



Curriculum overview – information for parents

Great Big Britain		
Educational Visits / Visitors/ enrichment	History The Lives of Significant Individuals In this unit, children will learn about the lives and achievements of Mary Anning and Sir David Attenborough. They will discover who these significant individuals are and explore their contributions to our understanding of animals, fossils and the natural world. Pupils will learn about Mary Anning's important fossil discoveries and how David Attenborough has helped people learn about wildlife through his work as a naturalist and broadcaster. Children will compare the lives of these two influential figures, identifying similarities and differences and considering how both have helped us understand more about the world around us.	Science Animals including humans In this unit, children will learn about animals and humans. They will explore what makes an animal and discover the different groups of animals, including mammals, birds, fish, reptiles and amphibians. Pupils will compare animals, identifying similarities and differences between them, and investigate how an animal's diet can tell us whether it is a herbivore, carnivore or omnivore. Children will also learn about themselves as animals, exploring the human body and the important role of the five senses in helping us understand and interact with the world around us.
DT Mechanisms A picture using sliders .Children will explore mechanisms by designing and making a moving picture using sliders. They will investigate everyday objects that use sliders and levers and use these ideas to inspire their own designs. Pupils will plan a moving picture, choosing suitable materials and tools before learning how to cut,	Geography Why are some places in the world always hot and others always cold? Children will develop their understanding of the world by using maps and globes to locate key places and features. They will learn about different climates around the world, exploring what it is like to live in very hot and very cold	Art Playful Making Children will explore sculpture and discover how it differs from other forms of art. They will experiment with a range of materials, using their hands to bend, fold, twist and join them together in different ways. Pupils will investigate the properties of materials through exploration and

join and assemble the different parts. They will test and evaluate how well their mechanism works, considering how the moving elements bring their picture to life. Children will also reflect on their finished product and suggest ways they could improve or develop their design further.	environments. Pupils will investigate why some places are consistently hot while others are much colder, and how climate affects the way people live. Throughout the unit, children will build their geographical knowledge and share what they have learned about climate and different places around the world.	play, developing ideas for their own creative sculptures. They will learn how to use simple tools and techniques to construct and adapt their work, while reflecting on their artistic choices. Flora and Fauna Children will explore how artists are inspired by flora and fauna and investigate the colours, shapes and patterns found in the natural world. They will develop their observational drawing skills by closely studying plants and insects, experimenting with a variety of marks and colours to add detail and texture to their work. Pupils will also use cutting and collage techniques to design and create their own imaginative minibeasts, making choices about shape, colour and composition.
Computing Programming Children will learn about programming by exploring what a command is and how instructions can be used to complete a task. They will create and follow simple sequences of commands, developing their understanding of the importance of putting instructions in the correct order. Pupils will learn how to organise steps logically and use problem-solving skills to identify and correct mistakes in instructions. Through these activities, children will develop their confidence in	Music Four seasons Children will develop their musical skills through listening, singing, composing and performing. They will explore how dynamics, tempo, pulse, pitch and rhythm can be used to create different effects in music. Pupils will learn to recognise musical contrasts, create and perform simple rhythms and melodies, and work together as part of a class ensemble. At the seaside Children will experiment with composing sequences of sounds inspired by the seaside, using	PSHE Keeping Safe Children learn about keeping themselves healthy and safe. They will explore the importance of sleep and healthy bedtime routines, as well as how to recognise situations that make them feel unsafe and identify trusted adults who can help. Pupils will learn about the PANTS rules, personal privacy and appropriate touch in an age-appropriate way. They will also develop their understanding of online safety, consent and the safe use of medicines. Children will discuss feelings associated

computational thinking and early programming concepts.	symbols to create and follow visual scores. They will develop their confidence in recording and performing their own musical ideas while maintaining a steady pulse and working collaboratively with others.	with loss and change and learn strategies to help them manage and express their emotions. Rights and Respect Children will explore how their behaviour can affect both their own feelings and the feelings of others. They will learn about the importance of caring for their school environment and recognising the people who help look after it. Pupils will develop an understanding of responsibility by caring for living things, such as class pets or plants. They will also learn about money, including where it comes from, how it can be spent, and the importance of keeping it safe. Children will begin to understand the benefits of saving money and making thoughtful choices about how it is used.
RE <i>Curriculum development in progress</i>	PE Indoor athletics Dance Multi skills Gymnastics	MFL Awareness of other languages
English Core text: Adventure stories: such as <i>We're Going on a Bear Hunt</i>, <i>Grandma Bird</i>, <i>The Way Back Home</i> Journey stories such as <i>Handa's Surprise</i>, <i>The Train Ride</i>, <i>Lost and Found</i> Poetry: List poems Descriptive poems Instructions : Instructions for classroom use		
Maths Place Value Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number Addition and subtraction linked with measures		

Read, write and interpret mathematical statements involving addition (+), subtraction (−) and equals (=) signs
Represent and use number bonds and related subtraction facts within 20

Capacity and volume

Compare, describe and solve practical problems for: • Capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]

Geometry

Recognise and name common 3-D

Measures

Time Compare, describe and solve practical problems for: • Time [for example, quicker, slower, earlier, later]

Place Value /Multiplication

Count, read and write numbers to 100 in numerals, count in multiples of, fives and tens.

Identify and represent numbers using objects and pictorial representations including the number line, and use the language of equal to, more than, less than (fewer), most, least.

Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations, and arrays with the support of the teacher.

Fractions

$\frac{1}{4}$ Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.

Describe position, direction and movement, including whole, half, quarter and three-quarter turns

Fractions $\frac{1}{2}$ and $\frac{1}{4}$ s Recognise, find and name a half as one of two equal parts of an object, shape or quantity.

Measures

Mass/weight Compare, describe and solve practical problems for: • Mass/weight [for example, heavy/light, heavier than, lighter than] Measure and begin to record the following: Mass/weight