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	AUTUMN TERM			SPRING TERM			SUMMER TERM		
Driver Project	 Land Ahoy!	Memorable experience	Virtual visit a Marina, boat yard, RNLi station or boating lake	 Magnificent Monarchs	Memorable experience	English and British Monarchy timeline	 Movers and Shakers	Memorable experience	Time traveller workshop
		Innovate Challenge	Build a pirate ship		Innovate Challenge	Magnificent Monarchs board game; Designing a bag tag		Innovate Challenge	Significant individual presentation
		Geography	Using and making maps; Locational knowledge; Directions		Geography	Significant places – Royal residences		Geography	Historical landmarks; Significant places
		History	Significant historical people – Captain James Cook; Grace Darling; Famous pirates		History	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		History	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 Place Value of Punctuation and Grammar, The Write Stuff, Literacy Shed and Talk 4 Writing								
	PLACE VALUE OF PUNCTUATION AND GRAMMAR NARRATIVE – Adventures are the pits RECOUNT – Something fishy			NARRATIVE – Caterpillar shoes EXPLANATION – How do butterflies change NON-CHRONOLOGICAL REPORT – Minibeasts INSTRUCTIONS – How to make a bird feeder			RECOUNT – Charles Darwin’s journey POETRY – I am		
Maths	 WRM – Autumn	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		 WRM - Spring	Block 1: Number – Multiplication, Division, Times tables; Block 2: Statistics – Construct, read and interpret, Problems (statistics); Block 3: Geometry – Shape, Patterns and symmetry; Block 4: Number – Recognising, finding and making fractions, Equivalence, Counting and calculating fractions		 WRM - Summer	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	
		STAGE 1 6 and 7 8 and 9 10 Comparison to 10 Addition and subtraction Ten and a bit Comparison to 20	STAGE 2 1 more (within 20) 1 less (within 20) Make connections Odd and even Doubles to 20 Near doubles Add 2 Subtract 2	STAGE 3 Add through 10 Subtract through 10 Bonds to 20	STAGE 4 How many? Comparison to 100	STAGE 5 Introduction to multiplication and division The 2 times-tables The 10 times-table The 5 times-table			

Science	 Human Survival		 Uses of Materials		 Animal survival		 Habitats		 Plant Survival		
	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		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		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		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.		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		
A&D	 Flower Head	Analysing artwork; Exploring visual elements – colour, shape, form, texture and pattern; Significant artist – Yayoi Kusama; Drawing; Printmaking; 3-D forms		 Portraits and Poses	Portraiture; Royal portraits; Sketching; Digital artwork		 Still Life	Still life; colour study; compositions			
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	Everyday fabric products; Significant designer – Cath Kidston; Sewing patterns; Running stitch; Adding embellishments; Designing and making a bag tag		 Push and Pull	Machines and mechanisms; Sliders, levers and linkages; Designing and making greetings cards with moving parts		 Remarkable Recipes	Sources of food; Kitchen tools; Reading recipes; Hygiene rules; Making a school meal
Geography	Geography covered in driver project			Geography covered in driver project				 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	History covered in driver project				History covered in driver project				History covered in driver project				
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 TeamThemeKent Resources												
	Tennis Tag Rugby			Netball Dance		Gymnastics Hockey		Flag Football OAA		Athletics Lacrosse		Cricket Fencing	
PSHE	 PSHE – lesson content derived from Jigsaw and Kapow - Well Being curriculum plus additional content from key providers												
	JIGSAW	Jigsaw Piece 1 – Being Me in My World		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	
	KAPOW -WELL BEING	Discover: Perseverance		Take Notice: Colour expression		Connect: Compliments		Give: Generosity		Move: Nature Walk			
	KEY PROVIDERS	THINK – Road Safety		Kent Fire and Rescue – Fire Safety		CEOP Online Safety – Jessie and friends Episode 3 – Playing Games CEOP Online Safety – 15 min Toolkit Activities Safer Internet Day (10.02.2026) – Exploring respect and relationships		Switched On Rail Safety – Train safety		RNLI – Water safety			
RE	 RE – lesson content derived from Kent SACRE Curriculum and Cornerstones RE projects												
	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?		Unit 1.8 How should we care for others and the world, and why does it matter?	
		Judaism		Christianity		Buddhism		Hinduism		Sikhism		Islam	
	Hanukkah		Christmas		Losar		Navratri		Anand Karaj		Jumu’ah		