













Primary

Year 1 Term	Topic	Subject area	Context
1	Fairy Tales 	English	KS1: Comprehension To develop pleasure in reading by: <ul style="list-style-type: none"> • Listening to a variety of stories that are above their ability to read independently. • Becoming familiar with a range of stories including fairy tales
		Design and Technology	KS1&2: Design. Make. Evaluate (fairy tale castle, 3 little pigs houses)
2	The Senses 	Citizenship KS1	Developing a healthy, safer lifestyle 3. rules for, and ways of, keeping safe, including basic road safety, and about people who can help them to stay safe. meet and talk with people (for example, with outside visitors such as religious leaders, police officers, the school nurse) KS2 Developing good relationships and respecting the differences between people





			where individuals, families and groups can get help and support.
3	<p>Space</p> 	<p>Science</p> <p>Art and Design</p>	<p>Year 5: Earth and Space</p> <p>KS1: to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</p>
4	<p>Space</p> 	<p>Computing</p> <p>Design and Technology</p>	<p>KS1&2: Design. Make. Evaluate (Rockets)</p>
5	<p>People Who Help Us</p> 	<p>Citizenship</p>	<p>KS1 document</p>
6	<p>30 Days Wild (Minibeasts)</p> 	<p>Science</p> <p>Design and Technology</p>	<p>KS1&2: Animals including humans</p> <p>Year 5: Living things and their habitats – life cycles</p> <p>KS1&2: Design. Make. Evaluate (minibeast habitat)</p>



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Year 2 Term	Topic	Subject area	Context
1	The Ocean 	Geography	KS1: Human and physical Geography
		Science	Year 1&2: Animals including humans Year 2: Living things and their habitats
2	Extreme Earth (arctic, deserts, volcanoes and Mountains) 	Geography:	KS1: Human and Physical geography EYFS: Understanding the World
		Science	KS1: Living Things and Their Habitats
3	Design 	Design and Technology	KS1 Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an interactive process of designing and making.
4	Design 	Design and Technology	EYFS: Expressive Arts and Design Exploring and Using Media and Material

5	Animals (including Farms) 	Science	KS1&2: Animals including humans
		RE	KS1: find out about the bible and Torah and hear stories from them (Noah's Ark, Jonah and the Whale)
6	30 Days Wild (The great outdoors) 	Science	Year 2: Living things and their habitats
		PE	KS1: Team games KS2: Adventure Activities

Primary

Year 3 Term	Topic	Subject area	Context
1	Autumn 	Science	Year 1: Seasonal changes
		Design and Technology	KS1&2: Design. Make. Evaluate
2	Where in the UK? 	Geography	<ul style="list-style-type: none"> • EL: Understanding the world • Locational knowledge • Place knowledge • Human and physical geography
3	Sound 	English	EYFS: Communication and Language: Listening and Attention
		Music:	KS1: To experiment with, create, select and combine sounds using the inter-related dimensions of music.
4	Sound 	Science	KS1: Using our Senses To listen with attention to detail and recall sounds with increasing aural memory

5	<p>How Does Your garden grow? (planting and growing)</p> 	Science	<p>KS1: Observe and describe how seeds and bulbs grow into mature plants</p> <ul style="list-style-type: none"> • Fnd out and describe how plants need water, light and a suitable temperature to grow and stay health
6	<p>30 Days Wild (Habitats and Homes)</p> 	Science	Year 2: Living things and their habitats
		Design Technology	KS1&2: Design. Make. Evaluate (Design and make a habitat)