	Autumn Term	Curriculum Focus	Spring Term Ci	ırriculum Focus	Summer Term C	urriculum Focus
	It's Yo	our Planet	Once Upon a	Wonderland	Down at the Botto	,
	8 weeks	7 weeks	6 weeks	5 weeks	5 weeks 3 days	6 weeks 2 days
Key dates	Black History month October 202 Ada Lovelace Day – Computing I National Poetry Day 2 nd October Non-Fiction November World Nursery Rhyme Week 10 th Anti-Bullying Week 10 th – 14 th N Christmas concert with PGHS – e	ink 14 th October 2025 2025 'Play' theme – 14 th November 2025 ovember 2025	Safer Internet Day 10 th February 2 relationships online' theme Children's mental health awareness World Book Day Thursday 5 th Mar Science Week 6 th – 15 th March 202 Question?' Journee de la langue francaise – Fr 2026 World Art Day Wednesday April 1	week 2 nd — 8 th February 2026 ch 2026 ?6 'Curiosity: What's Your ench Language Day 20 th March	Earth Day — 22 nd April 2026 Sing Up Day TBC Music celebration — end July 2026	
Key texts	Harry The Happy Mouse	Highway Rat	Little Red Riding Hood Little RED VERY HUNGR VERY HUNGR A LAT Knutt	ALICE IN WONDERLAND EMMA CHICHESTER CLARK WINDERLAND EMMA CHICHESTER CLARK LEWIS CARROLL	Literacy Shed film	Crazy Creatures: An Animal Fact File Pack
Class novel/daily reading Subject to change	Familiar books from EYFS Julia Donaldson texts	 Non-fiction November links Traditional Tales Christmas stories 	Traditional Tales, including alternative versions and stories from other cultures	• Favourite books to link with World Book Day	Fantasy stories Animal themed stories	Begin short chapter book for transition to Y2 Favourite books from the year

English

Harry the Happy Mouse LPDS bridging unit.

This integrated unit supports the application of Reception to Year 1 phonics, reading and sentence construction skills. A focus on rhymes, poems and songs, followed by both a fiction unit (3 weeks) and a non-fiction unit (3 weeks). Within the narrative unit, children will be engaged with an oral retelling of the story of Harry and his walk, making people happy along the way. (Be sure to pack your walking boots!) Children will engage in short writing opportunities, including thought and feeling bubbles, lists and thank you notes/letters, in addition to an extended retelling of the story. Following on from the narrative, an information sequence of work is also provided, in which children will create information posters on one of the focus animals.

Poems for learning by heart within unit (1 week)

Poems on a theme – food within unit (1 week)

Say, and hold in memory whilst writing, simple sentences which make sense. Write simple sentences that can be read by themselves and others. Separate words with spaces. Use punctuation to demarcate simple sentences

Narrative - Stories by the same author Julia Donaldson linked with Stories with repetitive patterns or structures 5 weeks

- *The Highway Rat LPDS unit *The Stick Man
- *The Smartest Giant in town

Traditional rhymes/Poetry 2 weeks

Innovation with rhymes and poems (Food poetry also within The Highway Rat unit)
Songs linked to the Christmas production

Use capital **letter** for the personal pronoun *I*.

Use **capital letters** for names of people, places and days of the week.

Orally plan and rehearse ideas. Sequence ideas and events in narrative.

Use familiar plots for structuring the opening, middle and end of their stories.

Orally compose every **sentence** before writing.

Re-read every **sentence** to check

Form capital letters correctly.

it makes sense.

Narrative

Traditional Tales 6 weeks *Little Red Riding Hood also linking with Stories from other cultures and comparing with similar text but from another culture Little Red and the Very Hungry Lion

*The Three Billy Goats Gruff

Identify and use question marks and exclamation marks.

Use the joining word and to link words and clauses.
Orally plan and rehearse ideas.
Sequence ideas and events in narrative.
Use familiar plots for structuring the opening, middle and end of their stories.
Orally compose every sentence before writing.
Re-read every sentence to

check it makes sense.

Add —er and —est to adjectives
where no change is
needed to the root word.

Name the letters of the
alphabet in order.

Use letter names to distinguish
between alternative
spellings of the same sound.

Non-fiction 3 weeks Instructions

*Alice in Wonderland invitations Instructions

Recounts of familiar events 2 weeks

*Mad Hatter's Tea Party

Extend range of joining words to link words and clauses using *but* and *or*.

Orally plan and rehearse

ideas.
Sequence ideas and events in narrative.

Sequence ideas and events in non-fiction.

Use familiar plots for structuring the opening, middle and end of their stories.

Orally compose every sentence before writing.
Re-read every sentence to check it makes sense.
Spell days of the week.
Write from memory simple sentences dictated by the teacher that include words using the GPCs and common exception words taught so far.

Narrative 3 weeks Fantasy

*Literacy shed+ - film clip Bubbles

*Literacy shed - film clip Adrift

Grammar 2 weeks and 3 days

*Oi Frog *Oi Dog

Grammar booster and phonics check booster 1 week in preparation for phonic check

Make **singular** nouns **plural** using 's' and 'es' e.g. dog, dogs; wish, wishes.

Add suffixes to verbs where no spelling change is needed to the root word e.g. helping, helped, helper.

Add the prefix 'un' to verbs and adjectives to change the meaning e.g. untie, unkind.
Orally plan and rehearse ideas.
Sequence ideas and events in narrative.

Sequence ideas and events in non-fiction.

Use familiar plots for structuring the opening, middle and end of their stories.

Orally compose every **sentence** before writing.

Re-read every **sentence** to check it makes sense.

Spell words using the 40+ phonemes already taught, including making phonically plausible attempts at more complex words.

Spell words with the sounds /f/, /ll, /s/, /z/ and /k/ spelt ff, ll, ss, zz and ck, e.g. off, well, miss, buzz, back.

Spell words with the /ŋ/sound spelt n before k, e.g. bank, think. Divide words into syllables, e.g. pocket.

Non-Fiction Non-Chronological Report and Recounts of familiar events 4 weeks

*ICT with Mr P — Crazy creatures — An animal fact file pack *Trip to Brockholes Nature Reserve

Poetry — poems on a theme — minibeasts 2 weeks and 2 days

*Writing a poem, down at the bottom of Cop Lane's garden

Orally plan and rehearse

Sequence ideas and events in non-fiction. Use familiar plots for structuring the opening, middle and end of their

stories.

Orally compose every sentence before writing.
Re-read every sentence to check it makes sense.
Use formulaic phrases to open and close texts.

Write in different forms with simple text type features e.g. instructions, narratives, recounts, poems, information texts.

Add the endings -ing, -ed and

-er to verbs where no change is needed to the root word.

Spell words with vowel digraphs (see below).

Spell words with vowel trigraphs (see below).

Spell words ending -y (/i:/ or /I/), e.g. happy.

Spell compound words, e.g. farmyard, bedroom.

Spell common exception words (see below).

	(capital letters and full				Spell words with -tch, e.g. catch,	
	stops).				fetch, kitchen, notch, hutch.	
	Orally plan and rehearse				Spell words with the /v/ sound	
	ideas.				at the end of words, e.g. have,	
	Sequence ideas and events in				live, give.	
	narrative.				Add s and es to words, e.g.	
	Sequence ideas and events in				thanks, catches.	
	non-fiction.				Spell words with new consonant	
	Use familiar plots for				spellings ph and	
	structuring the opening,				wh, e.g. dolphin, wheel.	
	middle and end of their				Spell words using k for the /k/	
	stories.				sound, e.g. <i>Kent.</i>	
	Orally compose every				Add the prefix —un.	
	sentence before writing.					
	Re-read every sentence to					
	check it makes sense.					
	Sit correctly at a table and					
	hold a pencil correctly.					
	Hold a pencil with an					
	effective grip.					
	Form lower-case letters					
	correctly — starting and					
	finishing in the right place,					
	going the right way round,					
	correctly oriented.					
	Form digits 0-9 correctly.					
	Practise forming letters in					
	handwriting families:					
	- 'Len's ladders 1'— i, j, l, t, u,					
	- 'Len's ladders 2' — b, h, m,					
	n p, r					
	- 'Curly Cal's letters' — c, a,					
	d, e, g, o, q, f, s					
	- Zippy Zig-zag letters — k, v,					
	w, x, y, z					
	Have clear ascenders ('tall					
	<i>letters'</i>) and descenders					
	('tails').					
English	Recognise and join in with languag	ge patterns and repetition	Read words containing –s, - es, -i	naederest endinas	Locate parts of text that give part	icular information, e.a. titles
English	Orally retell familiar stories in a ro		Split two and three syllable word	s into the separate sullables to	contents page and labelled diagra	
reading	world, role play, storytelling.	ange of contents e.g. sinul	support blending for reading.	top and and agreement to	Develop fluency, accuracy and cor	
roduing	Enjoy and recite rhymes and poe	ems hu heart	Read words with contractions e.g	. I'm. I'll. we'll and understand	books.	J g
		· ·	that the apostrophe represents th		Read more challenging texts using	phonics and common
	Introduce and discuss key vocabul	<u> </u>	Recognise and use the different w		exception word recognition.	,
	Develop and demonstrate their un	9 9	grapheme; e.g. ow in snow and c			
	events through role play and dram	na, drawing on language from	Use patterns and repetition to su			
	the text.		stories, traditional tales and storie			
	Locate parts of text that give part	icular information, e.g. titles.	and store			
	contents page and labelled diagra					

English
reading
ongoing

Read aloud accurately books that are consistent with their developing phonic knowledge.

Respond speedily with the correct sound to grapheme for the 44 phonemes.

Read common exception words, noting tricky parts

Listen to and discuss a range of texts at a level beyond that at which they can read independently, including stories, non-fiction and poems.

Relate texts to own experiences.

Activate prior knowledge e.g. what do you know about minibeasts?

Develop and demonstrate their understanding of characters and events through role play and drama, drawing on language from the text.

Give opinions and support with reasons e.g. I like the Little Red Hen because she...

Demonstrate understanding of texts by answering questions related to who, what, where, when, why, how.

Identify and discuss the main characters in stories.

Discuss the title and how it relates to the events in the whole story e.g. Peace at Last by Jill Murphy.

Make predictions based on what has been read so far.

Take turns.

Apply phonic knowledge and skills as the route to decode words Read accurately by blending sounds in unfamiliar words.

Make personal reading choices and explain reasons for choices.

Check that texts make sense while reading and self-correct.

Explain clearly their understanding of what is read to them.

Identify and discuss the main events in stories.

Make basic inferences about what is being said and done.

Listen to what others say.

ongoing English

Phonics – as appropriate

expected - The Basics 4 and the Higher Levels Supersonic Phonic Friends during Year 1

SSPF Super Six and BOUNCE BACK PHONICS to support intervention

Handwriting

Pupils should be taught to:

- sit correctly at a table, holding a pencil comfortably and correctly
- begin to form lower-case letters in the correct direction, starting and finishing in the right place
- form capital letters
- form digits 0-9
- understand which letters belong to which handwriting 'families' (i.e. letters that are formed in similar ways) and to practise these.

Grammar

Pupils should be taught to:

- · develop their understanding of the concepts set out in English Appendix 2 by:
- leaving spaces between words
- joining words and joining sentences using and
- beginning to punctuate sentences using a capital letter and a full stop, question mark or exclamation mark
- using a capital letter for names of people, places, the days of the week, and the personal pronoun T

learning the grammar for year 1 in English Appendix 2

· use the grammatical terminology in English Appendix 2 in discussing their writing.

Kung Fu punctuation

Spelling

Pupils should be taught to:

- words containing each of the 40+ phonemes already taught
- common exception words
- the days of the week (link to maths)

name the letters of the alphabet:

- naming the letters of the alphabet in order
- using letter names to distinguish between alternative spellings of the same sound

add prefixes and suffixes:

- using the spelling rule for adding -s or -es as the plural marker for nouns and the third person singular marker for verbs
- using the prefix un-
- using —ing, —ed, —er and —est where no change is needed in the spelling of root words [e.g. helping, helped, helper, eating, quicker, quickest] *Phonics links

apply simple spelling rules and guidelines

write from memory simple sentences dictated by the teacher that include words using the GPCs and common exception _words taught so far.

SSPF Spelling for Y1 to be taught after the phonics check - see SSPF document.

Y1 spellings and spelling

the a do to today of said says are were was is his I you your they be he me she we no go so by my here there where love come some one once ask friend school put push pull full house our and/or others according to the programme used

rules after
phonic check
- Supersonia
Phonic
Friends
Suze's
Spelling
Rules Y1

Year 1 & 2

Spelling Rules & Appendices Read and Write

Suze's Spelling Rules & Patterns

Suze's Spelling Rules & Patterns will teach children very specific spelling rules, adding prefixes and suffixes, adding ending to words such as plurals and ing, ed, er, er and compound words. They will also learn some further rarer choose to use spellings for the 44 sounds of the English Language.

Children will learn their tricky words with Tess.

At the end of this phase children will be able to choose to use spellings of the 44 sounds in the English Language. They will also be able to switch spellings and sounds for alternative pronunciations. They will be able to read texts with The Basics to The Higher Levels spellings, spelling patterns and rules including adjacent consonants and make more accurate attempts in their further stages of spelling in their writing journey.

Adding s and es to words (plural of nouns and the third person singular of verbs)	dogs cats spends rocks thanks chairs dishes glasses stitches lunches kisses foxes frogs bees girls eyes cars trees boxes benches watches matches buzzes wishes snakes presents boys bears pigs dreams churches torches porches bunches sandwiches beaches
Adding the endings -ing -ed and -er to verbs where no change is needed to the root word	buzzing jumping hacking huffing mixing yelling quacking singing floating painting cooking frowning blinking repairing thinking snowing growling glowing
	melted jumped worked grasped washed crashed relaxed played shocked frowned shouted mixedbuzzed landed quacked started thrilled barked

Adding -er and -est to adjectives where no change is needed to the root word	younger colder longer richer smarter softer sharper smaller brighter taller quicker louder greener darker duller neater smoother damper	
	youngest coldest longest richest smartest softest sharpest smallest brightest tallest quickest loudest greenest darkest dullest neatest smoothest dampest	
Adding the prefix -un	unkind untie unpleasant unhappy unwell unlock uncover unafraid unzip unpack unexpected unlucky uncomfortable untidy unsafe undo unfold unwrap	
Compound words	football artwork playground farmyard surfboard cowboy scarecrow rainbow lighthouse cupcake pineapple snowman ladybird raincoat butterfly sunshine treehouse armchair	

*Subject to change
Adding s and es
Adding ing
Adding ed
Adding er
Adding est
Adding un
Compound words

English Spoken Language

Listening and Attention	Understanding	Speaking	Vocabulary	Participating,
,	9			Presenting and Performing
Listen and maintain attention to an	Respond appropriately to adults after listening	Speak in complete sentences	Introduce and explore new	Orally retell sections of stories or an
adult in a range of situations, e.g.	attentively.	linked to the context.	vocabulary orally, e.g. linked to	abridged version of a story, using a
when listening to a story, following	Respond appropriately to peers after listening	Use past, present and future	real life contexts, stories, non-	range of strategies, e.g.small world
simple instructions, viewing a film	attentively.	tense, orally, e.g. past tense	fiction, poetry and across the	figures, props, images, actions and
clip etc.	Respond appropriately to questions posed by an	when recounting an event,	curriculum.	story maps.
Listen and maintain attention to	adult, orally, related to who, what, where, when, why	present tense when working	Describe settings orally using	Orally retell simple non-fiction texts
peers in a range of situations, e.g. in	and how, e.g. Where does the character live in the	in role, and future tense	vocabulary provided.	(instructions, recounts or information),
talk partners, whilst undertaking role	story?	when making a prediction.	Describe characters orally using	using a range of strategies, e.g. small
			vocabulary provided.	

play, in small group discussions and activities.

Ask questions to clarify thinking using who, what, where, when, why and how.

Take turns when speaking with adults and peers, working within pairs, small groups, large groups, and as a whole class.

Provide simple oral explanations, e.g. explaining a simple process using the joining word because. Speak audibly when communicating with others in pairs and small groups.

Use joining words during talk to extend ideas, e.g. and, but, or, because, so.

Describe feelings orally using vocabulary provided, e.g. Peter Rabbit felt disappointed because he wasn't allowed to play out with his friends.

world figures, props, images, actions and text maps.

Participate in role in English and across the curriculum, e.q. take on the role of a character and speak in role using strategies such as hotseating, magic mirror, magic microphone.

Take part in imaginative role play, e.g. linked to familiar contexts in role play areas, by using small world props and figures, or miming events.

Recite rhymes and poems by heart and perform to an audience, e.g. different groups or another class.

Present simple information to an audience.

Read and perform stories using a voice with an appropriate volume, e.g. a child's own story.

Mathematics

WHITE ROSE

Number: Place Value (within 10)

Step 1 Sort objects

Step 2 Count objects

Step 3 Count objects from a larger group

Step 4 Represent objects

Step 5 Recognise numbers as words

Step 6 Count on from any number

Step 7 1 more

Step 8 Count backwards within 10

Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least.

Step 9 1 less

Step 10 Compare groups by matching

Step 11 Fewer, more, same

Step 12 Less than, greater than, equal to

Step 13 Compare numbers

Step 14 Order objects and numbers

Step 15 The number line

NATIONAL CURRICULUM LINKS:

Count to and across 100, forwards and backwards, beginning with zero or 1, or from any given number.

Compare numbers using and = signs.

Read and write numbers from 1 to 20 in numerals and words.

WHITE ROSE

Number: Place Value (within 20)

Step 1 Count within 20

Step 2 Understand 10

Step 3 Understand 11, 12 and 13

Step 4 Understand 14, 15 and 16

Step 5 Understand 17, 18 and 19

Step 6 Understand 20

Step 7 1 more and 1 less

Step 8 The number line to 20

Step 9 Use a number line to 20

Step 10 Estimate on a number line to 20

Step 11 Compare numbers to 20

Step 12 Order numbers to 20

NATIONAL CURRICULUM LINKS:

Count to and across 100, forwards and backwards, beginning with zero or 1, or from any given number.

Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least.

Count to and across 100, forwards and backwards, beginning with zero or 1, or from any given number.

Read and write numbers from 1 to 20 in numerals and words.

Given a number, identify 1 more and 1 less.

WHITE ROSE

Number: Multiplication and Division

Step 1 Count in 2s

Step 2 Count in 10s

Step 3 Count in 5s

Step 4 Recognise equal groups

Step 5 Add equal groups

Step 6 Make arrays

Step 7 Make doubles

Step 8 Make equal groups - grouping

Step 9 Make equal groups - sharing

NATIONAL CURRICULUM LINKS:

Count, read and write numbers to 100 in numerals; count in multiples of 2s, 5s and 10s.

Solve one-step problems involving multiplication and division by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.

Number: Fractions

Step 1 Recognise a half of an object or a shape

Step 2 Find a half of an object or a shape

Step 3 Recognise a half of a quantity

Step 4 Find a half of a quantity

Step 5 Recognise a quarter of an object or a shape Step 6 Find a quarter of an object or a shape

Step 7 Recognise a quarter of a quantity

Step 8 Find a quarter of a quantity

Number: Addition and Subtraction (within 10)

Step 1 Introduce parts and wholes

Step 2 Part-whole model

Step 3 Write number sentences

Step 4 Fact families – addition facts

Step 5 Number bonds within 10

Step 6 Systematic number bonds within 10

Step 7 Number bonds to 10

Step 8 Addition — add together

Step 9 Addition — add more

Step 10 Addition problems

Step 11 Find a part

Step 12 Subtraction — find a part

Step 13 Fact families — the eight facts

Step 14 Subtraction - take away/cross out (How many left?)

Step 15 Take away (How many left?)

Step 16 Subtraction on a number line

Step 17 Add or subtract 1 or 2

NATIONAL CURRICULUM LINKS:

Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer).

Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.

Represent and use number bonds and related subtraction facts within $20. \,$

Add and subtract 1-digit and 2-digit numbers to 20, including zero.

Geometry: Shape

Step 1 Recognise and name 3-D shapes

Step 2 Sort 3-D shapes

Step 3 Recognise and name 2-D shapes

Step 4 Sort 2-D shapes

Step 5 Patterns with 2-D and 3-D shapes

NATIONAL CURRICULUM LINKS:

Recognise and name common 2-D and 3-D shapes, including: 2-D shapes [for example, rectangles (including squares), circles and triangles]; 3-D shapes [for example, cuboids (including cubes), pyramids and spheres].

Number: Addition and Subtraction (with 20)

Step 1 Add by counting on within 20

Step 2 Add ones using number bonds

Step 3 Find and make number bonds to 20

Step 4 Doubles

Step 5 Near doubles

Step 6 Subtract ones using number bonds

Step 7 Subtraction - counting back

Step 8 Subtraction – finding the difference

Step 9 Related facts

Step 10 Missing number problems

NATIONAL CURRICULUM LINKS:

Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.

Add and subtract 1-digit and 2-digit numbers to 20, including zero.

Represent and use number bonds and related subtraction facts within 20.

Add and subtract 1-digit and 2-digit numbers to 20, including zero.

Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = ? - 9.

Number: Place Value (within 50)

Step 1: Count from 20 to 50

Step 2: 20, 30, 40 and 50

Step 3: Count by making groups of tens

Step 4: Groups of tens and ones

Step 5: Partition into tens and ones

Step 6: The number line to 50

Step 7: Estimate on a number line to 50

Step 8: 1 more, 1 less

NATIONAL CURRICULUM LINKS:

Count to and across 100, forwards and backwards, beginning with zero or 1, or from any given number.

Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least.

Count, read and write numbers to 100 in numerals; count in multiples of $2s,\,5s$ and 10s.

Given a number, identify 1 more and 1 less

NATIONAL CURRICULUM LINKS:

Recognise, find and name a half as one of two equal parts of an object, shape or quantity.

Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.

Geometry: Position and Direction

Step 1 Describe turns

Step 2 Describe position — left and right

Step 3 Describe position – forwards and backwards Step 4 Describe position

— above and below

Step 5 Ordinal numbers

NATIONAL CURRICULUM LINKS:

Describe position, direction and movement, including whole, half, quarter and three-quarter turns.

Use the language of position, direction and motion, including: left and right, top, middle and bottom, on top of, in front of, above, between, around, near, close and far, up and down, forwards and backwards, inside and outside (non-statutory guidance).

Practise counting (1, 2, 3...), ordering (for example, 1st, 2nd, 3rd ...) (non-statutory quidance).

Number: Place Value (within 100)

Step 1 Count from 50 to 100

Step 2 Tens to 100

Step 3 Partition into tens and

Step 4 The number line to 100

Step 5 1 more, 1 less

Step 6 Compare numbers with the same number of tens

Step 7 Compare any two numbers

NATIONAL CURRICULUM LINKS:

Count to and across 100, forwards and backwards, beginning with zero or 1, or from any given number.

Count, read and write numbers to $100\ \text{in}$ numerals; count in multiples of $2s,\ 5s$ and 10s.

Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least.

Measurement: Length and Height

- Step 1 Compare lengths and heights
- Step 2 Measure length using objects
- Step 3 Measure length in centimetres

NATIONAL CURRICULUM LINKS:

Compare, describe and solve practical problems for: lengths and height; mass/weight; capacity and volume; time.

Measure and begin to record the following: lengths and heights; mass/weight; capacity and volume; time.

Measurement: Mass and Volume

- Step 1 Heavier and lighter
- Step 2 Measure mass
- Step 3 Compare mass
- Step 4 Full and empty
- Step 5 Compare volume
- Step 6 Measure capacity
- Step 7 Compare capacity

NATIONAL CURRICULUM LINKS:

Compare, describe and solve practical problems for: lengths and heights; mass/weight; capacity and volume; time.

Measure and begin to record the following: lengths and heights; mass/weights; capacity and volume; time.

Measurement: Money

- Step 1 Unitising
- Step 2 Recognise coins
- Step 3 Recognise notes
- Step 4 Count in coins

NATIONAL CURRICULUM LINKS:

Recognise and know the value of different denominations of coins and notes

Count, read and write numbers to 100 in numerals; count in multiples of 2s, 5s and 10s.

Measurement: Time

- Step 1 Before and after
- Step 2 Days of the week
- Step 3 Months of the year
- Step 4 Hours, minutes and seconds
- Step 5 Tell the time to the hour
- Step 6 Tell the time to the half hour

NATIONAL CURRICULUM LINKS:

Sequence events in chronological order using language (for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening).

Recognise and use language relating to dates, including days of the week, weeks, months and years.

Compare, describe and solve practical problems for time.

Measure and begin to record time (hours, minutes, seconds).

Tell the time to the hour and half past the hour and draw the hands on a clockface to show these times.

Pupils will explore the composition of numbers within 20 and their position in the linear number system. They will connect addition and subtraction expressions and equations to 'number stories').

Mathematics

Mastering Number NCETM

Pupils will have an opportunity to consolidate the Early Learning Goals and continue to explore the composition of numbers within 10, and the position of these numbers in the linear number system.

Pupils will:

- $\dot{\mbox{ subitise}}$ within 5, including when using a rekenrek, and re-cap the composition of 5
- develop their understanding of the numbers 6 to 9 using the '5 and a bit' structure
- compare numbers within 10 and use precise mathematical language when doing so
- \cdot re-cap the order of numbers within 10 and connect this to '1 more' and '1 less' than a given number

Pupils will continue to explore the composition of numbers within 10 and explore addition and subtraction structures and the related language (without the use of symbols).

Pupils will:

- \cdot explore the composition of each of the numbers 7 and 9
- explore the composition of odd and even numbers, seeing that even numbers can be made of two odd or two even parts, and that odd numbers can be composed of one odd part and one even part
- identify the number that is two more or two less than a given odd or even number, identifying that two more/ less than an odd number is the next/ previous odd number, and two more/ less than an even number is the next/ previous even number explore the aggregation and partitioning structures of addition and subtraction through systematically partitioning and re-

Pupils will:

- explore the composition of the numbers 11 to 19 as '10 and a bit' and compare numbers within 20
- connect the composition of the numbers 11 to 19 to their position in the linear number system, including identifying the midpoints of 5, 10 and 15
- compare numbers within 20
- understand how addition and subtraction equations can represent previously explored structures of addition and subtraction (aggregation/ partitioning/ augmentation/ reduction) practise retrieving previously taught facts and reason about these

Science	explore the structure of even numbers (including that even numbers can be composed by doubling any number, and can be composed of 2s) • explore the structure of the odd numbers as being composed of 2s and 1 more • explore the composition of each of the numbers 6, 8, and 10 • explore number tracks and number lines and identify the differences between them This term will build and consolidate the Early Learning Goals and support the teaching and consolidation of the following RtP criteria: • 1AS-1 • 1NF-1 • 1NPV-2	combining numbers within 10 and connecting this to the part-part-whole diagram, including using the language of parts and wholes • explore the augmentation and reduction structures of addition and reduction using number stories, including introducing the 'first, then, now' language structure This term will particularly support the teaching and consolidation of the following RtP criteria: • 1AS-1 • 1NF-1	This term will particularly support the teaching and consolidation of the following RtP criteria: 1AS-2 1NF-1 1NPV-2 Seasonal changes - Observe changes across the four seasons.
Science	Outdoor opportunities: *Observe and describe weather associated with the seasons	Outdoor opportunities: *Observe and describe weather associated with the seasons	Outdoor opportunities: *Observe and describe weather associated with the seasons
See PLAN	and how day length varies.	and how day length varies.	and how day length varies.
matrices	Scientist — David Attenborough	Scientist — David Attenborough	Scientist — David Attenborough
	Humans including the senses - Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense. Everyday materials - Distinguish between an object and the material from which it is made. Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock. Describe the simple physical properties of a variety of everyday materials. Compare and group together a variety of everyday materials on the basis of their simple physical properties. Scientist — Stephanic Kwolek	Animals - Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals. Identify and name a variety of common animals that are carnivores, herbivores and omnivores. Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets). Scientist — Jane Goodall	Plants — Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees. Identify and describe the basic structure of a variety of common flowering plants, including trees. Outdoor opportunities: *Nature walk around school *Trip to Hurst Grange Park to compare plants Scientist — Jane Colden Plants — Comparing and observing plants over time Scientist — Jane Colden
History	<u>Changes to our School</u>	<u>Exploration</u>	<u>Local History Study</u>
	How has Cop Lane changed since my grandparents were at school?	Why was Amelia Earhart a significant individual?	Why is Preston Guild still celebrated today?
	Substantive Concept - Childhood	Substantive Concept — Inventions	Substantive Concept — Local Study
	Disciplinary Concept — Change and Continuity	Disciplinary Concept —Cause and Consequence	<u> Disciplinary Concept — Historical Sources</u>

History Key	Events People and Changes	Events People and Changes	Events People and Changes
learning and skills	 Changes within living memory Significant historical events, people and places in the pupils' own locality 	The lives of significant individuals in the past who have contributed to national and international achievements.	 Significant historical events, people and places in the pupils' own locality
	 Enquiry, Interpretation and Using Sources Ask and answer questions about the past through observing, handling and using a range of sources such as objects, pictures, stories, plays, songs, film clips, buildings, museum displays and people talking about their past Consider why things may change over time Identify some of the basic ways the past can be represented e.g. through pictures Chronology Recognise the distinction between past and present. Recognise that their own lives are similar/different from the lives of people in the past Identify some similarities and differences between ways of life at different times. 	Recognise some of the reasons why people in the past acted as they did. Ask questions e.g. what was different?' Chronology Place a few events or objects in order using common phrases to show the passing of time (old, new/young, days, months and years). Communication Use a variety of historical terms such as invention, discovery, explorer, king/queen, history, long ago etc. Talk about who/what was significant/important in a simple historical account	 Enquiry, Interpretation and Using Sources Make simple observations about different people, events, beliefs and communities Use sources to answer simple questions about the past e.g. which object is older? How do we know? Identify some of the basic ways the past can be represented e.g. through pictures Chronology Use common words and phrases relating to the passing of time such as before, after, yesterday, past, last year, a long time ago Communication Use historical concepts such as now/then and same/different when making simple connections and noting contrasts
	Use historical concepts such as now/then and same/different when making simple connections and noting contrasts Retell simple stories about people and events from the past		 Describe special or significant events in their own lives Demonstrate simple historical concepts and events through speaking, role-play, and picture stories
History Key vocabulary Local history	past, present, old, new, then, now, change, same, different, long ago, timeline, memory, childhood, school life, playground, uniform, teacher, lessons My Cop Lane C.E. Primary School	past, present, before, after, now, explorer, pilot, brave, flight, aeroplane, journey, record, achievement, maps, significant, history, timeline, event, memory	past, present, now, before, after, celebration, Guild, Preston, parade, tradition, festival, costume, music, community, history, local, special, long ago, remember, change, same Preston Guild
<u> </u>	Our World	Australia	Our Local Area
Enquiry	Ou mora	riaze and	Sur Event / Hen
Question	Is the UK a continent?	<u>Is it ever cold in Australia?</u>	Fieldwork - How far do I live from school?
Geography	Locational Knowledge	<u>Place Knowledge</u>	<u>Place Knowledge</u>
	Name and locate the world's seven continents and five oceans	A small area in a contrasting non-European country.	A small area of the United Kingdom

	Human and Physical Geography	Human and Physical Geography	Human and Physical Geography
	Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the equator and the North and South Poles	Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the equator and the North and South Poles Use geographical vocabulary to refer to key physical and human features — Including Hill, mountain, sea, ocean, river, soil, valley, season, weather, farm, house, city and town	Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the equator and the North and South Poles
		, , , , ,	
Geography Key learning and skills	Use a range of maps and globes (including picture maps) at different scales. Use vocabulary such as bigger/smaller Know that maps give information about places in the world (where and what) Recognise that maps need titles. Locate Land and sea on maps.	Use a range of maps and globes (including picture maps) at different scales. Recognise simple features on maps including buildings, roads and fields. Enquiry and Investigation Ask simple geographical where, what and who	Use large scale maps and aerial photos of the school and the local area. Recognise simple features on maps including buildings, roads and fields. Follow a route on a map starting with a picture of the school. Look down on objects and make a plan, eg of the
	Recognise that maps need titles. Know that symbols mean something on maps Fieldwork	 Ask simple geographical where, what and who questions about the world and their environment. Recognise differences between their own lives and others lives. 	classroom or playground Draw a simple map, eg of a garden, route, map or place in a story.
	 Use cameras and audio equipment to record geographical features, changes, and differences, eg, weather, seasons, vegetation and buildings 	Output	Fieldwork Use simple fieldwork techniques such as observation and identification to study the geography of the school and its grounds as well
	Communication		as the key human and physical features of its
	 Notice and describe patterns 		surrounding environment. • Use locational language to describe features and
	Use of ICT /Technology		routes, eg, left, right, forwards and backward.
	 Use simple and electronic globes and maps Use programmable toys or sprites to move around a course/screen following simple directional instructions Use cameras and audio equipment to record 		Enquiry and Investigation Investigate through observation and description Communication
	geographical features, changes, and differences, eg, weather, seasons, vegetation and buildings		Speak and write about, draw and observe and describe simple geographic al concepts such as what they can see where Interpret and create meaningful labels and symbols for a range of places in and outside the classroom. Use maps and other images to talk about everyday life eg where we live, journey to school.
			Use a postcode to find a place on a digital map

Geography Key vocabulary

continent, ocean, countries, UK, Europe, non-European country, Australia, China, human geography, physical geography, map, globe, compass directions, North, South, East, West, location, features, place, people, environment, seasons, daily weather patterns, beach, coast, forest, mountain, sea, river, city, town, village, factory, farm, house, shop, fieldwork, observation, school, grounds, local area, memory map, journey, aerial photograph

Computing

Year 1 -Computing systems & networks - Technology around us (Paintz.app)

- -To identify technology
- -To identify a computer and its main parts
- -To use a mouse in different ways
- -To use a keyboard to type on a computer
- -To use the keyboard to edit text
- -To create rules for using technology responsibly

Self Image and Identity

I can recognise that there may be people online who could make someone feel sad, embarrassed or upset

If something happens that makes me feel sad, worried, uncomfortable or frightened I can give examples of when and how to speak to an adult I can trust and how they can help.

Year 1 — Creating Media — Digital Printing (Paintz.app)

-To describe what different freehand tools do

- -To use the shape tool and the line tools
- -To make careful choices when painting a digital picture -To explain why I chose the tools
- I used
 -To use a computer on my own to paint a picture
- -To compare painting a picture on a computer and on paper

Online Relationships

I can give examples of when I should ask permission to do something online and explain why this is important

I can explain why things one person finds funny or sad online may not always be seen in the same way by others.

Year 1 -Programming A Moving a Robot beebots 8 beebot pushers

- -To explain what a given command will do
- -To act out a given word
- -To combine forwards and backwards commands to make a sequence
- -To combine four direction commands to make sequences
- -To plan a simple program
- -To find more than one solution to a problem

Online Bullying

I can describe how to behave online in ways that do not upset others and can give examples

Year 1 - Data and Information —Grouping Data (Word)

- -To label objects
- -To identify that objects can be counted
- -To describe objects in different ways
- -To count objects with the same properties
- -To compare groups of objects
- -To answer questions about groups of objects

Online Reputation

I can recognise that information can stay online and could be copied

I can describe what information I should not put online without asking a trusted adult first.

Year 1 - Creating Media — Digital Writing (Word)

- -To use a computer to write -To add and remove text on a computer
- -To identify that the look of text can be changed on a computer
- -To make careful choices when changing text
- -To explain why I used the tools that I chose
- -To compare typing on a computer to writing on paper

Managing Online Information

I can give simple examples of how to find information using digital technologies, e.g. search engines, voice activated searching

I know how to get help from a trusted adult if we see content that makes us feel sad, uncomfortable, worried or frightened.

Year 1 - Programming B — Introduction to animation (scratch JR app) | pads

-To choose a command for a given purpose

- -To show that a series of commands can be joined together
- -To identify the effect of changing a value
- -To explain that each sprite has its own instructions
- -To design the parts of a project
- -To use my algorithm to create a program

Privacy and Security

I can explain how passwords are used to protect information, accounts and devices.

I can explain why it is important to always ask a trusted adult before sharing any personal information online, belonging to myself or others

ongoing Computing

Using technology:

- develop their skills in using a mouse
- logging on and off a computer
- develop their familiarity with a computer and keyboards
- develop their typing speed
- exposure to a range of technology
- make sharp, alert, secure, kind and brave online choices to help us to be internet legends.

Big Brown Bear Keyboard Game for familiarity and beginning to use learn to type

RE	1.1 Harvest (3 + 2 hours) Christian Value — Service — helping	1.3 Jesus was special (6 hours)	1.7 Baptism (4 + 3 hours)
Questful RE *subject to change due to trialling new units	others in our community; food bank. 1.2 Christmas (5 hours) — Why do we give and receive gifts?	1.4 Easter celebrating new life (5 hours) Christian Value — Forgiveness and Hope — Easter is the symbol of hope, forgiveness and new life. The cross gives us the greatest illustration that forgiveness is possible.	1.2 Creation (4 + 2 hours) Christian Value — Peace — Influential role models e.g. Mother Theresa, Martin Luther King etc.
Art and Design	3D and Sculpture - The children plan and create their own robot using recyclable and malleable materials.	Painting — Based on their cross curricular topic of Alice in Wonderland, the children take a look at the Mackintosh tearooms and, from their artist research, create their own teacup pattern using different painting skills.	Textiles - Looking at the children's work on minibeasts and their Science work, the children design and create their own minibeast using fabric.
Art and Design Key learning and skills	3D and sculpture To manipulate malleable materials in a variety of ways including rolling and kneading To explore sculpture with a range of malleable material To manipulate malleable materials for a purpose To understand the safety and basic care of materials and tools To experiment with constructing and joining recycled, natural and manmade materials To use simple 2D shapes to create 3D form To change the surface of a malleable material Drawing To observe and draw shapes from observations To draw shapes in between objects To invent new shapes	Painting To use a variety of tools and techniques including different brush sizes and types To mix and match colours to artefacts and objects To work on different scales To experiment with tools and techniques Name different types of paint and their properties To identify primary and secondary colours by name To mix primary shades and tones To mix secondary colours Drawing To control the types of marks made with the range of media	Textiles To match and sort fabrics for colour, texture, length, size and shape. To cut and shape fabric using scissors To apply shapes with glue or by stitching To apply decoration using beads, buttons, feathers etc. Apply colour with fabric crayons or dye Drawing To invent new lines To draw on different surfaces with a range of media
Art and Design Key vocabulary	print, rubbing, smudge, image, reverse, shapes, surface, pressure, decoration, cloth, sculpture, structure, assemble, construct, model, fold, bend, attach, statue, stone, metal, curve, form, clay, impress, texture	primary colour, light, dark, thick, thin, tone, warm, cold, shade, bright	fabric, colour, pattern, shape, texture, glue, scissors, sew, needle, felt, scraps, thread.
Art and	Exploring and Developing Ideas		
Design	Record and explore ideas from first hand observations.		
Ongoing Y1/	 Ask and answer questions about the starting points for the starting points for the points for the starting points for the points for the starting points for the star	neir work.	
Y2 key	, , , , , , , , , , , , , , , , , , , ,	om different times and cultures for differences and similarities.	
learning and		- -	
skills	Evaluating and Developing Work	you think and fool about it	
3KIII3	 Review what they and others have done and say what they think and feel about it. Identify what they might change in their current work or develop in future work. 		
DT	Structures — The children think about the different type of materials that could be recycled. They gather different materials, plan, design and create using the selection of skills below in order to create a robot structure.	Mechanisms — Fitting in with a cross curricular theme, the children re-create the Alice in Wonderland book using different sliders, levers and pop ups. They investigate the different types, plan and create an interactive book using the selection of skills.	Textiles — The children use their finalised Art and Design textiles piece to adapt and create a puppet of a minibeast, using the Design and Technology skills to modify the creation into a usable product.

	Same:	Mark :	Tared
DT Skills	 Structures To refer to materials tools and techniques using appropriate vocabulary. To explore how to make structures stronger. To investigate different techniques for stiffening a variety of materials. To test different methods of enabling structures to remain stable. To join appropriately for different materials and situations e.g. glue, tape. To mark out materials to be cut using a template. To use a glue qun with close supervision 	Mechanisms To join appropriately for different materials and situations e.g. glue, tape. To roll paper to create tubes. To fold, tear and cut paper and card. To cut along lines, straight and curved. To use a hole punch. To insert paper fasteners for card. To experiment with levers and sliders to find different ways of making things move	 Textiles To start to use the appropriate vocabulary to refer to fabrics and tools. To cut out shapes which have been created by drawing round a template onto the fabric. To join fabrics by using e.g. running stitch, glue, staples, over sewing, tape. To decorate fabrics with attached items e.g. buttons, beads, sequins, braids, ribbons. To colour fabrics using a range of techniques e.g. fabric paints, printing, painting
DT Key Vocabulary	cut, fold, join, fix structure, wall, tower, framework, weak, strong, base, top, underneath, side, edge, surface, thinner, thicker, corner, point, straight, curved, metal, wood, plastic circle, triangle, square, rectangle, cuboid, cube, cylinder	slider, lever, pivot, slot, bridge/guide, card, masking tape, paper fastener, join, pull, push, up, down, straight, curve, forwards, backwards	joining and finishing techniques, tools, fabrics and components, template, pattern pieces, mark out, join, decorate, finish
DT Ongoing Y1/Y2 Key learning and skills	Design To use pictures and words to convey what they want to To propose more than one idea for their product. To model ideas / make mock-ups with kits, reclaimed mathematical and the control of the co	terials. .ast (e.g. videos). ations. will meet the design criteria. als/ingredients. d why. ve been made. purpose. ood and bad points. otation to plans/drawings.	

Music	Charanga MMC Unit	Charanga MMC unit	Charanga MMC unit	Charanga MMC unit	Charanga MMC unit	Charanga MMC unit		
	My Musical Heartbeat	Dance, Sing and Play!	Exploring Sounds	Learning to Listen	Having Fun with Improvisation	Let's Perform Together!		
Adapted	Every piece of music has a	Music is made up of long and	Music is made up of high and	Listening is very important.	Improvising is fun! It's an	Singing, dancing and playing		
· · · · · · · · · · · · · · · · · · ·	heartbeat - a musical	short sounds called 'rhythm' and	low sounds, long and short	You can listen with your eyes	exciting activity where everyone	together is called 'performing'.		
Charanga	heartbeat. In music, we call it	high and low sounds that we call	sounds, and loud and quiet	and ears and you can also feel	is creating something new. It	Performing together is great		
Tuned and Untuned	the 'pulse' or the 'beat' of the	'pitch'. As you dance, sing, and	sounds. Explore these sounds	sound in your body. What can	can be a melody or a rhythm.	fun! Plan a concert together to		
Percussion	music. When you are	play instruments with the music	and create your own very	you hear in this unit?	When you improvise, you can	celebrate all the songs you		
rereassion	listening and singing to the	in this unit, explore these sounds	simple melodies.		do it on your own or in groups	have learnt this year.		
	music and songs in this Unit,	and how they work together.		Days of the Week				
	try to find and keep the pulse			Name Song	Getting Dressed			
	or steady beat together. You	Twinkle, Twinkle Little Star	If You're Happy and You know	Cuckoo	Dress Up	The Bear Went Over The		
	might march, clap or sway in	In the Orchestra	it	Upside Down	Brush Our Teeth	Mountain		
	time - find a movement that	Daisy Bell	Sing Me a Song	Hush Little Baby	Get Ready	In the Sea		
	helps you to keep the beat.	Dancing Dinosaurs	Sparkle	-	Up and Down	Alice the Camel		
	· -	Rock-a- Bye Baby	Rhythm In The Way We Walk			Ten Green Bottles		
	Find the Beat		Big Bear Funk			Zootime		
	12345	Christmas Production						
	Heads, Shoulders, Knees and	All children from EYFS/KS1						
	Toes	involved in learning and						
	Shapes	performing a short production						
	We Talk to Animals	which includes singing, optional						
		instrumental parts, acting,						
		movement and dance.						
	NC		Progression of skills					
	S	Singing		Find and use singing voice confidently				
	Use their voices expressively and creatively by singing songs and		Sing a melody accurately at my own pitch.					
	speaking chants and rhymes		Sing with a sense of awareness of pulse and control of rhythm.					
	, ,		Follow pitch movements with my hands and use high, low and middle voices. Begin to sing with control of pitch.					
			Remember and recall short songs.					
	Playing Instruments		Play and perform simple musical patterns on tuned and un tuned instruments with an awareness of a steady pulse.					
	Play tuned and untuned instruments musically							
	Creating Music		Contribute to a class composition.					
	Experiment with, create, select and combine sounds using the		Explore and match sounds.					
	interrelated dimensions of music.		Create simple patterns of sound.					
	3	ng to Music	Listen to and associate short and simple pieces of music to different situations.					
		understanding to a range of high-	Listen and respond to a variety of musical styles.					
	quality live and recorded music	3 3 3						
PE My Personal Best	Self-motivation	Respect	Trust	Co-Operation	Resilience	Encouragement		
PE Whole	Handball Festival	Dance Festival	Inclusion Festival	Wellbeing Festival	Tennis Festival	Tri-Golf Festival		
	17.10.25	21.11.25	06.02.26	20.03.26	15.05.26	10.07.26		
school festivals			l .			Team Building		
PE	Fundamentals In this unit nunils will evalue	Sending and Receiving In this unit pupils develop their	Target Games In this unit, pupils develop	Athletics In this unit pupils will develop	Gymnastics In this unit pupils explore and	In this unit pupils develop their		
	In this unit pupils will explore	I in this will pupils develop their	in this unit, pupils develop	I in this unit pupils will develop	I in this unit pupils explore and	I in this will pupils develop their		
	the fundamental skills of	sending and receiving skills	their understanding of the	skills required in athletic	develop basic gymnastic actions	teamwork skills. They work		

See GetSet4PE

balancing, running, changing direction, jumping, hopping and skipping. They will explore these skills in isolation as well as in combination. Pupils will be given opportunities to identify areas of strength and areas for improvement. Pupils will work collaboratively with others, taking turns and sharing ideas.

National Curriculum link:

Master basic movements including running, jumping and throwing. Develop balance, agility and coordination, and begin to apply these in a range of activities.

Physical skills:

Balance, jump, hop, run, speed, agility, dodge, skip, coordination.

Social skills:

Collaboration, work safely, support others.

Emotional skills:

Determination, selfregulation, honesty, perseverance.

Thinking skills:

Comprehension, select and apply skills.

Ball skills

In this unit pupils will explore and develop their fundamental ball skills such as throwing and catching,

including throwing and catching, rolling, kicking, tracking and stopping a ball. Pupils will be given opportunities to work with a range of different sized balls. They will apply their skills individually, in pairs and in small groups and begin to organise and self-manage their own activities. They will understand the importance of abiding by the rules to keep themselves and others safe.

National Curriculum link:

Master basic movements including throwing and catching. Participate in team games, developing simple tactics for attacking and defending.

Physical skills:

Roll, throw, catch, track, kick, receive with feet, send with racket.

Social skills:

Support others, communication.

Emotional skills:

Determination, honesty, independence.

<u>Yoqa</u>

In this unit, pupils learn about mindfulness and body awareness They begin to learn poses and techniques that will help them to connect their mind and body. The unit looks to improve wellbeing by building strength, flexibility, coordination and balance. The learning includes breathing and meditation through fun and engaging

principles of defending and attacking for target games. Pupils use both underarm and overarm actions and are given opportunities to select and apply the appropriate action for the target considering the size and distance of the challenge. They will apply their skills individually, in pairs and in small groups and begin to organise and self-manage their own activities. They will understand the importance of abiding by rules to keep themselves and others safe, learn how to score points and use simple tactics. They show respect towards others when playing competitively and develop communication skills.

National Curriculum link:

Master basic movements including throwing and catching. Participate in team games, developing simple tactics for attacking and defending.

Physical skills:

Underarm throw, overarm throw.

Social skills:

Collaboration, leadership, work safely, encourage others.

Emotional skills:

Perseverance, honesty.

Thinking skills:

Comprehension, select and apply, creativity.

Invasion games

In this unit, pupils develop their understanding of attacking and

activities such as running at different speeds, changing direction, jumping and throwing. In all athletic based activities, pupils will engage in performing skills and measuring performance, competing to improve on their own score and against others. They are given opportunities to work collaboratively as well as independently.

National Curriculum link:

Master basic movements including running, jumping and throwing. Develop balance, agility and coordination, and begin to apply these in a range of activities.

Physical skills:

Run, balance, agility, coordination, hop, jump, leap, throw.

Social skills:

Work safely, collaboration.

Emotional skills:

Perseverance, independence, honesty, determination.

Thinking skills:

Reflection, comprehension, select and apply skills.

Dance

In this unit, pupils will explore travelling actions, movement skills and balancing. They will understand why it is important to count to music and use this in their dances. Pupils will copy and repeat actions linking them together to make short dance phrases. Pupils will work individually and with

on the floor and using low apparatus. Basic skills of jumping, rolling, balancing and travelling are used individually and in combination to create movement sequences. Pupils are given opportunities to select their own actions to build short sequences and develop their confidence in performing. Pupils begin to understand the use of levels, directions and shapes when travelling and balancing.

National Curriculum link:

Master basic movements as well as developing balance, agility and co-ordination.

Physical skills:

Travelling actions, shapes, balances, shape jumps, barrel roll, straight roll, forward roll. Social skills:

Respect, collaboration, sharing, work safely.

Emotional skills:

Confidence, self-regulation, perseverance.

Thinking skills:

Comprehension, select and apply action, creativity.

Net and Wall games

In this unit, pupils develop their understanding of attacking and defending principles in net games such as using a ready position to defend their court and placement of a ball into space. They use and develop skills such as throwing, catching, tracking and hitting a ball. They learn how to score points in these types of games and how to play to the rules. They work

individually, in pairs and in small groups, learning to take turns, work collaboratively and lead each other. They develop key skills of communication and problem solving, They are given the opportunity to discuss and plan their ideas and reflect on their success.

National Curriculum link:

Participate in team games, developing simple tactics.

Physical skills:

Run, jump, hit, balance, coordination.

Social skills:

Trust, communication, inclusion.

Emotional skills:

Determination, confidence.

Thinking skills:

Identify, comprehension, reflection, planning.

Striking and Fielding

In this unit, pupils develop their understanding of the principles of defending (fielding) and attacking (batting) for striking and fielding games. They use and develop skills such as throwing and catching, tracking a ball and striking a ball. They learn how to score points in these types of games, how to play to the rules and use simple tactics. They show respect towards others when playing competitively and develop communication skills to manage small sided games.

rolling and dribbling with both hands and feet. They will look to perform these skills with increasing control and accuracy using coordination and balance. Pupils will have the opportunity to work independently, and collaboratively in pairs and small groups. Pupils will be able to explore their own ideas in response to tasks.

National Curriculum link:

Master basic movements including throwing and catching. Participate in team games, developing simple tactics for attacking and defending.

Physical skills:

Dribble with hands, roll, throw, catch, dribble with feet, track.

Social skills:

Communication, support others, co-operation.

Emotional skills:

Perseverance, honesty, determination.

Thinking skills:

Exploration, make decisions, comprehension, use tactics.

activities. Pupils work independently, with a partner and small group.

National Curriculum link:

Master basic movements as well as developing balance, agility and co-ordination.

Physical skills:

Balance, strength, flexibility, coordination.

Social skills:

Move safely, listen to others, collaborate.

Emotional skills:

Concentration, focus, identify feelings.

Thinking skills:

Observation, copy and repeat, recognise, create, select and apply.

Thinking skills:

Comprehension, select and apply skills.

defending and what being 'in possession' means. They use and develop skills such as sending and receiving with both feet and hands, as well as dribbling with both feet and hands. They have the opportunity to play uneven and even sided games. They learn how to score points in these types of games and how to play to the rules. They work independently, with a partner and in a small group and begin to self-manage their own games, showing respect and kindness towards their teammates and opponents.

National Curriculum link:

Master basic movements including throwing and catching. Participate in team games, developing simple tactics for attacking and defending.

Physical skills:

Dribble, throw, catch, kick, receive, run, jump, change direction, change speed.

Social skills:

Supporting others, communication, co-operation, kindness.

Emotional skills:

Perseverance, confidence, honesty.

Thinking skills:

Comprehension, identifying strengths and areas for development, select and apply.

a partner to create ideas in relation to the theme. Pupils will be given the opportunity to perform and also to provide feedback, beginning to use dance terminology to do so.

National Curriculum link:

Perform dances using simple movement patterns.

Physical skills:

Actions, dynamics, space, relationships.

Social skills:

Respect, work safely, collaboration, communication.

Emotional skills:

Empathy, confidence, acceptance, determination, kindness.

Thinking skills:

Creativity, select and apply actions, copy and repeat actions, provide feedback, recall.

South Ribble Coach — Dance Coaching

independently, with a partner and in a small group and begin to self-manage their own games, showing respect and kindness towards their teammates and opponents.

National Curriculum link:

Master basic movements including throwing and catching. Participate in team games, developing simple tactics for attacking and defending.

Physical skills:

Throw, catch, hit a ball, track a ball.

Social skills:

Support others, work safely, communication, cooperation.

Emotional skills:

Perseverance, independence, determination.

Thinking skills:

Comprehension, select and apply, reflection, identify areas of strength and areas for development, decision making.

National Curriculum link:

Master basic movements including throwing and catching. Participate in team games, developing simple tactics for attacking and defending.

Physical skills:

Underarm throw, overarm throw, catch, track, bat.

Social skills:

Communication, collaboration, support and encourage others, kindness.

Emotional skills:

Manage emotions, honesty, perseverance.

Thinking skills:

Comprehension, use tactics, select and apply, decision making.

South Ribble Coach — Dance From The Heart Session

			South Ribble Coach — Joy of Moving Intervention			
FL Adapted	Greetings Days of the week (The hungry caterpillar)	Colours and numbers	Transport	Under the sea	In the jungle	The circus
Language Angels	Skills progression.	Listening	Speaking	Reading	Writing	Grammar
		Listen attentively and understand instructions and everyday classroom words. Recognise and respond to sound patterns and words. Listen and respond to simple stories and songs	Say familiar words. Perform simple communicative tasks using single words and phrases Recognise questions and negatives and politeness conventions	Respond to written language. Appreciate stories and songs in the language. Recognise some familiar words in written form.	Experiment with the writing of simple words	Recognise nouns.
PSHE See 1 Decision	Living in the wider world How can we look after each other and the world? • Ourselves and others • the world around us • caring for others	Relationships What is the same and different about us? • Ourselves and others • similarities and differences	Health and wellbeing Who helps us to stay safe? • Keeping safe • people who help us	Health and wellbeing What helps us stay healthy? Being healthy Hygiene Medicines people who help us	Relationships Who is special to us? • Ourselves and others • people who care for us • groups we belong to • families	Living in the wider world What can we do with money? • Money • making choices
	growing and changing	individualityour bodies		with health		 needs and wants
My Happy Mind	MEET YOUR BRAIN	CELEBRATE	APPRECIATE	RELATE	ENGAGE	
, rig nappy rima	Where our brain is in our	What Character Strengths are	What 'appreciate' means, what	That relate means to get along	What engage means and what	
	body and what it looks like.	and how they make us unique	types of things we appreciate,	with others and understand	types of things we can engage	
	That our brain has 3 main parts, and it works best when	and special. About the 5 Character Strengths and what	and how we can show appreciation. That we can	another person, and that we can relate with family, friends,	in. That when we engage in something and feel happy, we	
	they work together. The 3	they mean: 1.Love and Kindness	appreciation. That we can appreciate others, experiences	and teachers in different ways.	can do the activity better. That	
	parts are Team H-A-P:	2.Bravery and Honesty	and themselves, not just	How our Character Strengths	we can set goals; sometimes	
	Hippocampus, Amygdala and Prefrontal Cortex. That when we feel big emotions, our Amygdala can react and take	3.Exploring and Learning 4.Teamwork and Friendship 5.Love of Life and Our World.	material things. We will be able to identify the categories on the Wheel of Gratitude. How to develop an Attitude of	help us get along with others and that it is ok that we are all different. What Active Listening is. What 'Stop,	these can be to do with learning, and other times they are to do with a hobby. How to set a class goal using the 3 steps. That	
	over our brain, sending the Hippocampus and Prefrontal	That the best way to learn more about your strengths is to notice	Gratitude. We will learn that showing gratitude makes us	Understand and Consider' means and how this can help	setting goals and achieving them can make Team H-A-P happy	
	Cortex to sleep. That Happy Breathing helps our entire	them. That our strengths are like superpowers, and when we use	feel good; when we make someone feel good, it makes us	us with friendship issues. That Happy Breathing can help us if	too. That just because we can't do something straight away, it	
	body, including our brain, to relax and wakes up the	them, it helps us to be our best and feel happy. That it is nice to	feel good too. How Happy Breathing exercises help to	we have big emotions when falling out with friends.	doesn't mean we won't be able to in the future.	
	Hippocampus and Prefrontal Cortex. That if we want to	tell other people when they use their strengths, as it makes them	remind us to appreciate the things we might forget. By	Vocab: Character Strengths,		
	improve at something, we need to practise repeatedly,	feel good.	practising giving gratitude over and over again, our brains will	Relate, Get Along, People, Active Listening, 'Stop,	Vocab: Engage, Activity, Goal,	
	and our brain helps us get		improve at appreciating things	Understand and Consider'	Goal Setting, 'Feel Good, Do	

better each time. This is	Vocab: Character Strengths,	and people. This is called	Good,' Believe to Achieve,	
called Neuroplasticity	Love and Kindness, Bravery and	Neuroplasticity. That when we	Happy Breathing, Team H-A-P,	
	Honesty, Exploring and Learning,	give and receive gratitude, it	Habits	
Vocab: Brain, Cells, Team H-	Teamwork and Friendship, Love	makes Team H-A-P happy and		
A-P, Hippocampus,	of Life and Our World, Unique,	they can work well together.		
Amygdala, Prefrontal Cortex,	Special, Strengths Spotting			
Happy Breathing,		Vocab: Appreciate, Grateful,		
Neuroplasticity, Big Emotions		Thankful, Gratitude Wheel,		
		Ourself, Others, Experiences,		
		Team H-A-P, Attitude of		
		Gratitude, Neuroplasticity		