

Planned half term	Year 1	Subject focus	Memorable experience	Innovate challenge	English	Art & Design	Computing	D&T	Geography	History	Mathematics	Music	PE	PSHE	Science
1	Superheroes	PE	Superhero Day	Save the school from Professor Slime	Descriptive sentences; Comic strips; Narrative; Fact files; Labels and captions	Drawing and modelling superheroes	Downloading photographs and images; E-safety; Animation	Superfoods; Mask-making	Discrete	Historical heroes/heroines	Discrete	Creating digital superhero sounds	Superhero action Movements; Dance; Agility and strength	Recognising good and bad choices; Keeping safe; Making a positive contribution	Human body-parts and senses; Eating healthy; Working scientifically
2	Splendid Skies	Science	Sledging at Snozone	Windy day balloon launch	Recounts; Poetry; Lists and instructions; Postcards; Non-chronological reports	Collage and painting	Discrete	Discrete	Seasonal and daily weather patterns	Significant individuals - Sir Francis Beaufort	Measurement	Weather sounds and songs	Dance	Discrete	Seasonal changes
3	Moon Zoom!	D&T	Allen crash scene investigation	Help the alien home	Posters; Character profiles; Non-chronological reports; Adverts; Science fiction	Models of the Solar System	Drawing software; Algorithms; Email; Photo stories	Design and make space-themed vehicles; Evaluating toys; Using mechanisms	Satellite images	Significant people - Astronauts; Changes within living memory	Position and direction	Space sounds; Space-themed songs	Dance	Aspirations and goal setting	Properties of everyday materials; Working scientifically
4	The Enchanted Woodland	Science	Forest Schools	A woodland party for Mr Fox	Recounts; Information books and letters; Lists and instructions; Narratives	Working with natural materials; Drawing and painting	Sending an email	Building structures; Making party food	Making maps	Discrete	Measuring length and height; Using money	Discrete	Team games	Feeling positive; Looking after the environment	Plants and animals; Identifying and classifying
5	Paws, Claws and Whiskers	Art & Design	Visit from a petting zoo or farm trip	Look after a mystery animal	Recounts; Fables; Booklets and lists; Instructions; Nursery rhymes and poems	Talking about art; Drawing; collage; Model making; Painting; Sculpture; Animal masks and products	Retrieving images; Photography; Using presentation software	Designing labels; Designing and making animal enclosures	Using and making maps; Describing physical features	Discrete	Discrete	Animal songs	Animal movement and dance	Caring for animals	Animals (including humans); Working scientifically
6	Dinosaur Planet	History	Visit a natural history museum/ reptiles visiting school	Dinosaur museum	Fact files; Poetry and riddles; Non-chronological reports; Narrative; Writing for different purposes	Large and small-scale modelling	Programming a floor robot; Stop-frame animation	Designing and making	Locating continents and oceans	Events beyond living memory; Significant individuals - Mary Anning	Measurement	Percussion	Dance; Tactical games	Discrete	Plants and animals