

Autumn 1	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
W/C	30/10	6/11	13/11	20/11	27/11	4/12	11/12
English	Fact Files		Instructions		Letters		Advert / Poster
Maths	Addition and Subtraction			Geometry - Shape			Recap
R.E. Incarnation: Why does Christmas matter to Christians?	Can I explain what the nativity is?	Can I explain what Christians do at home and at Church at Christmas?	Can I explain who “God on Earth” is?	Can I explain how kindness and generosity are shown in the Christmas story?	Can I explain how Christians show kindness and generosity at Christmas?	Why does Christmas matter to Christians?	Why does Christmas matter to Christians?
Science Living Things and Habitats	To be able to describe animal habitats from around the world.	To be able to describe animal habitats from around the world.	To be able to describe how animals obtain their food from plants and other animals.	To be able to identify simple food chains.	To be able to identify simple food chains and identify different sources of food.	To be able to explore and compare the differences between plants.	To be able to describe the relationship between animals and plants.
History Fire, Fire!	To be able to identify the difference between past and present.	To be able to explore life in the 17 th century.	To be able to order information on a timeline.	To be able to describe how we know about the Great Fire of London.	To be able to describe what happened after the Great Fire of London.	To be able to identify key features of a significant historical event beyond living memory. Creating Pudding Lane.	To be able to identify key features of a significant historical event beyond living memory.
PHSE Jigsaw Celebrating Differences	Boys & Girls	Boys & Girls	Why does bullying happen?	Standing up for myself and others	Making a new friend	Celebrating differences and still being friends.	Celebrating Differences
Music	Our Land – Exploring Sounds			Our Bodies - Beat			Nativity / Christmas
P.E.	Gymnastics (Sports Coach)						
Art Drawing	Hold drawing implements correctly to control lines.	Use techniques like cross-hatching and zig zags.	Apply different pressure to lines.	Produce a final piece of artwork.			
Computing We are Games Tester					Work out the rules (algorithms).	Work out the rules (algorithms).	Play simple coding based games.