

	Autumn			Spring	Summer		
Overarching Topic Title:	It's good to be me!	A dazzle and a sparkle!	To infinity and beyond!	Come Outside!	Are we nearly there yet?	Paws, claws and roars!	
Themes:	Starting school/ new beginnings. All about me! How have I changed? / Human Body. Harvest- Food- How can I stay healthy? Diwali. How are we unique? Plant spring bulbs Autumn	Bonfire Night. Remembrance. Light & Dark. Christmas. Christmas around the world. Winter	People who help us! What makes me special? Space. Chinese New Year. Valentines Week. Plant broad beans Winter	Spring flowers & plants. Life Cycles Caterpillars in class Spring Animals. The Moon & the Sun. Nursery Rhymes! Plant runner beans Spring	Vehicles past and present. Where do you live? The World- Where have you been? Journeys. Maps Spring/Summer	Farm Animals. Sea Animals. Safari/Jungle Animals. Dinosaurs. Insects. Animals of the World- Where do they live? Summer	
Dates to Remember:	Harvest Festival- October Black History Month (October) Diwali 1 st November	Bonfire Night- 5 th November. Recycle Week- 11-17 th November Remembrance Sunday- 10 th November. World Kindness Day- 13 th November. World Nursery Rhyme Week- 11 ^{th-15th} November. Road Safety Week- 17 ^{th-23rd} November. St Andrews Day- 30 th November. Hannukah- December/January	Big Garden Birdwatch- 24 th - 26 th January. Safer Internet Day- 11th February Chinese New Year- 29th January – Year of the snake Shrove Tuesday- 4 th March Ash Wednesday- 5 th March. Valentines Day- 14 th February. Eid International Womens' day 8 th March	St Davids Day- 1st March, World Wildlife Day- 3rd March World Book Day- 6 th March. Mothering Sunday- 30 th March. British Science Week: 7 th -16 th March St Patricks Day- 17 th March. Easter Weekend- Friday 18 th April –21 st April	Earth Day- 22 nd April. St George's Day- 23 rd April. International Dance Day- 29 th April.	June Traveller Month	

Weekly Texts:	The Colour	Under the Love Umbrella. How to	Ruby's Chinese	The Tiny Seed.	Mr Grumpy's Motor Car!	The Tiger who came to Tea
(Super 6!)	Monster Goes to	Catch a Star.	New Year.	Jack and the Jellybean Stalk.	We're Going on a Bear	Farmer Duck.
(School.	Little Glow.	Zog and the	The Woolly Bear Caterpillar.	Hunt!	What the Ladybird heard at the seaside.
Other high-	Super, Duper You!	. Sunshine at Bedtime.	Flying Doctors.	A Squash and a Squeeze.	Rosie's Walk.	Spinderella.
_	Little Red Hen.	The Nativity.	Whatever Next!	Handa's Surprise!	Little Red Riding Hood.	We all went on a Safari- Counting
quality texts	Oliver's	The Elves and the Shoemaker.	The Way Back	Bloom.	Martha Maps it out!	Journey through Tanzania.
that cover	Vegetables!		Home.		Coming to England.	The Lion Inside
themes of	The Best Diwali		Love Grows		The Hundred Decker Bus	
diversity are	Ever.		Everywhere.		by Mike Smith	
planned and	Our Class is a		Forever Star.			
readily	Family.		The Ugly			
accessible in	How to Eat Pizza,		Duckling.			
provision.	Jon Burgerman					
provision.						
			Prime	Areas of Learning		
	Building Relationsh	nips: Special Relationships: (Kapow)	Managing Self	- Listening and Following Instructions:	Building Relationsh	ips: My Family and Friends: (Kapow)
		I people; sharing; I am unique; my			Festivals; sharing; what makes a good friend?; teamwork;	
Personal, Social	interests; similarities	s and differences. Listening to others	Simon says; listening to a story; pass the whisper; obstacle		celebrating friendships. Resolving conflicts. Having different	
and Emotional.	School rules & va	alues. Sharing interests & hobbies	races; blindfold walk; treasure hunt. Confidence and			opinions.
and Emotional.		-	ind	dependence. Oral hygiene.		
	Managing S	Self: My Wellbeing: (Kapow)			Being unique. Road safety. Problem solving.	
	What is exercise?	yoga and relaxation; looking after	Self-Regulation: My Feelings: (Kapow)		Getting ready for Year 1.	
	ourselves; being a	safe pedestrian; eating healthily; a	Identifying my feelings; feeling jars; coping strategies;			
	rainbow of f	ood. Importance of exercise.	describing feelings	s; facial expressions. Effects of behaviour.	Managing self:	Taking on Challenges: (Kapow)
					Why do we have rules	?; building towers; team den building;
	Class	rules & Setting Goals	Perseverance & resilience		grounding; team races. Calming techniques- zones of regulation.	
					Importance of sleep. Being safe in the sun.	
	Character E	Education (Self Regulation):	Character Education (Managing Self):		Sun safety,	applying cream, skin cancer
	Autumn 1: Co	ourage, Caring & Helpfulness.	Spring 1: Cleanliness, Fairness & Friendliness.			
	Trying new thing	gs; caring hands; who helps you?	Let's wash our hands; it's not fair/fair shares; saying hello		Character Education (Building Relationships):	
			to people in your classroom.		Summer 1: Courtesy, Forgiveness, Determination & Self-discipline.	
	Autumn 2: Coo	peration, Kindness & Reflection.	Spring 2: Patience, Respect & Reflection.		Good manners; saying sorry; the strength of a superhero; sitting	
	Working togeth	er and the alphabet of kindness.	Growing in the community; patience in my class; showing		still.	
			respect in the classroom. Making the right choices. Being a		Summer 2: Gratitude, Honesty & Reflection.	
	We	ellbeing Wednesday		good friend.	Picture j	ournals; telling the truth.
	Discov	er: Try something new				
		Give: Kind words		Wellbeing Wednesday		llbeing Wednesday
				ct: similarities and differences	M	ove: Being Animals
			Tak	te Notice: My surroundings		
Communication		Nursery:		Nursery:		Nursery:
and Language	Listening &	Attention & Understanding	Listening	g & Attention & Understanding	Listening &	Attention & Understanding
	Listen to other	s in one to one or small groups.		-	Join in with	repeated refrains in a story:
	Danilla a attantian				1	•

Paying attention to more than one thing at a time.

	Responds to instruction with more than 1 element. Understands and responds to 'why' questions.	Listens to familiar stories with increasing attention and recall. Understands use of objects. For example, 'Which one do we cut with?'	Anticipate key events and phrases in rhymes and stories: Follow instructions. Show understanding of prepositions: under, on top, behind.
	Speaking: Start conversations and continue it for many turns. Retell a simple event in the correct order. Talks extensively about things important to them.	Speaking: Sing a large repertoire of songs: Know many rhymes: Talk about familiar books and retell story: Uses talk to organise play. Express a point of view and debate when they disagree using words and actions.	Speaking: Use a range of tenses. Ask 'who, what, when why and how' questions. Uses talk to explain what is happening and what might happen next
	Reception: Listening & Attention & Understanding Listen carefully. Understand questions using 'who, why, when, where and how' Responds to ideas expressed by others in conversations. Speaking: Introduce a story line and narrative into their play. Articulate ideas and thoughts in well formed sentences.	Reception: Listening & Attention & Understanding Indicate two channelled attention- can both listen and do for a short period of time. Listen to and talk about stories to build familiarity and understanding: Engage in non-fiction books. Retell a story, once developed familiarity with text including repetition and some in own words. Follow a story without pictures and props.	Reception: Listening & Attention & Understanding Listen attentively and respond to what they hear with relevant questions 'who, why, when, where, what and how', comments and actions when being read to. Make comments about what they have heard and ask questions 'who, why, when, where, what and how' to clarify their understanding. Hold conversation when engaged in back-and-forth exchanges.
		Speaking: Ask 'who, why, when, where, what and how' questions to find out more of an interest. Connect ideas together using a range of connectives. Use talk to organise, sequence and clarify thinking, ideas, feelings and events.	Speaking: Participate in small group, class and one to one discussion offering ideas and new vocabulary. Offer explanations for why things might happen using new vocabulary from stories, rhymes and poems where appropriate. Express ideas and feelings about experiences using full sentences. Including use of past, present and future tenses and conjunctions to extend sentences.
Physical Development (Including PE sessions)	Nursery: Fine motor: Hold mark making tools with a firm grip with all fingers and thumb.	Nursery: Fine motor: Pull zips up and down when fastened at the bottom.	Nursery: Fine motor: Show a preference for a dominant hand. Begin to hold smaller tools with a firm grip including, toothbrush, hair brush and scissors etc.
	Gross Motor: Run with spatial awareness and negotiate space successfully, adjusting speed or direction to avoid obstacles.	Gross Motor: Develop movement and successfully balance on one foot/leg, ride scooters and trikes. Decide which movement is appropriate for different activities. For example, walk a plank, crawl under a table. Use large muscle movements to make marks.	Gross Motor: Manipulate a range of thick tools and equipment in one hand- thick paintbrushes, thick pencils and pens etc. Use and manage large objects for example, moving large blocks and planks.
	Reception: Fine motor:	Reception: Fine motor:	Reception: Fine Motor:

Develop skills to use fine toolers confidently and competently for example, pencils, paintbrushes, scissors and cutlery.

Gross Motor:

Use core muscle strength to sit with good posture at the table or on the carpet.

Move fluently, with control and grace where requiredrolling, crawling, walking, jumping, hopping, skipping and climbing.

> **PE:** FUNdamentals Dribbling and ball skills Jabadeo

Handle tools, objects and malleable materials safely and with increasing control and purpose.

Holds a pencil correctly, in a tripod grip to form

Holds a pencil correctly, in a tripod grip to form recognisable letters, most of which are correctly formed.

Gross Motor:

Jump off on object and land appropriately using hands, arms and body to stabilise and balance.

Increasing control over of an object through pushing, patting, throwing, catching or kicking.

PE: Dance & Movement Catching, throwing and rolling Jadadeo Hold a pencil effectively, using tripod grip in all cases to write fluently.

Use a range of small tools effectively and with purpose including scissors, paintbrushes, tweezers and cutlery.

Begin to show accuracy with marks.

Gross Motor:

Negotiate space and obstacles safely with confidence.

Demonstrate strength, balance and coordination when playing.

Move energetically and in control such as running, jumping,
dancing, hopping, skipping and climbing.

PE: Multi-skills Athletics – running, hopping, jumping Jadabeo

Develop overall body strength, co-ordination, balance and agility needed to engage successfully with future physical sessions and disciplines, including: Jabedao, dance, gymnastics and sport.

Use their core muscle strength to achieve a good posture when sitting at a table or on the floor.

Develop their fine motor skills so that they can use a range of tools competently, safely and confidently including: pencils, paintbrushes, scissors and cutlery.

	Develop their line motor skills so that they can use a range of tools competently, safely and confidently including: pencils, paintbrushes, scissors and cutiery.								
	Specific Areas of Learning								
Literacy	Nursery:	Nursery:	Nursery:						
Writing:	Gives meaning to their marks and in different textures such as sand, playdough.	Write some letters accurately.	Use print and letter knowledge using initial sounds such as .m. fo mummy. Write some or all of their name.						
	Reception:	Reception:	Reception:						
	Writing words and captions using Phase 2 words known.	Writing words, captions, labels and sentences using Phase 2 and 3 words known.	Writing words, captions, labels and sentences using Phase 2 and 3 words known.						
Literacy	Nursery:	Nursery:	Nursery:						
Reading:	Listen and join in with stories and poems in small groups. Handles books carefully and the correct way up.	Understand 5 concepts of print. Looks and enjoys prints and digital books independently. Engage in extended conversations about stories, including new vocabulary.	Join in with repeated refrains and rhymes in stories. Begin to tell their own stories. Develop phonological awareness so they can spot letters/sounds. Clap syllables in a word.						
	Reception: Read some letter groups that each represent one sound and say sounds for them- Phase 2. Read individual letters by saying the sound for them-	Reception: Blend sounds into words so that they can read short words made up of known letter-sound correspondences- Phase 2&3.	Reception: Re-read books to build up their confidence in word reading, fluency understanding and enjoyment- Phase 2,3 & 4. Re-read what they have read to check it makes sense.						
	Phase 2.		Read words consistent with their phonic knowledge by sound blending- Phase 2,3 & 4.						

			words with kno	mple phrases and sentences made up of own letter-sound correspondences and ry, a few exception words- Phase 2 & 3.	retelling stories and narra	nding of what has been read to them by atives using their own words and recently roduced vocabulary.	
Phonics			Nursery:		Nursery:		
			Letters and Sounds, Phase 1.		Letters and Sounds, Phase 1.		
		Reception:		Reception:		Reception:	
	Little Wandle,	Letters and Sounds, Phase 2.	Little Wan	dle, Letters and Sounds, Phase 3.	Little Wandle	, Letters and Sounds, Phase 4.	
Mathematics		Nursery:		Nursery:		Nursery:	
		Colours	Number 3,4,5	& 6- subitising, counting, numeral and	Moi	re than/ fewer than.	
	Matching- button	s, colours, towers, shoes, shapes.		composition.	On	e more & one less.	
		g- colour, size, shape.	' '	es, triangles, rectangles and pentagon.	Revisit	t of shape and pattern.	
	Number 1 & 2-	- subitising, counting, numeral.	Height & Length	- tall and short, long and short, tall, long	Revisit of co	omposition of numbers 1-5.	
	Patterns- AB	patterns- colour, movement.		and short.		Night & Day.	
				Mass.	Po	ositional language.	
				Capacity.			
	Reception:			Reception:	Reception:		
	Counting out loud.		Introducing zero.		Counting patterns beyond 10 (to 20)		
	Counting in correspondence.		Counting patterns within 10.		Composition of numbers beyond 10 (to 20)		
	Matching and Sorting.		Comparing numbers to 10.		Adding more & taking away.		
		mparing amounts. paring and composition of 1,2 & 3.	Composition of/bonds of numbers to 10. Combining 2 amounts.		Doubling. Sharing & Grouping.		
		senting numbers to 5.	Compare mass & capacity.		Odd & even numbers.		
	· ·	e more and one less.	Length and height.			otate, manipulate, visualise and build and	
		g size, mass and capacity.	3D Shapes.		Spatial trilliking match, is	mapping.	
	·	xploring pattern.	Spatial awareness.				
		angles, shapes with 4 sides.	Patterns.				
		ositional language.					
		Time.					
Knowledge and	Make sense of	Recognises and explores special	Explore and	Explore and show an interest in	Enjoys joining in with		
Understanding	their own life story	times and events for them and	show an interest	different occupations- people who help	other people but		
of the World:	and family's	others, understanding that people	in different	us.	understands people		
	history.	have difference beliefs and	occupations.		have different		
People, culture	Talk about	celebrate special times in		Recognises and explores how people	likes/dislikes and the		
and	members of their	different ways.	Daamlaha hala	influence and protect the environment	link this has with special		
Communities:	immediate family and community.	Understand that some places are special to members of their	People who help us.	in different occupations- name and describe people who are familiar to	times and events for them and others among		
	and community.	community.	us.	them.	families, communities		
		Bonfire Night, Diwali, Hannukah,		GICIII.	and traditions.		
		Christmas around the world.					
(Religious					Likes/dislikes and		
Education links)					memories they've had.		
					Comparison of their		
					memories and others.		

Sustainability	How and why	Climate change	Caring for the	Caring for the environment	Pollution	Caring for the animals
	should humans look after the world?	Sun v ice	planet Plastics/waste	Plants and trees	(Fumes/saving energy)	Seas/beaches
Religious Education: ODBE 2023:	Who am I and where do I belong? (Christianity) Explore the different groups that people belong to, including the religious ones. Find out about Christian signs of belonging.	How is the birthday of Jesus celebrated in Church and Society? Incarnation (UF2)	What is the church and who goes there? (Christianity) Variety of church buildings and the things that happen in a church. Find out about vicars and bishops. Look at Sundays, seasons, and festivals.	Why do Christians put a cross in an Easter Garden? Salvation (UF3)	What do people celebrate and why? (World Views) Multi-religious and multi-secular perspective.	What does the Bible say about animal welfare. Bible stories linked to animals
Celebrations	Harvest	Christmas Diwali Hanukkah	Chinese New Year Mothering Sunday	Easter Passover Ramadan	Ascension/Pentecost.	Trinity Sunday Eid
World Faith stories linked to topic or RE	Story of Joseph Mary Mother of Jesus Disciples of Jesus	Joseph and his Technicolor dream coat The story of the wise men – Gold, Frankincense and myrrh Parable of the hidden treasure & the pearl	Story of creation, Genesis	Explore school vision I am the vine. Explore The tree of Life Garden of Eden Adam & Eve Jesus in the Garden of Gethsemane Garden of the empty tomb	Characters in the Bible who travelled Abraham King David Paul Jesus The parable of the Talents	Noah's - Raven & Dove Balaam and his Donkey Jesus and the donkey Jesus and the pigs

Understanding of the World: The Natural World World Gromputing, Science & Geography Initis) Computing Science & Geography Initis) Computing Science & Geography Initis Computing Science & Geography Initis Sci		I	- II I I IICC		= 0 1 . 1 . 0		- 11 1	
The Natural World The Children learn to receive and gue instructions and understand the importance of process Instructions and understand the learning second of the Natural Orderstand the importance of process Instructions and understand the importance of process Instructions and understand the importance of process Instructions of the World Science & Comment on images of familiar situations in the past. Understanding the effect of changing seasons on the natural world around them. Understanding the Effect of changing seasons on the natural world around them and their roles in so	Knowledge and	Explores How	Talk about the differences	Understands	Talk about and observe living things	Knows and identifies	Talk about and observe living things and	
growth and changes over this tustide. The Natural World World World World World World World Computing, Science & Geography Inits) Outdoor Adventures their senses. Outdoor Adventures Using the senses to expire and describe the natural world around them while outside, understanding the effect of the changing seasons. (Kapow) Programming: All about Instructions and care instructions and are introduced to stranching distances and programming a Bee-bot/Nilbe-bot and tinker with hardware to receive and great and are introduced to stranching distances and programming a Bee-bot/Nilbe-bot and tinker with hardware (Kapow) Commetton images of familiar situations in the past. World world changing seasons on the natural world around them. World around the world Exploring maps through discussion, story-telling, games and creative programming a Bee-bot/Nilbe-bot and tinker with hardware (Kapow) Commetton images of familiar situations in the past. World specific programming and and are introduced to stranching of the World. Commetton images of familiar situations in the past. Understanding the effect of the admining and and are introduced to stranching of the World. Commetton images of familiar situations in the past. Understanding the effect of the admining the effect of the chaldren learn to receive and give instructions and understand the imprections (Kapow) Commetton images of familiar situations in the past. Understanding the effect of changing seasons on the natural world around them. Understanding the effect of changing seasons on the natural world around them. Understanding the effect of changing seasons on the natural world around them. Talk about the lives of the people of a more than in the past of the world. Talk about the lives of the people of a more than in the past of the world. Talk about the lives of the people of a more than in the past of the world. The children learn to the main parts of a computer and both to use the learning both of the world. Talk about the lives of the people aro		_		· ·	·			
changes over time. While outside. Understands and explores (thomans Kapow) Recognies their body parts and can begin to explore their senses. Computing, Science & Geography Ilinks Dut body parts and can begin to explore their senses. I am a scientist (Kapow) Plants, mini-beasts and inserts. Lifecycles. Dut body parts and can begin to explore their senses. I am a scientist (Kapow) Plants, mini-beasts and inserts. Lifecycles. Maps – draw information from and for maps	of the World:						1	
Nortical World World Animal Adventures Understands and explores Understands and explores Comment and all living things. Search & Geography Iniks) Understands and explores Understands and explores Comment and all living things. Changing Seasons (Rapow) Plants, mini-beasts and insects. Lifecycles. Lifecycles. Lifecycles. Lifecycles. Maps - draw information from and for maps Forces/materials/water. Unted Kingdom and other countries. Exploring Maps Exploring maps through discussion, story-telling, games and creative Children learn to receive and give instructions and the importance of instructions and reintroduced to branching dunderstand the importance of instructions and conditions and exploring with the minimal and instructions and conditions are considered and understanding of understanding in and exploring with the conditions and exploring with the past. Understanding the instructions and are introduced to branching of understanding of understanding of understanding of understanding of understand the importance of instructions and understanding of understanding of understanding of understanding of understand the importance of instructions and understanding of understanding of understanding of understand the importance of instructions and understanding of understanding of understand the importance of instructions and understanding of understanding of understanding of understand the importance of understanding of understand the importance of understanding of understand the importance of understanding of understanding of understand the importance of understanding		_	· ·		similarities/differences.	•	= -	
Animal Adventures Computing, Science & Geography Iniks	The Natural	changes over time.	whilst outside.	-	Dogin to understand the need to			
Computing, Science & Geography Initis	World	Animal Advanturas	Lindorstands and auniores	materials.	-	to one another.		
Computing, Science & Geography links Science & Geograp					· · · · · · · · · · · · · · · · · · ·	December some	_	
Science & Geography links) Dody parts and can begin to explore their senses. Dody parts and can begin to explore their senses. I am a scientist (Kapow) Light & Dark, Space. Lifecycles. Lifecycles. Lifecycles. Lifecycles. Maps - draw information from and for maps Forces/materials/water. United Kingdom and other countries.	(Computing	' '	-	Changing	environment and all living things.	_	· · · · · · · · · · · · · · · · · · ·	
Comment on images of familiar situations in the past. Space Space I am a scientist (Kapow) Materials I am a scientist (Kapow) I am a sci		•	objects and materials.		Our heautiful planet (Kanow)			
their senses. I am a scientist (Kapow) Materials Dutdoor Adventures Using the senses to explore and describe the natural world around them while outside; understanding the effect of the changing seasons. (Kapow) Programming: All about instructions The children learn to receive and give instructions and understand the importance of precise instructions (Kapow) Knowledge and Understanding to other world. Comment on images of familiar situations in the past. Comment on images of familiar situations in the past. To comment on images of familiar situations in the past. Comment on images of familiar situations in the past. Comment on images of familiar situations in the past. Comment on images of familiar situations in the past. Lifecycles. Maps — draw. Aps — draw. Aps — draw. Aps — draw. Aps — draw. Exploring diverse global environments, comparing them to local ones through activities using digital map exploration, books and role play to enhance the understanding of geography and cultural differences. (Kapow) Exploring maps through discussion, story-telling, games and creative activity. (Kapow) Exploring maps through discussion, story-telling, games and creative discussion, story-telling, games and creative discussion and outlet and other activity. Exploring maps through discussion, story-telling, games and creative activity. (Kapow) Computing systems: Using a computer and Exploring hardware (Kapow) (Kapow) Getting ready for IT in KS1 Learning about the main parts of a computer and how to use the keyboard and mouse. Logging in and out Tinkering and exploring with different computer hardware and learning to operate a camer		, , ,					Allillais alla allosaurs etc.	
Materials Space. Lifecycles. Maps – draw information from and for maps Forces/materials/water. United Kingdom and other countries. Using the senses to explore and describe the natural world around them while outside; understanding the effect of the changing seasons. (Kapow) Programming: All about instructions The children learn to receive and give instructions and understand the importance of precise instructions (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore the natural world around them. Comment on images of familiar situations in the past. Comment on imag			Lam a scientist (Kanow)		Plants, mini-beasts and insects.			
Outdoor Adventures Using the senses to explore and describe the natural world around them while outside; understanding the effect of the changing seasons. (Kapow) Programming: All about Instructions The children learn to receive and give instructions and understand the importance of precise instructions (Kapow) Continually through weekly/seasonal focuses from Hyage in the Early Years: Exploring diverse global environments, comparing them to local ones through activities using digital map exploration, books and role play to enhance the understanding of geography and cultural differences: (Kapow) Programming: All about Instructions Children sort and categorise data and are introduced to branching databases and pictograms (Kapow) Children learn about directions, experiment with programming a Bee-bot/Blue-bot and tinker with hardware (Kapow) Computing systems: Using a computer and Exploring hardware and the rearring about the main parts of a computer and how to use the keyboard and mouse. Logging in and out Tinkering and exploring with difference computer hardware and learning to operate a camera (Kapow) Continually through weekly/seasonal focuses from Hyage in the Early Years: Explore the natural world around them. Comment on images of familiar situations in the past. Omment on images of familiar situations in the past. Talk about the lives of the people a round them and their roles in society. Talk about the lives of the people around them and their roles in society.	links)	their senses.		-	Lifocyclos	other countries.		
Outdoor Adventures Using the senses to explore and describe the natural world around them while outside; understanding the effect of the changing seasons. (Kapow) Programming: All about Instructions The children learn to receive and give instructions and understand the importance of precise instructions (Kapow) (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Vears: Explore in structions on the natural world around them. Comment on images of familiar situations in the past. Comment on images of familiar situations in the past. Comment on images of familiar situations in the past. Iniformation from and for maps Forces/materials/water. United Kingdom and other countries. Exploring diverse global environments, comparing them to local ones through activities using digital map exploration, books and role play to enhance the understanding of geography and cultural differences. (Kapow) Programming: All about Instructions Children learn about directions, experiment with programming a Bee-bot/Blue-bot and tinker with hardware (Kapow) Getting ready for IT in KS1 Computing systems: Using a computer and Exploring hardware (Kapow) Getting ready for IT in KS1 Learning about the main parts of a computer and how to use the keyboard and mouse. Logging in and out Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tinkering and exploring with different computer			iviateriais	Space.	Lifecycles.	Mans – draw		
Outdoor Adventures Using the senses to explore and describe the natural world around them while outside; understanding the effect of the changing seasons. (Kapow) Programming: All about Instructions The children learn to receive and give instructions and understand the importance of precise instructions (Kapow) (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore and exploring with different computer hardware and learning to operate a camera (Kapow) Comment on images of familiar situations in the past. Comment on images of familiar situations in the past. Comment on images of familiar situations in the past. Talk about the lives of the people around them and their roles in society. Talk about the lives of the people around them and their roles in society. Talk about the lives of the people around them and their roles in society. Talk about the lives of the people around them and their roles in society. Talk about the lives of the people around them and their roles in society. Talk about the lives of the people around them and their roles in society. Talk about the lives of the people around them and their roles in society. Talk about the lives of the people around them and their roles in society.						•		
Outdoor Adventures Using the senses to explore and describe the natural world around them while outside; understanding the effect of the changing seasons. (Kapow) Programming: All about Instructions The children learn to receive and give instructions and understand the importance of precise instructions (Kapow) Continually through weekly/seasonal focuses from Hyage in the Early Years: Explore the natural world around them. Comment on images of familiar situations in the past. Vinited Kingdom and other countries. House displays the natural power of and categorise data and are introduced to branching databases and pictograms (Kapow) Continually through weekly/seasonal focuses from Hyage in the Early Years: Explore the natural world around them. Understanding the effect of changing seasons on the natural world around them. Understanding the effect of changing seasons on the natural world around them and their roles in society. Comment on images of familiar situations in the past. Talk about the lives of the people around them and their roles in society. Forces/materials/water. United Kingdom and other countries. Exploring maps through discussion, story-telling, games and creative activity. (Kapow) Exploring maps through discussion, story-telling, games and creative activity. (Kapow) Exploring maps through discussion, story-telling, games and creative activity. (Kapow) Exploring maps through discussion, story-telling, games and creative activity. (Kapow) Exploring maps through discussion, story-telling, games and creative activity. (Kapow) Exploring maps through discussion, story-telling, games and creative activity. (Kapow) Exploring maps through discussion, story-telling, games and creative activity. (Kapow) Exploring maps through discussion, story-telling, games and creative activity. (Kapow) Exploring maps through discussion, story-telling, games and creative activity. (Kapow) Exploring maps through discussion, story-telling, games and creative activity. (Kapow) Exploring maps through disc								
United Kingdom and other countries. Outdoor Adventures						Tor maps		
Outdoor Adventures Using the senses to explore and describe the natural world around them while outside; understanding the effect of the changing seasons. (Kapow) Programming: All about Instructions to receive and give instructions and understand the importance of precise instructions (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Exploring data bases and pictograms (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore and give instructions and understand the importance of precise instructions (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore and give instructions (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore and give instructions (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore and give instructions and understand the importance of precise instructions (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore and evaluation activity. (Kapow) Exploring maps through discussion, story-telling, games and creative local maching of geography and cultural differences. (Kapow) Computing systems: Using a computer and Exploring hardware (Kapow) Getting ready for IT in KS1 Learning about the main parts of a computer and how to use the keyboard and mouse. Logging in and out Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Toderstanding the effect of changing seasons on the natural world around them. Comment on images of familiar situations in the past. Inderstanding the effect of changing seasons on the natural world around them. Comment on images of familiar situations in the past. Inderstanding the effect of changing seasons on the natural world around them. Comment on images of familiar situations in the past. Inderstand						Forces/materials/water.		
Outdoor Adventures Using the senses to explore and describe the natural world around them while outside; understanding the effect of the changing seasons. (Kapow) Programming: All about Instructions to receive and give instructions and understand the importance of precise instructions (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Exploring data bases and pictograms (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore and give instructions and understand the importance of precise instructions (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore and give instructions (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore and give instructions (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore and give instructions and understand the importance of precise instructions (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore and evaluation activity. (Kapow) Exploring maps through discussion, story-telling, games and creative local maching of geography and cultural differences. (Kapow) Computing systems: Using a computer and Exploring hardware (Kapow) Getting ready for IT in KS1 Learning about the main parts of a computer and how to use the keyboard and mouse. Logging in and out Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Toderstanding the effect of changing seasons on the natural world around them. Comment on images of familiar situations in the past. Inderstanding the effect of changing seasons on the natural world around them. Comment on images of familiar situations in the past. Inderstanding the effect of changing seasons on the natural world around them. Comment on images of familiar situations in the past. Inderstand								
Using the senses to explore and describe the natural world around them while outside; understanding the effect of the changing seasons. (Kapow) Programming: All about instructions The children learn to receive and give instructions and understand the importance of precise instructions (Kapow) (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Exploring diverse global environments, comparing them to local ones through activities using digital map exploration, books and role play to enhance the understanding of geography and cultural differences. (Kapow) Programming: All about instructions The children learn to receive and give instructions and understand the importance of precise instructions (Kapow) Comment on images of familiar situations in the past. Comment on images of familiar situations in the past. Comment on images of familiar situations in the past. Talk about the world Exploring Maps Exploring maps through discussion, story-telling, games and creative activities using digital map exploration, books and role play to enhance the understanding of geography and cultural differences. (Kapow) Programming: All about instructions (Children learn about directions, experiment with programming a Bee-bot/Blue-bot and tinker with hardware (Kapow) Getting ready for IT in KS1 Learning about the main parts of a computer and how to use the keyboard and mouse. Logging in and out Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Exploring maps through discussion, story-telling, games and creative activities using digital map exploration, books and role play to enhance the understanding of geography and cultural differences. (Kapow) Computing systems: Using a computer and Exploring hardware (Kapow) Computing systems: Using a computer and Exploring hardware (Kapow) Formuting and exploring hardware (Kapow) Tinkering and exploring with difference compute								
Using the senses to explore and describe the natural world around them while outside; understanding the effect of the changing seasons. (Kapow) Programming: All about instructions The children learn to receive and give instructions and understand the importance of precise instructions (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore the natural world around them. Comment on images of familiar situations in the past. List proving diverse global environments, comparing them to local ones through activities using digital map exploration, books and role play to enhance the understanding of geography and cultural differences. (Kapow) Programming: All about instructions Children sort and categorise data and are introduced to branching databases and pictograms (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore the natural world around them. Understanding to effect of changing seasons on the natural world around them. Comment on images of familiar situations in the past. Talk about the lives of the people around them and their roles in society. Talk about the lives of the people around them and their roles in society. Understanding to effect of changing seasons on what and exploring maps through discussion, story-telling, games and creative activity. (Kapow) Exploring maps through discussion, story-telling, games and creative activity. (Kapow) Computing systems: Using a computer and Exploring hardware (Kapow) Getting ready for IT in KS1 Learning about the main parts of a computer and how to use the keyboard and mouse. Logging in and out Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Understanding to effect of changing seasons on the natural world around them. Understanding to effect of changing seasons on the natural world around them. Understanding to effect of changing s						other countries.		
world around them while outside; understanding the effect of the changing seasons. (Kapow) Programming: All about Instructions The children learn to receive and give instructions and understand the importance of precise instructions (Kapow) (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore the natural world around them. Understanding of geography and cultural differences. (Kapow) Computing systems: Using a computer and Exploring hardware (Kapow) Getting ready for IT in KS1 Children sort and categorise data and are introduced to branching databases and pictograms (Kapow) Children learn about directions, experiment with programming a Bee-bot/Blue-bot and tinker with hardware (Kapow) (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore the natural world around them. Understanding of geography and cultural differences. (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore the natural world around them. Understanding the effect of changing seasons on the natural world around them. Comment on images of familiar situations in the past. Talk about the lives of the people around them and their roles in society. Talk about the lives of the people around them and their roles in society.		Using the senses to explore and describe the natural world around them while outside; understanding the			Around the world		Exploring Maps	
About Instructions The children learn to receive and give instructions and understand the importance of precise instructions (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore the natural world around them. Understanding of the World: Comment on images of familiar situations in the past. Children sort and categorise data and are introduced to branching databases and pictograms (Kapow) Children learn about directions, experiment with programming a Bee-bot/Blue-bot and tinker with hardware (Kapow) Children learn about directions, experiment with programming a Bee-bot/Blue-bot and tinker with hardware (Kapow) Children learn about directions, experiment with programming a Bee-bot/Blue-bot and tinker with hardware (Kapow) Children learn about directions, experiment with programming a Bee-bot/Blue-bot and tinker with hardware (Kapow) Learning about the main parts of a computer and how to use the keyboard and mouse. Logging in and out Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tonkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tonkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tonkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tonkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tonkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tonkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tonkering about the main parts of a computer and how to use the camera (Kapow) Tonkering about the main parts of a computer and how to use the camera (Kapow) Tonkering about the main parts of a computer and how to use the camera (Kapow) Tonkering about the main parts of a computer and how to use the camera (Kapow) Tonkering about the main parts of a comp				local ones through activities using digital map exploration, books and role play to enhance the understanding of				
About Instructions The children learn to receive and give instructions and understand the importance of precise instructions (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore the natural world around them. Understanding of the World: Comment on images of familiar situations in the past. Understanding of the World: Children sort and categorise data and are introduced to branching databases and pictograms (Kapow) Children learn about directions, experiment with programming a Bee-bot/Blue-bot and tinker with hardware (Kapow) Children learn about directions, experiment with programming a Bee-bot/Blue-bot and tinker with hardware (Kapow) Children learn about directions, experiment with programming a Bee-bot/Blue-bot and tinker with hardware dand linker with hardware and learning about the main parts of a computer and how to use the keyboard and mouse. Logging in and out Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tonkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tonkering and exploring with different computer hardware and learning to operate a camera (Kapow) Talk about the lives of the people around them. Toles in society. Understand the past from drawing on their experiences and what has been read in class.			n while outside; understanding the	local ones through books and role	n activities using digital map exploration, play to enhance the understanding of			
Children sort and categorise data and are introduced to branching to receive and give instructions and understand the importance of precise instructions (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore the natural world around them. Comment on images of familiar situations in the past. Children learn about directions, experiment with programming a Bee-bot/Blue-bot and tinker with hardware (Kapow) Learning about the main parts of a computer and how to use the keyboard and mouse. Logging in and out Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore the natural world around them. Understanding the effect of changing seasons on the natural world around them and their roles in society. Talk about the lives of the people around them and their roles in society. Understand the past from drawing on their experiences and what has been read in class.		effect of the	n while outside; understanding the echanging seasons. (Kapow)	local ones through books and role geography	n activities using digital map exploration, play to enhance the understanding of and cultural differences. (Kapow)		activity. (Kapow)	
to receive and give instructions and understand the importance of precise instructions (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore the natural world around them. Understanding of the World: Comment on images of familiar situations in the past. Talk about the lives of the people around them and their roles in society. Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Explore the natural world around them. Understanding seasons on the natural world around them. Comment on images of familiar situations in the past. Talk about the lives of the people around them and their roles in society. Understand the past from drawing on their experiences and what has been read in class.		effect of the	n while outside; understanding the echanging seasons. (Kapow)	local ones through books and role geography	n activities using digital map exploration, play to enhance the understanding of and cultural differences. (Kapow)	Computing systems: Us	activity. (Kapow) sing a computer and Exploring hardware	
instructions and understand the importance of precise instructions (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore the natural world around them. Understanding the effect of changing seasons on the natural world around them. Understanding of the World: Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Tonkering and exploring with different computer hardware and learning to operate a camera (Kapow) Talk about the lives of the people around them and their roles in society. Understand the past from drawing on their experiences and what has been read in class.		effect of the	n while outside; understanding the changing seasons. (Kapow) Data handling	local ones through books and role geography	n activities using digital map exploration, play to enhance the understanding of and cultural differences. (Kapow) Programming Bee bots	Computing systems: Us	activity. (Kapow) sing a computer and Exploring hardware	
understand the importance of precise instructions (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore the natural world around them. Understanding the effect of changing seasons on the natural world around them. Understanding the effect of changing seasons on the natural world around them. Tinkering and exploring with different computer hardware and learning to operate a camera (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore the natural world around them. Understanding seasons on the natural world around them. Comment on images of familiar situations in the past. Talk about the lives of the people around them and their roles in society. Understand the past from drawing on their experiences and what has been read in class.		Programming: All about Instructions	n while outside; understanding the changing seasons. (Kapow) Data handling Children sort and categorise data	local ones through books and role geography Children lear	n activities using digital map exploration, play to enhance the understanding of and cultural differences. (Kapow) Programming Bee bots n about directions, experiment with	Computing systems: Us (Kapow)	activity. (Kapow) sing a computer and Exploring hardware Getting ready for IT in KS1	
importance of precise instructions (Kapow) Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore the natural world around them. Understanding the effect of changing seasons on the natural world around them. Comment on images of familiar situations in the past. Talk about the lives of the people around them and their roles in society. Talk about the lives of the people around them and their longers from Hygge in the Early Years: Explore the natural world around them. Comment on images of familiar situations in the past. Understanding of the World:		Programming: All about Instructions The children learn to receive and give	Data handling Children sort and categorise data and are introduced to branching	local ones through books and role geography Children lear	n activities using digital map exploration, play to enhance the understanding of and cultural differences. (Kapow) Programming Bee bots n about directions, experiment with he-bot/Blue-bot and tinker with hardware	Computing systems: Us (Kapow) Learning about the mair	sing a computer and Exploring hardware Getting ready for IT in KS1 n parts of a computer and how to use the	
Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore the natural world around them. Understanding the effect of changing seasons on the natural world around them. Comment on images of familiar situations in the past. Talk about the lives of the people around them and their roles in society. Talk about the lives of the people around them and their Understand the past from drawing on their experiences and what has been read in class.		Programming: All about Instructions The children learn to receive and give instructions and	Data handling Children sort and categorise data and are introduced to branching databases and pictograms	local ones through books and role geography Children lear	n activities using digital map exploration, play to enhance the understanding of and cultural differences. (Kapow) Programming Bee bots n about directions, experiment with he-bot/Blue-bot and tinker with hardware	Computing systems: Us (Kapow) Learning about the mair keyboard ar	sing a computer and Exploring hardware Getting ready for IT in KS1 n parts of a computer and how to use the nd mouse. Logging in and out	
Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore the natural world around them. Understanding the effect of changing seasons on the natural world around them. Understanding the effect of changing seasons on the natural world around them. Talk about the lives of the people around them and their roles in society. Toles in society. Understand the past from drawing on their experiences and what has been read in class.		Programming: All about Instructions The children learn to receive and give instructions and understand the	Data handling Children sort and categorise data and are introduced to branching databases and pictograms	local ones through books and role geography Children lear	n activities using digital map exploration, play to enhance the understanding of and cultural differences. (Kapow) Programming Bee bots n about directions, experiment with he-bot/Blue-bot and tinker with hardware	Computing systems: Us (Kapow) Learning about the mair keyboard ar Tinkering and exploring	sing a computer and Exploring hardware Getting ready for IT in KS1 n parts of a computer and how to use the nd mouse. Logging in and out g with different computer hardware and	
Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore the natural world around them. Understanding the effect of changing seasons on the natural world around them. Comment on images of familiar situations in the past. Talk about the lives of the people around them and their roles in society. Talk about the lives of the people around them and their Understand the past from drawing on their experiences and what has been read in class.		Programming: All about Instructions The children learn to receive and give instructions and understand the importance of	Data handling Children sort and categorise data and are introduced to branching databases and pictograms	local ones through books and role geography Children lear	n activities using digital map exploration, play to enhance the understanding of and cultural differences. (Kapow) Programming Bee bots n about directions, experiment with he-bot/Blue-bot and tinker with hardware	Computing systems: Us (Kapow) Learning about the mair keyboard ar Tinkering and exploring	sing a computer and Exploring hardware Getting ready for IT in KS1 n parts of a computer and how to use the nd mouse. Logging in and out g with different computer hardware and	
Continually through weekly/seasonal focuses from Hygge in the Early Years: Explore the natural world around them. Understanding the effect of changing seasons on the natural world around them. Knowledge and Understanding of the World: Talk about the lives of the people around them and their roles in society. Talk about the lives of the people around them and their Understand the past from drawing on their experiences and what has been read in class.		Programming: All about Instructions The children learn to receive and give instructions and understand the importance of precise	Data handling Children sort and categorise data and are introduced to branching databases and pictograms	local ones through books and role geography Children lear	n activities using digital map exploration, play to enhance the understanding of and cultural differences. (Kapow) Programming Bee bots n about directions, experiment with he-bot/Blue-bot and tinker with hardware	Computing systems: Us (Kapow) Learning about the mair keyboard ar Tinkering and exploring	sing a computer and Exploring hardware Getting ready for IT in KS1 n parts of a computer and how to use the nd mouse. Logging in and out g with different computer hardware and	
Explore the natural world around them. Understanding the effect of changing seasons on the natural world around them. Knowledge and Understanding of the World: Explore the natural world around them. Talk about the lives of the people around them and their roles in society. Talk about the lives of the people around them and their Understand the past from drawing on their experiences and what has been read in class.		Programming: All about Instructions The children learn to receive and give instructions and understand the importance of precise instructions	Data handling Children sort and categorise data and are introduced to branching databases and pictograms	local ones through books and role geography Children lear	n activities using digital map exploration, play to enhance the understanding of and cultural differences. (Kapow) Programming Bee bots n about directions, experiment with he-bot/Blue-bot and tinker with hardware	Computing systems: Us (Kapow) Learning about the mair keyboard ar Tinkering and exploring	sing a computer and Exploring hardware Getting ready for IT in KS1 n parts of a computer and how to use the nd mouse. Logging in and out g with different computer hardware and	
Understanding the effect of changing seasons on the natural world around them. Knowledge and Understanding of the World: Understanding of the effect of changing seasons on the natural world around them. Talk about the lives of the people around them and their roles in society. Understand the past from drawing on their experiences and what has been read in class.		Programming: All about Instructions The children learn to receive and give instructions and understand the importance of precise instructions	Data handling Children sort and categorise data and are introduced to branching databases and pictograms	local ones through books and role geography Children lear	n activities using digital map exploration, play to enhance the understanding of and cultural differences. (Kapow) Programming Bee bots n about directions, experiment with he-bot/Blue-bot and tinker with hardware	Computing systems: Us (Kapow) Learning about the mair keyboard ar Tinkering and exploring	sing a computer and Exploring hardware Getting ready for IT in KS1 n parts of a computer and how to use the nd mouse. Logging in and out g with different computer hardware and	
Knowledge and Understanding of the World: Comment on images of familiar situations in the past. Talk about the lives of the people around them and their roles in society. Talk about the lives of the people around them and their Understand the past from drawing on their experiences and what has been read in class.		Programming: All about Instructions The children learn to receive and give instructions and understand the importance of precise instructions	Data handling Children sort and categorise data and are introduced to branching databases and pictograms (Kapow)	local ones through books and role geography Children lear programming a Be	n activities using digital map exploration, play to enhance the understanding of and cultural differences. (Kapow) Programming Bee bots n about directions, experiment with e-bot/Blue-bot and tinker with hardware (Kapow)	Computing systems: Us (Kapow) Learning about the mair keyboard ar Tinkering and exploring learning to	sing a computer and Exploring hardware Getting ready for IT in KS1 n parts of a computer and how to use the nd mouse. Logging in and out g with different computer hardware and	
Understanding of the World: Of the World: Understand the past from drawing on their experiences and what has been read in class.		Programming: All about Instructions The children learn to receive and give instructions and understand the importance of precise instructions	Data handling Children sort and categorise data and are introduced to branching databases and pictograms (Kapow)	local ones through books and role geography Children lear programming a Be	n activities using digital map exploration, play to enhance the understanding of and cultural differences. (Kapow) Programming Bee bots n about directions, experiment with re-bot/Blue-bot and tinker with hardware (Kapow)	Computing systems: Us (Kapow) Learning about the mair keyboard ar Tinkering and exploring learning to	sing a computer and Exploring hardware Getting ready for IT in KS1 n parts of a computer and how to use the nd mouse. Logging in and out g with different computer hardware and	
of the world.	Knowledge and	Programming: All about Instructions The children learn to receive and give instructions and understand the importance of precise instructions (Kapow)	Data handling Children sort and categorise data and are introduced to branching databases and pictograms (Kapow)	local ones through books and role geography Children lear programming a Be Continually through Ex derstanding the effe	n activities using digital map exploration, play to enhance the understanding of and cultural differences. (Kapow) Programming Bee bots n about directions, experiment with re-bot/Blue-bot and tinker with hardware (Kapow) weekly/seasonal focuses from Hygge in the plore the natural world around them. ct of changing seasons on the natural world	Computing systems: Us (Kapow) Learning about the mair keyboard ar Tinkering and exploring learning to	sing a computer and Exploring hardware Getting ready for IT in KS1 In parts of a computer and how to use the Ind mouse. Logging in and out Ig with different computer hardware and In operate a camera (Kapow)	
	Knowledge and Understanding	Programming: All about Instructions The children learn to receive and give instructions and understand the importance of precise instructions (Kapow)	Data handling Children sort and categorise data and are introduced to branching databases and pictograms (Kapow)	local ones through books and role geography Children lear programming a Be Continually through Ex derstanding the effe	n activities using digital map exploration, play to enhance the understanding of and cultural differences. (Kapow) Programming Bee bots n about directions, experiment with re-bot/Blue-bot and tinker with hardware (Kapow) weekly/seasonal focuses from Hygge in the plore the natural world around them. ct of changing seasons on the natural world ses of the people around them and their	Computing systems: Use (Kapow) Learning about the main keyboard are Tinkering and exploring learning to be Early Years: d around them. Comment on image Understand the past from	sing a computer and Exploring hardware Getting ready for IT in KS1 n parts of a computer and how to use the nd mouse. Logging in and out g with different computer hardware and operate a camera (Kapow)	

Past and Present: (History links) Expressive Art and Design: Design	Peek into the past: Memories and experiences from their own past. (Kapow lessons 1-5) t Safely use and explore a variety of materials, tools and		Adventures through time: To understand that the environment around us changes as time passes (Kapow lesson 1-4) Safely use and explore a variety of materials, tools and techniques with colour, texture, design, form and function.		Vehicles. Own experiences of journeys in the past. Adventures through time: To compare modes of transport of the past with the present (Kapow lesson 5) Safely use and explore a variety of materials, tools and techniques with colour, texture, design, form and function.		
Technology links	Cooking and Nutrition Making Soup/Sandwiches (Kapow)	Seasonal Projects Using sparkles/gems/glitter (Kapow)	Junk Modelling Designing and making moon buggies (Kapow)	Seasonal Projects Design and make an Easter Garden (Kapow)	Structures: Boats (Kapow)	Textiles Weaving: Indoors and outdoors Natural and manmade materials. Make a book mark (Kapow)	
	Nature Wreaths Designing and making autumn wreaths using natural objects; exploring colour and pattern to create individual designs. (Kapow)	Salt Dough decoration Manipulating salt dough and using a range of tools to create a Christmas decoration. (Kapow)	Threaded snowflakes Making pipe- cleaner snowflakes; applying skills with threading; choosing colours and shapes to create patterns. (Kapow)	Easter Egg threading Applying skills in threading wool; making choices about patterns and colours; creating hanging Easter decorations. (Kapow)	Petal mandala suncatchers Learning about the patterns, colours and symbolism of mandalas to create a suncatcher version using collected leaves and petals. (Kapow)	Salt Painting Painting imaginative designs with salt; experimenting with colour and texture; describing the processes they have used. (Kapow)	
Expressive Art and Design Music, movement and drama links	Develop storylines in their pretend play. Sing in a group or on their own, increasingly matching the pitch and following the melody. Make use of props when role playing characters in narratives and stories. Sing a range of well-known nursery rhymes and songs.		Return and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively sharing ideas, resources and skills. Make use of props when role playing characters in narratives and stories. Sing a range of well-known nursery rhymes and songs.		Listen attentively, move to and talk about music, expressing their feelings and responses. Watch and talk about dance, performance art, expressing their feelings and emotions. Make use of props when role playing characters in narratives and stories. Sing a range of well-known nursery rhymes and songs.		
	Exploring Sound	Celebration Music	Music and Movement	Musical Stories	Transport	Big Band	

Exploring how to	Learning about the music from a	Creating simple	A unit based on traditional childrens'	Using their voices,	Learning about the four different groups
use our voice and	range of cultural and religious	actions to songs,	tales and songs, where pupils learn	bodies and instruments	of musical instruments, following a beat
bodies to make	celebrations, including Diwali,	learning how to	that music and instruments can be	to explore different	using an untuned instrument and
sounds,	Hanukkah, Kwanzaa and	move to a beat	used to convey moods or represent	types of transport,	performing a practised song to a small
experimenting	Christmas.	and expressing	characters.	identify and mimic	audience.
with tempo and		feelings and		transport sounds and	
dynamic when	(Kapow)	emotions	(Kapow)	interpret and perform a	(Kapow)
playing		through		simple score.	
instruments and		movement to		(Kapow)	
identifying sounds		music.			
in the		(Kapow)			
environment.					
(Kapow)					