



Cycle C 2026 -27

	Autumn	Spring	Summer
<p>Science</p> 	<p>Y1 Everyday materials Seasonal changes</p> <p>Y2 Everyday materials and their uses Seasonal changes</p> <p>Y3/4 Forces and magnets Properties and changes of materials</p> <p>Y5/6 Forces States of matter</p>	<p>Y1 Animals, including humans Plants - Classification</p> <p>Y2 Animals including humans Plants - Life cycles</p> <p>Y3/4 Electricity Space</p> <p>Y5/6 Electricity Space</p>	<p>Y1 Living things and their habitats - our school environment</p> <p>Y2 Living things and their habitats - food chains</p> <p>Y3/4 Animals including humans - Digestive system Living things and their habitats Keys</p> <p>Y5/6 Animals including humans Living things and their habitats Life cycles and reproduction</p>
<p>Religious Education</p>  <p>Agreed syllabus / Understanding Christianity</p>	<p>Willow What do Christians believe God is like? Why does Christmas matter to Christians? Oak What is it like to follow God? For Christians, what kind of king is Jesus?</p>	<p>Willow How should we care for the world and others and why does it matter? Why do Christians put a cross in an Easter Garden? Oak How do festivals and family life show what matters to Jews? How and why do people mark the significant events of life?</p>	<p>Willow What does it mean to belong to a faith community? What makes some places sacred to believers? Oak What do Christians learn from the Creation story? How do festivals and worship show what matters to a Muslim?</p>
<p>Geography</p>  <p>CPPS</p>	<p>Willow - The Local area Pupils should develop knowledge their locality. They should understand basic subject-specific vocabulary relating to human and physical geography and begin to use geographical skills, including first-hand observation, to enhance their locational awareness Oak - Save the world Types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water (Human Geography)</p>	<p>Willow Food miles - from farm to fork Use basic geographical vocabulary to refer to: key physical features, including: soil, vegetation, season and weather Key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop. Oak Maps use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied. Use the eight points of a compass, four and six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world (Geography skills)</p>	<p>Willow - Making maps Use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map Oak - Rivers use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies (Field work)</p>

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<p>History</p>  <p>CPPS</p>	<p>Willow Superheroes A Century of David Attenborough Changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life</p> <p>Oak Stone Age to Iron Age changes in Britain from the Stone Age to the Iron Age</p>	<p>Willow The Great Fire of London events beyond living memory that are significant nationally or globally.</p> <p>Oak - Raiders and Invaders The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor</p>	<p>Willow - Amelia Earhart The lives of significant individuals in the past who have contributed to national and international achievements.</p> <p>Oak WW2 a significant turning point in British history</p>
<p>Art</p>  	<p>Willow Colour mixing in the style of Henri Matisse</p> <p>Oak Drawing Make my voice heard</p>	<p>Willow Mark making - Let's go on a journey</p> <p>Oak Craft and design Abstract shape and space</p>	<p>Willow Dinosaurs - Primitive Art / charcoal and chalk</p> <p>Oak Painting and mixed media Portraits</p>
<p>Design Technology</p>  	<p>Willow Textiles Wheels and axles</p> <p>Oak Food and nutrition Seasonal foods</p>	<p>Willow Food and nutrition Smoothies</p> <p>Oak Textiles Cushions</p>	<p>Willow Structures Moving monsters</p> <p>Oak Mechanisms Moving monsters</p>

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<p>Music</p>  	<p>Willow Superheroes</p> <p>Oak Film music</p>	<p>Willow Going on safari</p> <p>Oak Vikings</p>	<p>Willow Transport</p> <p>Oak Songs of WW2</p> <p>Composing a leavers song</p>
<p>MFL – French</p>  	<p>KS2 only</p> <p>La phonetique (Phonics and Pronunciation)</p> <p>La data (The date)</p>	<p>KS2 only</p> <p>Les vetements (Clothes)</p> <p>Ma Famille (My family)</p>	<p>KS2 only</p> <p>Quel temps fait-il? (What's the weather?)</p> <p>A l'ecole (At school)</p>
<p>Physical Education (PE)</p> 	<p>Willow - Games 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>Forest School- take part in outdoor and adventurous activity challenges</p> <p>Oak - Gymnastics Develop balance, agility and co-ordination and begin to apply these in a range of activities.</p> <p>Forest School- take part in outdoor and adventurous activity challenges</p>	<p>Willow - dance To perform dances using simple movement patterns.</p> <p>Forest School- take part in outdoor and adventurous activity challenges</p> <p>Oak - Swimming 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>Invasion games – football/netball Play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.</p>	<p>Willow - Athletics 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>Forest School- take part in outdoor and adventurous activity challenges</p> <p>Oak - Athletics use running, jumping, throwing and catching in isolation and in combination; develop flexibility, strength, technique, control and balance. Compare their performances with previous ones and demonstrate improvement to achieve their personal best.</p> <p>Forest School- take part in outdoor and adventurous activity challenges</p>
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<p>Computing</p>  <p>NCCE – Teach Computing</p>	<p>Willow Computing systems and Networks: Technology around us</p> <p>Creating Media: Digital Painting</p> <p>Oak - Computing systems and networks: Connecting computers</p> <p>Creating media: Stop-frame animation</p>	<p>Willow - Programming A Moving a Robot</p> <p>Data and Information: Grouping Data</p> <p>Oak -Programming A Sequencing sounds</p> <p>Data and Information: Branching databases</p>	<p>Willow - Creating Media: Digital Writing</p> <p>Programming B: Programming animations</p> <p>Oak- Creating media: desktop publishing</p> <p>Programming B: Events and actions in programs</p>
<p>PSHE</p>  <p>My Happy Mind /Heartsmart</p>	<p>Willow Introducing Heartsmart – Get Heartsmart Y1 Don't Forget to let the love in! Y1 Meet your brain Y1 Celebrate Y1</p> <p>Oak Introducing Heartsmart – Get Heartsmart Y4 Don't Forget to let the love in! Y4 Celebrate Y4 Meet your brain Y4</p>	<p>Willow Too much selfie isn't healthy! Y1 Don't hold on to what's wrong! Y1 Appreciate Y1 Relate Y1</p> <p>Oak Too much selfie isn't healthy! Y4 Don't hold on to what's wrong! Y4 Appreciate Y4 Relate Y4</p>	<p>Willow Fake is a Mistake! Y1 No way through' isn't true! Y1 Engage Y1</p> <p>Oak Fake is a Mistake! Y4 No way through' isn't true! Y4 Engage Y4</p>