	YN	YR	Y1 HUB	Y2 HUB	Y3	Y4	Y5	Y6 HUB
	NURSERY ENVIRONMENT	THE MAGIC OF ME	DARWINS EXPLORERS	THE WORLD AROUND	UNDER CONSTRUCTION	PREDATORS!	COME FLY WITH ME	SHORT CIRCUIT
AUTUMN 1	HARVEST			US				
	NAMING FRUIT & VEG	Naming human body	SC/G: Daily Weather -		SC: Forces & Magnets	SC: Animals, Including	SC: Forces – Gravity,	SC: Electricity – Circuits,
		parts, exploring senses	ongoing	G: UK Countries,		Humans – Teeth,	Resistance, Mechanisms	Variation, Voltage,
	Cooking	K&U		Compare local,	G: Locational	Digestion, Food Chain		components
	Exploring	Self portraits	G: Local Area	Countryside	Knowledge UK Land		H: History of Flight	
	Investigating	Houses DT Structures			Use, Rivers - River	A: Drawing -Animals		INDUS VALLEY
		Clay faces	H: Events Beyond Living	SC: Living Things and	Severn place study		G: Locational Knowledge	
	BODY PARTS	Colour mixing	Memory - Bantock	Habitats – Micro, Food		COMMUNICATION	– Flight Paths,	G: Locational Knowledge
	Naming external parts	Keeping healthy	Primary	Chain	H: Local study –		Continents, Cities,	-The Indus valley
	UTW	Discussions about			Warwick Castle	SC: Sound, Travel Pitch	Hemispheres, Time Zones	
	Changes in our life		DT: Structures – Model of	A: Sculptures –				H: The Indus Valley
		Healthy pizza	School Grounds	Minibeasts		C: Digital Animator –		
						Animal Scene		C: Digital Animator – the
	C: Mouse control – label	C: Mouse control –	G: Seasonal Change –					Indus Valley Trader (stop
	body parts 1	label body parts 2	Autumn					motion)
		M: Ordering us by size.						
_		IVI. Ordering as by size.		Wildside -				
VISIT/VISITOR	Margaret Cooper – School	Bilston Craft Gallery	School Grounds	Woodland/Pond –	Warwick Castle	LTT: Animator	RAF Cosford	LTT: E - Safety
STIMULI	Nurse – hygiene	=,		Micro Habitats/Railway			,	
	LIGHT & DARK /	LET'S CELEBRATE	DARWINS EXPLORERS	THE WORLD AROUND	UNDER CONSTRUCTION	HIGHER GROUND	COME FLY WITH ME	INDUS VALLEY
	CELEBRATIONS			US				
		SC: exploring light	(SC/G: Daily Weather –		A : Painting	H: Iron Age –	DT: Structures –	A:Post Impressionism –
	SC: naming & exploring	sources, safety,	ongoing)	SC: Animals, including	Fantasy Castles	Shropshire HillForts	Aeroplane – Strength,	Landscape, Valleys,
	light sources candles,	cooking		Humans – Offspring,			Stiffen, Reinforce	Pointillism
	fireworks, shiny		SC: Trees/Plants	Needs, Exercise, Diet	DT: Castle with Working	G: Locational		
		DT	Naming and Structure		Drawbridge -	Knowledge, Human and	A: Abstract Motion Art	DT: Indus Valley Boats –
	UTW: Learning about	Discussions about		H: Significant	Mechanism - Linkages	Physical – UK Counties,		Flat Boats
	different celebration over	events in their	A: Painting Plants	Individuals – Railways		Hills, Mountains	SC: Materials - properties	
AUTUMN 2	times, DIWALI, BONFIRE	lives/family past and			SC: Rocks			SC: Animals, Including
AOTOWN 2	NIGHT CHRISTMAS	present	G: Seasonal Changes –	D&T - Mechanisms –		DT: Mechanism – Pulley	C: Digital Artist – Motion	Humans – Circulation,
		Diwali	Winter	Wheels and Axles –		- Working Gate	Art	Diet, Nutrition, Drugs
	A: Firework pictures	Bonfires		Railway Engine				
		Birthdays	C: Digital Artist – Winter					
	UTW: Mouse control	Christmas	Pictures					
		C: Creating pictures –						
		firework pictures						
		illework pictures						
		M: Symmetry						
VISIT/VISITOR	Fathan Chuist At D	7 1				Shropshire		
STIMULI	Father Christmas At Party					Caer Caradoc		
COMMUNITY								
GLOBAL LINKS								

	YN HUB	YR HUB	Y1	Y2	Y3 HUB	Y4 HUB	Y5	Y6
	BRRRR ITS COLD!	PEOPLE WHO HELP US	TOY STORY	MATERIAL WORLD	INVADERS (Romans)	OUT OF AFRICA	MEXICO	FLOWER POWER
SPRING 1	UTW: Listening, naming, exploring, freezing /melting. Cold weather, effects on our bodies,	SC - waterproof and reflective clothes, healthy eating, care of teeth, personal	(SC/G: Daily Weather – ongoing) H: Changes in Living	G:Locational Knowledge, H&P - London	SC: Animals including Humans - Muscles and Skeletons	G: Locational Knowledge, H&P - Africa	G: Locational, Place Knowledge – Mexico deforestation, environmental change	G: Locational Knowledge - Local study, plant, tree identification, nature trail. land use -
	animals/birds. C: Creating Pictures –	hygiene	Memory – Changes in Toys	H: Significant Events Fire of London	H: Roman Empire by AD 42 and army, British Resistance Boudicca,	A: Tie Dye – Colour, Tones and Shape – African Art	Extension DT: Cooking and	Woodland SC: Living Things and
	snow pictures UTW: Different arctic	Changes in uniform DT people who help us	SC: Everyday Materials Naming, properties, Comparing	SC: Uses of Everyday Materials – Compare, Suitability, Changes,	DT: Structures – Shields	SC: Living Things and Habitats – Classification	Nutrition – Healthy Diet – ingredients from Mexico	Habitats – Woodland Plants
	animals and their habitats	puppets C: entering texts – ID	DT: Textiles - Puppets	Fireproof C: Digital Data Handler	C: Digital Researcher & Presenter: Romans Presentation	and Environmental Change - Africa	H: Mayan Civilisation, features of society, place, beliefs, customs, temples,	DT: Electricity – Solar Power – Sustainable Energy
	A: Snow drawing/collages	Card M: Shape picture buildings	C: Digital Researcher & Presenter: Toys Mind Map	– Material Properties		C: Digital Data Handler – Wild Life Ranger	food -cocoa beans C: Digital Researcher & Presenter: Chocolate	C: Digital Researcher & Presenter – New discoveries presentation
							Presentation	
VISIT/VISITOR STIMULI			Visit to Bantock House Film - Toy Story LTT: Presenter		Roman Visitor Wroxeter Roman Village			Visit - Woodland
COMMUNITY GLOBAL LINKS			Visit from Reverend Sue Watson- Baptism			School in Africa Charities in Africa		
	WHAT'S NEW/GROWING	WE'RE GOING ON A BEAR HUNT	WEATHER WATCHERS	MATERIAL WORLD	INVADERS (Romans)	FROZEN	MEXICO	OPTICS
	UTW: Planting, naming plant parts, growing conditions, making bread	SC -habitats , butterfly life cycle exploring pond,	(SC/G: Daily Weather – ongoing) SC: Seasonal Change -	SC: Uses of Everyday Materials – Compare, Suitability, Changes, Waterproof	G: Place Knowledge Comparison Study of Italy	SC: Living Things and Habitats – Classification and Environmental Change – North Pole	SC: Living Things and Habitats - Life Cycles Cocoa Bean	SC: Light – light travel/colours A: Optical Art – Colour
	SC 2, 3K&UW	garden, field, woodland ,pets	Spring	DT: Structures –	A: Geometric Patterns - Mosaics – Patterns and	H: Stone Age –	CHOCOLATE	and Shape
SPRING 2	C: Creating Pictures – plant pictures	UTW: The local area comparison	G: Seasonal Changes – Spring	features of London A: Design Buildings –	Space SC: Animals including	Neolithic hunter/farmers – Skara Brae	SC: Materials and reversible/irreversible changes	H: Social History – Leisure and Entertainment 20 th
		EAD: Symmetrical Painting	A: Painting Weather – Colour Mixing and Pattern	Form and Space C: Digital Researcher &	Humans – Nutrition, Balanced Diet NNC	DT: Structures – Village Settlement Buildings	A: Design - Digital Art Design wrapper/box for	Century
		C: Animations – moving bear	SC: Plants – Common & Wild Naming and Structure	Presenter – Super hero costume material			cake/chocolate	
			C: Digital Publisher - weather					
VISIT/VISITOR/ STIMULI	Allotment					Local Study	Cadbury World	
COMMUNITY GLOBAL LINKS							Fairtrade	

	YN	YR	Y1	Y2	Y3	Y4	Y5 HUB	Y6
	FARM ANIMALS,	LET IT GROW!	64 ZOO LANE	EXPLORING	INVADERS	SHOCKING!	GROOVY GREEKS	SHIP AHOY! COASTS
	TRANSPORT	SC: conditions of	ICC IC. Daile Manthan	Colorational Disco	(Anglo-Saxons)	CC. Electricity	CC. Fauth and Cases	G: Locational
	UTW: Naming and	growth, naming plant	(SC/G: Daily Weather – ongoing)	G:Locational, Place Knowledge, H&P –	H: British Settlement by	SC: Electricity – Circuits, Conductors,	SC: Earth and Space- Planets, Day & Night	Knowledge – UK, Coasts,
	labelling different farm	parts	ongoing)	World, Continents,	Anglo Saxons –	Insulators - Light	Tidricts, buy & Night	Rivers
	animals and features,	parts	G: Human & Physical –	Oceans – Non	invasions, village life,		DT: Mechanisms -	
	transport. Comparing	K&U(40-60)	World, Poles, Equator	European Country	art, culture.	DT: Electrical Systems	Moving Earth/Solar	SC: Living Things and
	animals	Healthy eating – fruit				Torch	Systems	Habitats - Coasts
		kebabs	SC: Animal, Including	H: Significant	G: Locational, Place			
SUMMER 1	Push / pull		Humans – Naming,	Individuals –	Knowledge – Cities,	H: British History –		SC: Evolution and
	SC 2, 4 EY K&U 30-50	LETS CELEBRATE	Structure – Animals only	International	Time Zones,	Turning Point	C: Digital Broadcaster -	Inheritance – Fossils and
	C: Instructions	Mother's Day Easter	A: Sculpture – Clay	Achievement	Wolverhampton, UK	Codebreakers WW2	Alien landing	Adaptation
	C. Instructions	Easter	Animals Texture & Form	Weekly	SC: Plants on Farms			C: Digital Musician –
	EAD: Making farms with	C: Instructions – 2Go	Allillais Texture & Form	SC: Plants - Life Cycles	Life Cycle of Wheat	C: Digital Musician –		Evolution Rap
	construction materials.	c. mstractions 200	DT: Structures – Habitat	– Potato/Bean –	Life Cycle of Wheat	electronic music		L voiation nap
		M: Height of bean	for Animals	Weekly over term	C : Digital Designer –			
		plants			Anglo-Saxon Settlement			
			C: Digital Designer - Zoo	C: Digital Musician -				
			map	Explorers				
					St Peter's Church			
VISIT/VISITOR	Farm – Hoo Farm	Allotment	Dudley Zoo	Allotment	Library	Think Tank	LTT: Broadcasting	
STIMULI			,		LTT: Musician		Space dome	
	STRANGE WORLDS:	SUPER HEROES	CHCHCHCHANGES!	EXPLORING	INVADERS	H₂O	GROOVY GREEKS	SHIP AHOY! VIKING
	FROM MINIBEASTS TO		/SS/S D : 1 . W		(Anglo-Saxons)			
	ALIENS	SC: Sorting, recycling	(SC/G: Daily Weather – ongoing)	Weekly SC: Plants - Life Cycles	DT: Cooking and	SC: States of Matter – Heating, Cooling, water	H: Ancient Greece, Greek life and Achievements	H: Vikings – Raids and Invasion
	UTW: Observing,	C: Instructions – using	origoring)	- Potato/Bean -	Nutrition -Source of	cycle	ille and Achievements	IIIVasioii
	comparing natural	Beebots	H: Changes In Living	Weekly over term	ingredients – Cook	Cyclc	G: Locational, Place	A: Norse Art – Line and
	features		Memory – Change in		savoury bread	G: Human & Physical –	Knowledge – Greece	Form - Sail
		UTWL Changes in toys	pupil/family life	DT: Cooking and	·	Water Cycle	Earthquakes	
	C: Instructions	0-5		Nutrition – where food	IT's DARK IN HERE!			DT: Programming
			SC: Animal, Including	comes from		A: Painting -	SC: Animals Including	Controlling
SUMMER 2		EAD: Drawing	Humans – Naming,		SC: Light – Dark,	Watercolours	Humans – Growth and	
		superhero	Structure – Humans only	A: Painting	Reflection, Source,	C. Digital Filmondum	Development	C: Digital Filmmaker –
		M: Pictogram of our	SC: Seasonal Change -	Plants Colour & Line	Shadows	C: Digital Filmmaker – Water cycle film	A: Design 3D Clay Pot –	Vikings television advert
		favourite superheroes.	Summer	Colour & Life	A: Silhouette Sunsets–	vvater cycle IIIIII	Shape and Form	
		.a.cante saperneroes.	34	C: Digital Filmmaker –	Line and Form		Shape and Form	
			G: Seasonal Changes –	Plant growth			C: Digital Designer –	
			Summer	_			Design a greek pot	
			C: Digital Broadcaster – Audiobook my life story					
VISIT/VISITOR STIMULI			Bantock House	Allotment				Pembrokeshire
COMMUNITY				Faitrade				
GLOBAL LINKS								1