen Victoria, Roald Amundsen, Rosa Parks, Vasco da Gama, Vincent van Gogh, William Shakespeare
English	 English – lesson content is derived using resources from The Write Stuff, Literacy Shed and Talk 4 Writing							
	NARRATIVE – The Story of Pirate Tom Sea Shanties NARRATIVE - The Pirates Next Door BIOGRAPHY – Grace Darling PERSUASIVE LEAFLET – Pirate Adventure Park RECOUNT (Diary) – The Farmers Diary		NARRATIVE (Journey) – Little Red Riding Hood INSTRUCTIONS – How to trap a wolf NARRATIVE (Character) – Jack and The Beanstalk RECOUNT (Letter) – Should Jack be punished?		NARRATIVE (Fable) – The Glass Cupboard NARRATIVE (Fable) – The Cobbler of Krakow and Smok the Dragon EXPLANATION – How a magical object works INSTRUCTIONS – How to trap a dragon			

Maths	 WRM - Autumn	<p>Block 1: Number – Number to 20, Numbers beyond 20; Block 2: Number – Addition and subtraction, Addition methods, Subtraction methods, Problems (addition and subtraction); Block 3: Measurement – Money; Block 4: Number – Multiplication</p>	 WRM - Spring	 WRM - Summer	<p>Block 1: Measurement – Length and height, Problems (measurement); Block 2: Geometry – Position, direction and coordinates; Block 3: Measurement – Time; Block 4: Measurement – Problems (measurement), Weight and mass, Volume and capacity, Temperature</p>	
Science	 Human Survival <p>Find out about and describe the basic needs of animals, including humans, for survival (water, food and air); Perform simple tests; Use their observations and ideas to suggest answers to questions; Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene; Notice that animals, including humans, have offspring which grow into adults; Gather and record data to help in answering questions; Observe closely, using simple equipment; Identify and classify; Ask simple questions and recognise that they can be answered in different</p>	 Uses of Materials <p>Identifying materials and their properties; Shaping materials; Uses of materials; Linking properties to use; Sustainability and recycling; Working scientifically – Identifying and classifying, Pattern seeking, Comparative tests, Research</p>	 Animal survival <p>Habitats; Invertebrates and invertebrate groups; Microhabitats; Animal needs for survival; Food chains; Human impact on habitats; Animal offspring; Lifecycles – amphibians, birds, invertebrates, mammals and reptiles; Seasonal changes in animals; Habitat improvements; Working scientifically – Identifying and classifying; Observing changes over time; Pattern seeking; Research</p>	 Habitats <p>Perform simple tests; Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food; Use their observations and ideas to suggest answers to questions; Gather and record data to help in answering questions; Explore and compare the differences between things that are living, dead, and things that have never been alive; Observe closely, using simple equipment; Identify and classify; Ask simple questions and recognise that they can be answered in different ways; Identify and name a variety of plants and animals in their habitats, including microhabitats; Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other.</p>	 Plant Survival <p>Plant parts; Seasonal changes in plants; Investigating germination; Investigating plant growth; Unusual plants; Working scientifically – Observing changes over time, Identifying and classifying, Pattern seeking, Comparative test, Research</p>	
A&D	 Mix it Up	<p>Colour theory; Colour wheel; Primary and secondary colours</p>	 Portraits and Poses	<p>Portraiture; Royal portraits; Sketching; Digital artwork</p>	 Flower Head	<p>Analysing artwork; Exploring visual elements – colour, shape, form, texture and pattern; Significant artist – Yayoi Kusama; Drawing; Printmaking; 3-D forms</p>

Computing	 Computing – lesson content is derived from D.A.R.E.S Computing					
	PHOTOGRAPHY AND DIGITAL ART: Photoshopping	PRESENTATION – Speech bubble pictures	DATA HANDLING – Venn diagrams	PROGRAMMING – Knock knock joke	AI – AI advantage video	PROGRAMMING - Algorithms
D&T	 Beach Hut	Structures – strengthening and joining	 Cut, Stitch and Join	 Push and Pull	 Remarkable Recipes	Sources of food; Kitchen tools; Reading recipes; Hygiene rules; Making a school meal
			Everyday fabric products; Significant designer – Cath Kidston; Sewing patterns; Running stitch; Adding embellishments; Designing and making a bag tag	Machines and mechanisms; Sliders, levers and linkages; Designing and making greetings cards with moving parts		
Geography	<i>Geography covered in driver project</i>		<i>Geography covered in driver project</i>		 Let's Explore the World	Using an atlas; Using a compass; Using map keys; Locating the equator, Northern and Southern Hemispheres and North and South Poles; Hot, temperate and cold places; Comparing England to Somalia; Sustainability; Fieldwork
History	<i>History covered in driver project</i>		<i>History covered in driver project</i>		<i>History covered in driver project</i>	
Music	 Music – lesson content is derived from Kapow Primary					
	Under the Sea (Musical Vocabulary)	By the Sea (Vocal and body sounds)	Myths and Legends	On this island: British songs and sounds	Animals (West African Call and Response)	Space (Dynamics, timbre, tempo and motifs)
PE	 PE – lesson content derived from Greenacres/TeamThemeKent Resources					
	Tennis Tag Rugby	Gymnastics Infant Agility	Dance Gymnastics	Tag Rugby Infant Agility	Tennis Rounders	Cricket Tri Golf
PSHE	 PSHE – lesson content derived from Jigsaw					
	Jigsaw Piece 1 – Being Me	Jigsaw Piece 2 – Celebrating Difference	Jigsaw Piece 3 -Dreams and Goals	Jigsaw Piece 4 -Healthy Me	Jigsaw Piece 5 -Relationships	Jigsaw Piece 6 -Changing Me

RE	 RE – lesson content derived from Kent SACRE Curriculum				
	Unit 1.3 who is Jewish and what do they believe?	Unit 1.6 How and why do we celebrate special and sacred times? (PART 2)	Unit 1.2 Who is a Muslim and what do they believe? (PART 2)	Unit 1.1 Who is a Christian and what do they believe? (PART 2)	Unit 1.4 How can we learn from sacred books?