

	<b>Term 1</b>	<b>Term 2</b>	<b>Term 3</b>	<b>Term 4</b>	<b>Term 5</b>	<b>Term 6</b>	
<b>Year 1</b>	Heroes	Toys	Explorers	Animals	Growing	Beach	
<b>Overarching Question?</b>	Do all heroes wear capes?	What shall we play with today?	Are we there yet?	Do all animals have fur?	How does your garden grow?	What treasure will we find on the beach?	
<b>Stunning Start:</b>	Crime scene/ problem scenario. Help and rescue needed.	Bring in your favourite toy. What is it that makes it special?	Video message. Mystery trail around Hythe. Find a suitcase.	Animals in school. E.G. tortoise , chickens	Garden centre. Allotments.	Go to beach. Find treasure. Message in a bottle.	
<b>Fantastic Finish:</b>	Hero day	Toy workshop	Be explorers – tents on the field. Fire pit	Brockhill Farm	Cooking with things we grow	Go to the beach. Clean/ decorate pebbles/ beach art. Make it a better place.	
<b>English Genres &amp; Focus</b>	<b>Poetry:</b>	5 superheroes/ "Meet the pirates"	What's in the box" Trevor Millium	"The owl and the pussy cat"	An animal poem by numbers Pie Corbett	"A little seed"	"Seaside" Shirley Hughes
	<b>Narrative Title/ Model Text :</b>	Hero School	Nutcracker	Snail and the Whale	Peter and the Wolf	Jack and the Beanstalk	Lucky Duck John Shipton
	<b>Plot Pattern</b>	Conquering the Monster	Wishing Tale	Wishing Tale	Tale of Fear	Finding tale	Losing tale
	<b>Focus:</b>	Character	Opening	Setting	Suspense	Dialogue	Ending
	<b>Non Fiction</b>	Information	Instructions	Recount	Information	Instructions	Recount
	<b>Application/ Cross Curricular</b>	Hero information	How to play a game	Recount Mystery Trip	Make a class animal information book	How to grow a seed	Our day at the beach
<b>Maths</b>	Number and place value within 10. Addition and subtraction within 10	Addition and subtraction within 10. Geometry: shape Place value within 20	Addition and subtraction within 20. Place value within 50. Multiples of 2,5 and 10	Place value within 50. Multiples of 2,5 and 10. Measurement: length, height, weight and volume.	Multiplication and division. Fractions. Geometry: position and direction.	Geometry: position and direction. Place value within 100. Measurement: money, time.	

<b>Science</b>	The seasons	Materials: Testing for various uses eg, waterproof, movement	The seasons Materials: explorers equipment	Animals including humans	The seasons Animals including humans Plants	Seasonal changes
<b>Computing</b>	Green Screen	Use programmable toy.	Google Earth	Use word processing document to make a fact file	Algorithms: linking following a recipe to how a computer programme works	Use a programmable toy.
<b>History</b>	Local history. Smugglers, fisherman, lifeboats, pirates.	History of toys	Explorers from the past	Role of animals in the past.	George Forrest	Local history: the beach, fishermen, smugglers
<b>Geography</b>	Seasonal Weather changes Making and following simple maps and plans.	Seasonal Weather changes	Seasonal Weather changes Making and following simple maps and plans. Globes and atlases.	Where do animals come from?	Seasonal Weather changes	Local area study: the beach
<b>P.E</b>	FUNDamentals Basic PE skills Keeping healthy	Dance Paired Games	ABC 1 Invasion games 1	Gymnastics Strike and Field games	ABC2 Net games	Athletics Net games
<b>Music</b>	Weather songs Harvest songs	Musical Toys Christmas Carols and songs	Travelling songs	Carnival of the Animals Peter and the Wolf	Fruit, vegetable, cooking songs.	Sounds of the Sea
<b>Art/DT</b>	Using and exploring a variety of different media.	Toy Workshop	Making vehicles	Animal skin/ prints	Cooking and nutrition	Environmental Srt
	Me and growing	Me and My	Me and Keeping	Me and making a	Me and medicines	Me and my

<b>PSHE</b>	and changing.	Healthy lifestyle	Safe	positive contribution.	and drugs	feelings. Me and my relationships.
<b>RE</b>	GOD: What do Christians believe God is like?	INCARNATION: why does Christmas matter to Christians?	GOSPEL: What is the good news Jesus brings?	SALVATION: Why does Easter matter to Christians?	JUDAISM: What is precious to Jewish people?	JUDAISM: The Jewish way of life?
<b>Visitors or trips</b>	RNLI Trip to the beach. Visit library and museum.		Mystery trail around Hythe.	Brockhill farm. Animals from 5 vertebrate groups in school.	Garden centre. Allotments.	Go to beach. Find treasure.
<b>Special Focus Weeks/Days</b>	Hero day. Crime scene	Bring a toy to school. Toy workshop	Be explorers. Tents on the school field.	Animal Days	Cooking with the things we grow Garden days	Ocean guardians beach clean. Book books.

Opening

Setting

Character

Dialogue

Ending

Conquering the Monster

Wishing Tale

Finding Tale

Tale of Fear

Character Flaw

Choice