

Autumn 1	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
W/C	01/09	08/09	15/09	22/09	29/09	06/10	13/10
Reading	Greta and the Giants			The Pebble in my Pocket			
Writing	Strong start	Poetry on emotions	Narrative description – first person		Non-chronological reports		
Maths	Place Value			Addition and Subtraction			
R.E. People of God – What is it like to follow God?		Can you make clear links between the story of Noah and the Covenant?	Can you explain the links between the story of Noah and how we live in school and the wider world?	Can you make links between the promises in the story of Noah and promises Christians make at a wedding ceremony?	Can you make links between the story of Abraham and the concept of faith?	Can you explain why some Christians choose to live their whole lives in their church communities?	Can you explain how and why Christians follow God in different ways?
Science Living Things and Habitats	How are rocks formed?	What types of rocks are there?	Can rocks change?	How can I test a rock to identify it as limestone or chalk?	Is soil just dirt?	How are fossils formed?	Consolidation
History	What were the three ages of the Stone Age?	What were Paleolithic times like? How do we know?	What were Mesolithic times like? How do we know?	What were Neolithic times like? How do we know?	What was different between the different Stone Age periods?	When was the Bronze Age? What was the Bronze Age like? How do we know?	How was the Bronze Age different to the Stone Age?
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
Music	Specialist music teacher – BYMT						
P.E.	???						
Art Drawing and painting	Invent marks and repeat for effect	Combine drawing and resist Mix colours and combine shapes/marks	Respond imaginatively to a story or poem				
DT Textiles				Identification of the problem Exploring materials	How can you make a box out of fabric?		
Computing We are programmers			Playing and analysing educational game	Building a prototype game		Adding in repetition and keeping track and working on the interface	