

Autumn 1	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
W/C	26/8 (3 days)	2/9	9/9	16/9	23/9	30/9	7/10	14/10
English		Sentence Composition	Character Description		Poems Developing Vocabulary	Simple Retelling of a Narrative		
Maths	Place Value				Addition and Subtraction			
R.E. Creation: Who Made the World?	Can you recognise that creation is the beginning of the big story in the Bible?	Can you recognise that creation is the beginning of the big story in the Bible?	Can you retell the story of creation?	Can you explain what the story tells Christians about God, creation and the world?	Can you give examples of what Christians do to say thank you to God for creation?	What questions could you ask about living in an amazing world?	Who do Christians believe made the world and why?	Who do Christians believe made the world and why?
Science Living Things and Habitats		What is alive and what is not?	What do all living things have in common?	Where do plants and animals live?	What plants and animals live in our local environment?	What are food chains? How are they connected?	What are food chains? How are they connected?	Why do plants and animals need each other?
History Events beyond Living Memory: Great Fire of London		Where is London? When was the Great Fire of London?	How did the fire start? Why did the fire spread so quickly?	Where did the fire spread to? 3 rd /4 th September 1666.	Where did the fire spread? 5 th /6 th September 1666.	How do we know about the Great Fire of London?	What effect did the fore have on London?	What effect did the fore have on London?
PHSE Jigsaw Being Me in my World	Being Me	Being Me	Hopes and fears for the Year	Rights and Responsibilities	Rewards and Consequences	Rewards and Consequences	Our Learning Charter	Owning Our Learning Charter
Music	Ourselves - Exploring Sounds				Toys - Beat			
P.E.	Gymnastics (Sports Coach)							
Art Drawing	Self Portrait	Recognise a range of different marks.	Apply pressure to change the mark.	Select a range of mark making tools and use them.				
Computing We are Astronauts					Plan a sequence of instructions to move a sprite.	Create, debug and test programmes for sprites.	Work with input and output. Use repetition in a program.	