






Cycle B 2025-26

	Autumn	Spring	Summer
<p><b>Science</b></p> 	<p>Y1 Everyday materials Seasonal changes</p> <p>Y2 Everyday materials and their uses Seasonal changes</p> <p>Y3/4</p> <p>Y5/6 Forces States of matter</p>	<p>Y1 Animals, including humans Plants - body and senses</p> <p>Y2 Animals including humans Plants - healthy living</p> <p>Y3/4 Light Sound</p> <p>Y5/6 Light Sound</p>	<p>Y1 Living things and their habitats - plants and trees in our environment</p> <p>Y2 Living things and their habitats - plants</p> <p>Y3/4 Animals including humans - Healthy living Living things and their habitats - Classification</p> <p>Y5/6 Animals including humans - The Heart Living things and their habitats - Evolution and Inheritance</p>
<p><b>Religious Education</b></p>  <p>Agreed syllabus / Understanding Christianity</p>	<p><b>Willow</b> Who do Christians say made the world? Why do Christians perform plays at Christmas?</p> <p><b>Oak</b> What does it mean to be a Muslim in Britain today? Why does Christmas matter to Christians?</p>	<p><b>Willow</b> What makes some places sacred? What is the Good news Jesus brings?</p> <p><b>Oak</b> What matters most to Humanists and Christians? Why do Christians call the day Jesus died Good Friday?</p>	<p><b>Willow</b> Who is Jewish and how do they live? (extended study)</p> <p><b>Oak</b> For Christians, what was the impact of Pentecost? What do Hindus believe God is like?</p>
<p><b>Geography</b></p>  <p>CPPS</p>	<p><b>Willow - Cleeve Prior and school grounds</b> use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment. <b>(Geography skills and fieldwork)</b> <b>Oak Europe – Comparing Evesham / Lens in France</b> understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom, a region in a European country, <b>(Place Knowledge)</b></p>	<p><b>Willow – The United Kingdom</b> name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas <b>(Locational)</b></p> <p><b>Oak - Volcanoes</b> physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle <b>(Physical)</b></p>	<p><b>Willow - Food Miles – Farm to Fork</b> use basic geographical vocabulary to refer to: ☑ key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather and key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop <b>(Human and physical geography)</b> <b>Oak - South America (Brazil)</b> understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom and a region within South America <b>(Place knowledge)</b></p>

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<p>History</p>  <p>CPPS</p>	<p><b>Willow - Superheroes – A Century of David Attenborough</b> Changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life</p> <p><b>Oak – The First World War and Cleeve Prior</b> a study of an aspect of history or a site dating from a period beyond 1066 that is significant in the locality</p>	<p><b>Willow - The Great Fire of London</b> events beyond living memory that are significant nationally or globally.</p> <p><b>Oak - The Romans</b> The Roman Empire and its impact on Britain</p>	<p><b>Willow - Amelia Earhart</b> The lives of significant individuals in the past who have contributed to national and international achievements.</p> <p><b>Oak - The Maya</b> a non-European society that provides contrasts with British history - Mayan civilization c. AD 900;</p>
<p>Art</p>  	<p><b>Willow: Colour Splash</b> to use drawing to develop and share their ideas, experiences and imagination. To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p> <p><b>Oak: Drawing: Power prints</b> To create sketch books to record their observations and use them to review and revisit ideas. To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials. To learn about artists, architects and designers in history</p>	<p><b>Willow</b> <b>Sculpture and 3D: Paper Play</b> To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p> <p><b>Oak: Painting and Mixed Media: Light and Dark</b> To create sketch books to record their observations and use them to review and revisit ideas. To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials. To learn about artists, architects and designers in history</p>	<p><b>Willow</b> <b>Woven Wonders</b> To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p> <p><b>Oak: Craft and Design: Fabric of Nature</b> To create sketch books to record their observations and use them to review and revisit ideas. To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials. To learn about artists, architects and designers in history</p>
<p>Design Technology</p>  	<p><b>Willow</b> <b>Textiles</b> <b>Animal puppets</b></p> <p><b>Oak</b> <b>Textiles</b> <b>Stuffed toys</b></p>	<p><b>Willow</b> <b>Food and nutrition</b> <b>Balanced diet</b></p> <p><b>Oak</b> <b>Food and nutrition</b> <b>Developing a recipe</b></p>	<p><b>Willow</b> <b>Structures</b> <b>Constructing a windmill</b></p> <p><b>Oak</b> <b>Structure</b> <b>Bridges</b></p>

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<p>Music</p> 	<p><b>Willow</b> <b>Superheroes</b></p> <p>Oak Rivers</p>	<p><b>Willow</b> <b>Going on Safari</b></p> <p>Oak Romans</p>	<p><b>Willow</b> <b>Transport</b></p> <p>Oak Rainforests</p>
<p>MFL – French</p> 	<p><b>La phonetique (Phonics and Pronunciation)</b></p>	<p><b>Les Jeux olympiques (The Olympics)</b></p>	<p><b>As-tu un animal? (Do you have a pet?)</b></p>
<p>Physical Education (PE)</p> 	<p><b>Willow - Games / ball skills</b> Master basic movements including running, jumping, throwing and catching and begin to apply these in a range of activities. Participate in team games, developing simple tactics for attacking and defending.</p> <p><b>Forest School-</b> take part in outdoor and adventurous activity challenges</p> <p><b>Oak - Dance / Gym</b> Develop flexibility, strength, technique, control and balance perform dances using a range of movement patterns; compare their performances with previous ones and demonstrate improvement to achieve their personal best. Develop balance, agility and co-ordination and begin to apply these in a range of activities.</p> <p><b>Forest School-</b> take part in outdoor and adventurous activity challenges</p>	<p><b>Willow - dance</b> To perform dances using simple movement patterns.</p> <p><b>Forest School-</b> take part in outdoor and adventurous activity challenges</p> <p><b>Oak - Swimming</b> Swim competently, confidently and proficiently over a distance of at least 25 metres. Use a range of strokes effectively Perform safe self-rescue in different water-based situations.</p> <p><b>Invasion games – basketball/hockey</b> Play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.</p>	<p><b>Willow - Athletics / striking and fielding</b> master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities</p> <p><b>Forest School-</b> take part in outdoor and adventurous activity challenges</p> <p><b>Oak – Striking and fielding games</b> play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending</p> <p><b>Forest School-</b> take part in outdoor and adventurous activity challenges</p>

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<p>Computing</p>  <p>NCCE – Teach Computing</p>	<p><b>Willow</b> Computing systems and networks - IT around us Creating Media - Digital photography</p> <p>Oak Computing systems and networks: The internet</p> <p>Creating media: Audio production</p>	<p><b>Willow</b> Programming A - Robot algorithms Data and information - pictograms Oak Programming A: Repetition in shapes</p> <p>Data and Information: Data logging</p>	<p><b>Willow</b> Creating media - Digital music Programming B - Programming quizzes Oak Creating media: photo editing Programming B: Repetition in games</p>
<p>PSHE</p>  <p>My Happy Mind /Heartsmart</p>	<p><b>Willow</b> Introducing Heartsmart – Get Heartsmart Y2 Don't Forget to let the love in! Y2 Meet your brain Y2 Celebrate Y2</p> <p>Oak Introducing Heartsmart – Get Heartsmart Y3 Don't Forget to let the love in! Y3 Celebrate Y3 Meet your brain Y3</p>	<p><b>Willow</b> Too much selfie isn't healthy! Y2 Don't hold on to what's wrong! Y2 Appreciate Y2 Relate Y2</p> <p>Oak Too much selfie isn't healthy! Y3 Don't hold on to what's wrong! Y3 Appreciate Y3 Relate Y3</p>	<p><b>Willow</b> Fake is a Mistake! Y2 No way through' isn't true! Y2 Engage Y2</p> <p>Oak Fake is a Mistake! Y3 No way through' isn't true! Y3 Engage Y3</p>