

	SEASONAL CHANGES	SEASONAL CHANGES	SEASONAL CHANGES		
ICT	Algorithms Understands that algorithms are implemented on digital devices. Design simple algorithms using loops and selection ie if statements.	Programing and Development Knows that users can develop their own programs, and can demonstrate this by creating a simple program in an environment that does not rely on text e.g. programmable robots etc. Executes, checks and changes programs. Understands that programs execute by following precise instructions.	Data and Data Representation Recognises that digital content can be represented in many forms. Distinguishes between some of these forms and can explain the different ways that they communicate information.	Hardware and Processing Understands that computers have no intelligence and that computers can do nothing unless a program is executed. Recognises that all software executed on digital devices is programmed.	Obt brow com need what cont
TOPIC	Toys <ul style="list-style-type: none"> Favourite toys- how do they work? History of toys Visit to toy museum 	Light and Dark <ul style="list-style-type: none"> Day and Night Bonfire Night- Guy Fawkes Diwali- Rama and Sita Christmas around the world 	Who I am and Where I live <ul style="list-style-type: none"> My home Locality study- fieldwork; <ul style="list-style-type: none"> Features, buildings, shops Plans, maps, aerial photographs, routes My school School/ area for me and an older sibling School/area for Granny Comparing school to school in Victorian times 		
ART and DESIGN	Textiles <ul style="list-style-type: none"> Sock puppets Explore cutting, sticking and joining fabric Decorate fabric/add colour and pattern 	Collage <ul style="list-style-type: none"> Sort by colour, pattern, texture Tear shapes, strips, pieces Cut shapes, strips, pieces etc 	Printing <ul style="list-style-type: none"> Soft/hard materials- discuss, compare, contrast- lines, shapes, textures 	Drawing <ul style="list-style-type: none"> Introduce tone, shape and line 	
DESIGN TECHNOLOGY		DT PROJECT 2 Moving Pictures – Mechanisms (levers and linkages)		DT PROJECT 3 Buildings – Stable Structures	
RE	Christianity and Hinduism Where do I belong?	Christmas Gifts and gift bringers	Visiting a place of worship	Christianity and Islam Who celebrates what and why?	Wha
MUSIC	Toys <ul style="list-style-type: none"> Moving to music according to different toys e.g. puppets, Jack in a box Choosing untuned percussion to represent different toys e.g. wooden instruments for soldiers marching 	Light and Dark <ul style="list-style-type: none"> Using voice in different ways Singing and chanting and performing for others Recognising high/low and long/short Movement to music 	Who I am and Where I live <ul style="list-style-type: none"> Performing simple rhythms and songs by copying; Creative composition with water sounds-making sounds on different musical instruments and how these sounds represent ideas. 	Who I am and where I live <ul style="list-style-type: none"> Map a journey around the local area and then compose musically- choosing sounds to represent ideas Making sounds on different musical instruments Performing to others 	
PE	Games/SOL Kicking	Gymnastics/SOL Travel	Sports Hall Athletics SOL	Games/SOL Running and Dodging	
DANCE	Dance/SOL Topic	Dance/SOL Topic	Gymnastics/SOL Rocking and Rolling	Dance/SOL Topic	
LIFE EDUCATION	THE SENSES	GROWING AND CHANGING	RECYCLING	MY FAMILY AND OTHER ANIMALS KEEPING SAFE	