

Year 1/2 (Cycle A)			
	Autumn	Spring	Summer
Geography	UK study (G2)	Recognise how a place contrasts to non European place in the world (G1) Africa
History	Famous people in history (H3)
Science Year 1	Animals including humans (Y1-S2) Plants (Y1-S1)	Seasonal changes (Y1 - S4) Animals including Humans (Y1-S2a)	Everyday materials (Y1-S3)
Science Year 2	Living things and their Habitats (Y2-S5) Plants (Y2-S1)	Animals including Humans (Y2-S2 S2a)	Uses of Everyday Materials (Y2-S3)
PE	Master basic movement (PE 1) Participate in team games (PE 2) Perform dances (PE 3)		
Computing	Organise, store, retrieve and manipulate digital content (C 1)	Recognise common uses of IT beyond school (C 2)	Communicate online safely and respectfully (C 4)
D & T	Design, make and evaluate purposeful products (DT 4)	Understand where food comes from and the principles of a varied and healthy diet (DT 2 and 4)	Explore and use mechanisms (DT 1 and 4)
Art	Use a range of materials (A1) Use drawing painting and sculpture (A1) Develop a wide range of techniques of colour, texture, pattern line, shape, form and space (A1) Learn about a range of artists, craftsmen and designers (A1)		
Music	Sing songs Play tuned and untuned instruments Listen to a range of live and recorded music Make and combine sounds musically		
RE	Belonging	Leaders and Teachers	Believing and Story

Year 1/2 (Cycle B)			
	Autumn	Spring	Summer
Geography	Our local environment (G3) including
History		Historical events, people and places (H4) Changes in their lives and the lives of their families (H1)	A range of events from Britain and the wider world beyond living memory (H2)
Science Year 1	Animals including humans (Y1-S2) Plants (Y1-S1)	Seasonal changes (Y1 - S4) Animals including Humans (Y1-S2a)	Everyday materials (Y1 - S3)
Science Year 2	Living things and their Habitats (Y2-S5) Plants (Y2-S1)	Animals including Humans (Y2-S2 S2a)	Uses of Everyday Materials (Y2-S3)
PE	Master basic movement (PE 1) Participate in team games (PE 2) Perform dances (PE 3)		
Computing	Understand the use of algorithms, create, debug and predict the behaviour of simple programmes (C3)	Organise, store, retrieve and manipulate digital content (C 1)	Organise, store, retrieve and manipulate digital content (C 1)
D & T	Explore and use mechanisms (DT 1 and 4)	Design, make and evaluate purposeful products (DT 4)	Making structures (DT 3 and 4)
Art	Use a range of materials (A1) Use drawing painting and sculpture (A1) Develop a wide range of techniques of colour, texture, pattern line, shape, form and space (A1) Learn about a range of artists, craftsmen and designers (A1)		
Music	Sing songs (M1) Play tuned and untuned instruments (M1) Listen to a range of live and recorded music (M1) Make and combine sounds musically (M1)		
RE	Myself	Celebrations	Signs and symbols
SEAL/PSH	New beginnings	Going for goals	Relationships and changes

E	Getting on and falling out	Good to be me	
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