Key outcomes:	Maths	Science:	Writing:
of the country. They will begin to link weather patterns and the natural features of an environment in the UK and Europe. They will then begin to discover	<u>Year 1</u> -Doubling/halving -Numbers 0 - 20 <u>Year 2</u> -Length and height -Mass, capacity and temperature	Living things and their habitats: <b>Am I dead or alive?</b> To name, sort and compare living and non-living things. <b>Why am I alive?</b> To be familiar with the life processes that are common to all living things. <b>How do I stay alive?</b> All living things have certain	<b>Texts:</b> Formal letter <b>Purpose for writing:</b> Formal letter written to Paddington Bear
how places are linked and looking at trade.		characteristics that are essential for keeping them alive and healthy	
	Geography: • Where does our food come from? • Where is Newtown Linford? Where is Devon? • Where do Dairy products come		<ul> <li>Indoor PE (FnF)</li> <li>Gymnastics <ul> <li>I can balance with my body close to the ground</li> <li>I can balance in high positions</li> <li>I can hold a balance for three</li> </ul> </li> </ul>
<b>Phonics</b> Year 1 - Phase 5	<ul> <li>in Devon?</li> <li>Why is Devon a good place for dairy farming?</li> <li>What are our favourite Fruits and vegetable?</li> <li>Why don't some foods don't come from the UK?</li> <li>Why does John have so many happy customers?</li> </ul>	nutrition) • Understand where food comes from. (Cooking & nutrition)	seconds Y2: I can balance high and low Y1: I can experiment with bounces and jumps PE Session 2: Real P.E.(Creative)

		<ul> <li>Select from and use a range of materials and components, including ingredients, accordir to their characteristics. (Make)</li> </ul>	9
Music	R.E.	PSHE:	Computing:
Dynamics, timbre, tempo and motifs (Theme:	<b>Christians, Jewish and Muslims</b> What can we learn from sacred books?	Economic Wellbeing	Computer Science
Space) Developing knowledge and		<ul><li>Money</li><li>Needs and Wants</li></ul>	Programming: Algorithms unplugged
understanding of dynamics, timbre, tempo and instruments. Learning to		<ul> <li>Looking After Money</li> <li>Banks and Building Societies</li> <li>Jobs</li> </ul>	<ul> <li>Create and debug simple programs</li> </ul>
compose and play motifs			Can create simple programs and correct mistakes during simple programming.