

			1
Breadth	Threshold Concept	Milestone 1	Activities (that relate to Threshold Concepts and the Milestone indicators)
History			
Significant Events <u>The Gunpowder Plot</u> <u>Vocabulary</u> Parliament Westminster Catholic Protestant Treason Punishment Gun powder plot	Investigate and interpret evidence	Observe or handle evidence to ask questions and find answers to questions about the past. Ask questions such as: What was it like for people? What happened? How long ago? Use artefacts, pictures, stories, online sources and databases to find out about the past. Identify some of the different ways the past has been represented.	Lesson 1-Who was Guy Fawkes? Ask the children what they already know about 'Guy Fawkes' Discuss briefly who he was and when he lived. Look at resources to discuss what life was like then in comparison to now. Timeline significant events. Lesson 2- Talk about KIng James and his ideas about protestant vs Catholic religion. Explain how this upset people and a group of men including Robert Catesby, John and Christopher Wright, Robert and Thomas Wintour and Guy Fawkes decided to blow up the houses of parliament to kill the King and his family. Discuss how they would feel if they were told they couldn't do the things they believed in.
	Build an overview of world history Understand Chronology	<ul> <li>Describe historical events.</li> <li>Describe significant people from the past.</li> <li>Recognise that there are reasons why people in the past acted as they did.</li> <li>Place events and artefacts in order on a timeline.</li> </ul>	Speech bubble of emotions. Lesson 3-Discuss the plot- The first meeting was on 20 May 1604. Catesby was joined by his friends Thomas Wintour, Jack Wright and Thomas Percy at the Duck and Drake, in the Strand. The fifth person was Guy Fawkes. Originally from York, he had been recruited in Flanders, where he had been serving in the Spanish Army. They discussed their plan to blow up Parliament House, and shortly afterwards leased a small house in the heart



	<ul> <li>Label timelines with words or phrases such as: past, present, older and newer.</li> <li>Recount changes that have occurred in their own lives.</li> <li>Use dates where appropriate.</li> </ul>	of Westminster, installing Fawkes as caretaker, under the alias of John Johnson. Invitation on stained paper. <b>Lesson 4</b> -How did the plot go wrong? Explain that a member of the group possibly Tresham, sent an anonymous letter to a member of parliament warning them to stay away. This was shared with Salisbury raising
Communicate historically	<ul> <li>Show an understanding of the concept of nation and a nation's history.</li> <li>Show an understanding of concepts such as civilisation, monarchy, parliament, democracy, and war and peace.</li> <li>Use words and phrases such as: a long time ago, recently, when my parents/carers were children, years, decades and centuries to describe the passing of time.</li> </ul>	suspicions along with sightings of Guy Fawkes and Catesby together. So Earl of Salisbury King James first minister ordered a search of Westminster and the plot was discovered. Ordering of significant events. Lesson 5- What happened after? Guy Fawkes was discovered and arrested, He was interrogated, but never said anything. Explain in those days, people who broke the law could be killed. The rest of the men escaped but were wanted. On stolen horses they rode to Holbeche House in Staffordshire. 200 men led by Sir Richard Walsh, the High Sheriff of Worcestershire followed and after a quick confrontation, many of the plotters were killed or arrested. Wanted poster for Robert Catesby and men. Lesson 6-What impact did their actions have? Ask the children what they predict happened afterwards between the protestants and the Catholics? Explain that Catesby wanted to help the Catholics, but his actions caused them to suffered the longest as a result of the Gunpowder Plot. New laws were passed preventing them from practising law, serving as officers in the



Geography			Army or Navy, or voting in local or Parliamentary elections. Thirteen plotters certainly proved an unlucky number for British Catholics: stigmatised for centuries, it was not until 1829 that they were again allowed to vote. Lesson 7- How do we remember the actions of Guy Fawkes and Robert Catesby? Discuss the celebration of bon fire night. Talk about the traditions, date, song etc. Bon fire night art pictures using black paper and chalk.
<ul> <li>Mapping the World (including a study of Grantham)</li> <li>What is the Earth and how is it represented?</li> <li>Identify N Pole, S Pole, hemispheres and Equator.</li> <li>Points of the compass – N, S, E, W.</li> <li>Compare globe, map, atlas and satellite images (Grantham as focus, 2 sessions)</li> <li>Grantham landmarks</li> <li>Vocabulary: Planet Continent Country County</li> </ul>	Investigate places	<ul> <li>Ask and answer geographical questions (such as: What is this place like? What or who will I see in this place? What do people do in this place?).</li> <li>Identify the key features of a location in order to say whether it is a city, town, village, coastal or rural area.</li> <li>Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied.</li> <li>Use simple fieldwork and observational skills to study the geography of the school and the key human and physical features of its surrounding environment.</li> <li>Use aerial images and plan perspectives to recognise</li> </ul>	Lesson One What is the Earth? How is it represented? Compare globe, atlas, OS map online map (google maps), Satellite images, world map. Discuss purposes and uses. Lesson Two Identify the North Pole, South Pole, northern and southern hemispheres and the Equator (globe and world map) Lesson Three Learn about the points of a compass (N,S,E,W) (outside if possible) Use compass (poss on ipads?) Points of the compass game. Lesson Four Where is Grantham? Which is the best way to show/find Grantham? UK map, globe,



City Town Village Human features Physical features Population Iandmarks	Investigate patterns	<ul> <li>landmarks and basic physical features.</li> <li>Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas.</li> <li>Name and locate the world's continents and oceans.</li> <li>Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom and of a contrasting non-European country.</li> <li>Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles.</li> </ul>	atlas, satellite images. Mark G'tham on a map of the UK and label it. Id the countries and capitals of the UK. <u>Lesson Five</u> Discuss what makes Grantham a town Look at photographs of Grantham landmarks. Discuss which are man-made (human) and which are physical features. Compare to city, village, countryside (rural areas) <u>Lesson Six</u> Matching aerial images to photographs of Grantham landmarks and finding on a basic map. <u>Lesson 7</u> Create own map showing their route to school. (Adult support – in CP)?
	Communicate geographically	<ul> <li>Identify land use around the school.</li> <li>Use basic geographical vocabulary to refer to:</li> </ul>	
		<ul> <li>key physical features, including: beach, coast, forest, hill, mountain, ocean, river, soil, valley, vegetation and weather.</li> <li>key human features, including: city, town, village, factory, farm, house, office and shop.</li> </ul>	



		<ul> <li>Use compass directions (north, south, east and west) and locational language (e.g. near and far) to describe the location of features and routes on a map.</li> <li>Devise a simple map; and use and construct basic symbols in a key. Use simple grid references (A1, B1).</li> </ul>	
Art & Design			
Theme: animals Artwork for sketchbooks:	Develop ideas	<ul> <li>Respond to ideas and starting points</li> <li>Explore ideas and collect visual information.</li> <li>Explore different methods and materials as ideas develop.</li> </ul>	Lesson One Warm up activity – draw a quick sketch of the class animal (on paper – keep for review later in the term) Introduction to artists and art work (see
Henri Rousseau – Tiger in a tropical storm Steven Brown – Francie and Josie	Master Techniques PAINTING	<ul> <li>Use thick and thin brushes.</li> <li>Mix primary colours to make secondary.</li> <li>Add white to colours to make tints and black to colours to make tones.</li> </ul>	column 1). Children to discuss the different artworks and state preferences. Sketchbook set up (adult to do) Artist study: Henri Rousseau
McZoo Rosa Bonheur –The Horse Fair	DRAWING	<ul><li>Create colour wheels.</li><li>Draw lines of different sizes and</li></ul>	Master Techniques: thick and thin brush strokes Lesson Two
Franz Marc – Monkey Freize		<ul> <li>thickness.</li> <li>Colour (own work) neatly following the lines.</li> <li>Show pattern and texture by adding</li> </ul>	Review: artists and animal paintings. Artist study: Steven Brown Master techniques: how to mix primary
<ul> <li>Use thick and thin brushes.</li> <li>Mix primary colours to make secondary.</li> <li>Add white to colours to make tints and</li> </ul>		<ul> <li>ots and lines.</li> <li>Show different tones by using coloured pencils.</li> </ul>	colours to make secondary colours. Basic colour wheel. <u>Lesson Three</u> Artist Study: Franz Marc



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black		Master techniques: paint mixing (recap
to colours to make tones.		primary and secondary colours). Discuss the
Create colour wheels.		tints in the picture – where the colour
		appears lighter. Explore mixing a colour with
Drawing		white to make it lighter (for tints).
		white to thake it lighter (for lining).
• Draw lines of different sizes and thickness.		Lesson Four
		Review: Tints using white to lighten the
•Colour (own work) neatly following the lines.		colour
Show pattern and texture by adding		Artist Study: Franz Marc
dots and lines.		Master techniques: Shade – create a darker
		shade of the colour by mixing in black.
<ul> <li>Show different tones by using</li> </ul>		
coloured pencils.		Lesson Five
		Warm up activity:
		Review: Steven Brown (look at the patches
		on the giraffes and the tones within them)
		Master techniques: make shades, tints and
		tones. Use outline of F and J Mczoo. Children
Vocabulary		to complete it (painting) using shades, tints
Primary colours		and tones.
Secondary colours		
Vivid		<u>Lesson Six</u>
Symmetrical		Warm up activity: sketching video creating
Emotions		pattern and texture.
Artist		Review: creating texture using lines and
Tints		patterns.
Shades		Master techniques: Carousel:
Tones		
Colour wheel		<ul> <li>Draw lines of different sizes and thickness.</li> </ul>
Pattern		
texture		•Colour (own work) neatly following the lines.



	Take inspiration from the greats	<ul> <li>Describe the work of notable artists, artisans and designers.</li> <li>Use some of the ideas of artists studied to create pieces.</li> </ul>	<ul> <li>Show pattern and texture by adding dots and lines.</li> <li>Show different tones by using coloured pencils.</li> <li>Henri Rousseau – Tiger in a tropical storm</li> <li>Steven Brown – Francie and Josie McZoo</li> </ul>
		siduled to credie pieces.	Rosa Bonheur –The Horse Fair Franz Marc – Monkey Freiz
Design & Techno	ology		
Introduction unit 1.1 What is Design and Technology? (pages 31-34) Structures (pages 35-41) strength stability finger fluency design inspiration guided design-think guided design-break guided design-re-think <b>Vocabulary</b>	Master practical skills	<ul> <li>Cut materials safely using tools provided.</li> <li>Measure and mark out to the nearest centimetre.</li> <li>Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).</li> <li>Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen).</li> <li>Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products.</li> </ul>	Lesson 1-discuss what design Technology involves e.g. designing, investigating, constructing, evaluating, redrafting. Introduce chn to the word structure: Look at stability. Lesson 2 Stability 2 Lesson 3 Introduce chn to the word frame Frame structures: finger fluency Lesson 4 Frame structures: design inspiration Lesson 5 Frame structures: guided design- think Lesson 6Frame structures: guided design- break and rethink



	Design, make, evaluate and improve Take inspiration from	<ul> <li>Design products that have a clear purpose and an intended user.</li> <li>Make products, refining the design as work progresses.</li> <li>Use software to design.</li> <li>Explore objects and designs to</li> </ul>	
	design throughout history	<ul> <li>identify likes and dislikes of the designs.</li> <li>Suggest improvements to existing designs.</li> <li>Explore how products have been created.</li> </ul>	
Science			
The Human Body (5 weeks) Seasonal changes (1 week) Materials (5 weeks) Seasonal changes (1 week)	Work scientifically	<ul> <li>Ask simple questions.</li> <li>Observe closely, using simple equipment. Perform simple tests. Identify and classify.</li> <li>Use observations and ideas to suggest answers to questions.</li> <li>Gather and record data to help in answering questions.</li> </ul>	The Human Body Step 1 Name and identify parts of the human body. Step 2 Draw and label parts of the human body. Step 3 Sight
		<ul> <li>Distinguish between an object and the material from which it is made.</li> <li>Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water and rock.</li> <li>Describe the simple physical properties of a variety of everyday materials.</li> </ul>	Step 4 Sound Step 5 Taste



	<ul> <li>Compare and group together a variety of everyday materials on the basis of their simple physical properties.</li> <li>Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.</li> <li>Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick/rock, and paper/cardboard for particular uses.</li> </ul>	Step 6 Touch Step 7 Smell Seasonal Changes Step 1 Changes in Autumn Step 2 Collect and record data. Materials Step 1
	<ul> <li>bending, twisting and stretching.</li> <li>Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick/rock, and paper/cardboard for particular</li> </ul>	Step 1 Changes in Autumn Step 2 Collect and record data. Materials



			Step 7 Investigate materials. Seasonal Changes Step 1 Changes in winter Step 2 Gather and record data
Computing			
<b>Technology around us</b> In this unit, learners will develop their understanding of technology and how it can help us. They will start to become familiar with the different components of a computer by	• Communicate	<ul> <li>Participate in class social media accounts.</li> <li>Understand online risks and the age rules for sites</li> </ul>	Lesson one: Technology round us Technology is all around us, and we use it regularly throughout daily life. In this lesson, learners will become familiar with the term 'technology'. Referring to objects in their own school or classroom, they will learn to
developing their keyboard and mouse skills. Learners will also consider how to use technology responsibly.	<ul> <li>Connect</li> </ul>	<ul> <li>Use a range of applications and devices in order to communicate ideas, work and messages</li> </ul>	classify what is and what is not technology, plus they'll practice explaining how it helps us.
<b>Digital painting</b> During this unit, learners develop their understanding of a range of tools used for digital painting. They			Lesson two: Using technology In this lesson, learners will get to know the main parts of a desktop or laptop computer. They will apply this knowledge to use a computer to complete a mouse-based task.



then use these tools to create their		
own digital paintings, while gaining		Lesson three: Developing mouse skills
inspiration from a range of artists'		This lesson builds on the basic mouse skills
work. The unit concludes with		introduced in lesson 2. Learners will have the
learners considering their		opportunity to apply mouse skills to a more
preferences when painting with and		open-ended, creative task.
without the use of digital devices.		
Ŭ		Lesson four: Using a computer keyboard
		In this lesson, learners will experience using
Vocabulary		another input device: the computer
Information Technology, computers,		keyboard. They will combine the use of the
file, move, resize, compare,		keyboard with use of the mouse to create a
example, connected, safety, rules,		digital image with text.
responsibly, guidance		la constitución de la constantilla
		Lesson five: Developing keyboard skills In this lesson, learners will become more
Creating Media- Photography		familiar with the keyboard. They will recap
		skills introduced in the previous lesson and
Vocabulary Devices, digital, photograph,		develop them further by using a greater
landscape, portrait, composition,		range of keys on the keyboard.
improve, lighting, focus, artificial,		Tange of keys of the keyboard.
editing, adjust, real, changed		Lesson six: Using a computer responsibly
		In this lesson, learners will be introduced to
		the concept of using computers safely,
		within the context of a school setting. They
		will explore why we have rules in school and
		how those rules help us, and then apply that
		to rules needed for using computer
		technology safely.



	Lesson seven: How can we paint using
	computers?
	This lesson introduces learners to the
	freehand tools available for digital painting. To describe what different freehand tools do
	<ul> <li>I can make marks on a screen and explain which tools I used</li> </ul>
	<ul> <li>I can draw lines on a screen and explain which tools I used</li> </ul>
	<ul> <li>I can use the paint tools to draw a picture</li> </ul>
	Lesson eight: Using shapes and lines.
	This lesson introduces learners to the line and
	shape tools and revisits the fill and undo
	tools used for digital painting. Learners
	create their own digital painting in the style of an artist.
	To use the shape tool and the line tools
	<ul> <li>I can make marks with the square and line tools</li> </ul>
	<ul> <li>I can use the shape and line tools effectively</li> </ul>
	<ul> <li>I can use the shape and line tools to recreate the work of an artist</li> </ul>
	Lesson nine: Making careful choices
	This lesson introduces learners to a range of
	shape tools, allowing them to create a
	painting in the style of an artist.
	To make careful choices when painting a digital
	picture
	<ul> <li>I can choose appropriate shapes</li> </ul>



	<ul> <li>I can make appropriate colour choices</li> </ul>
	• I can create a picture in the style of an artist
	<ul> <li>Lesson ten: Why did I choose that?</li> <li>This lesson increases learners' understanding of the available paint tools and encourages them to select the best tools to create a digital painting in the style of Wassily Kandinsky.</li> <li>To explain why I chose the tools I used ∉ I know that different paint tools do different jobs</li> <li>∉ I can choose appropriate paint tools and colours to recreate the work of an artist ∉ I can say which tools were helpful and why</li> </ul>
	Lesson eleven: Painting all by myself Learners select appropriate colours, brush sizes, and brush tools to independently create their own image in the style of an artist. To use a computer on my own to paint a picture I can make dots of colour on the page I can change the colour and brush sizes I can use dots of colour to create a picture in the style of an artist on my own
	Lesson twelve: Comparing computer art and painting.



Music			<ul> <li>Learners compare their preferences when creating paintings on computers and on paper.</li> <li>To compare painting a picture on a computer and on paper</li> <li>I can explain that pictures can be made in lots of different ways</li> <li>I can spot the differences between painting on a computer and on paper</li> <li>I can say whether I prefer painting using a computer or using paper</li> </ul>
Y1 Unit 1: My music heartbeat Unit 2: Dance, sing and play <u>Vocabulary</u> Keyboard, drums, bass, electric guitar,	Perform	<ul> <li>Take part in singing, accurately following the melody.</li> <li>Follow instructions on how and when to sing or play an instrument.</li> <li>Make and control long and short sounds, using voice and instruments.</li> <li>Imitate changes in pitch.</li> </ul>	See separate planning documentation from Charanga. -Start to learn the song -Sing the song -sing the song and play instrumental parts within the song.
saxophone, trumpet, pulse,rhythm, pitch, improvise, compose, audience, question and answer, melody, dynamics, tempo,perform/performance, audience, rap, Reggae, glockenspiel. Pulse – the regular heartbeat of the music; its steady beat. •Rhythm – long and short sounds or patterns that happen over the pulse. •Pitch – high and low sounds. •Tempo – the speed of the music; fast or slow or in-between. •Dynamics – how loud or quiet the music is.	Compose	<ul> <li>Create a sequence of long and short sounds.</li> <li>Clap rhythms.</li> <li>Create a mixture of different sounds (long and short, loud and quiet, high and low).</li> <li>Choose sounds to create an effect.</li> <li>Sequence sounds to create an overall effect.</li> <li>Create short, musical patterns.</li> </ul>	Warm up games Flexible games (optional) Improvise Compose



<ul> <li>Timbre – all instruments, including voices, have a certain sound quality e.g. thetrumpet has a very different sound quality to the violin.</li> <li>Texture – layers of sound. Layers of sound working together make music veryinteresting to listen to.</li> <li>Structure – every piece of music has a structure e.g. an introduction, verse and chorusending.</li> <li>Notation – the link between sound and symbol.</li> </ul>	Transcribe	<ul> <li>Create short, rhythmic phrases.</li> <li>Use symbols to represent a composition and use them to help with a performance.</li> </ul>	Compose Play composition within your song Choose and play any of the options below, then decide which one to practise for the end-of-unit performance
	Describe music	<ul> <li>Identify the beat of a tune.</li> <li>Recognise changes in timbre, dynamics and pitch.</li> </ul>	-Listen and appraise activities -Warm up games
P.E			
Get set for PE Fundamentals <u>Vocabulary</u> balancing, running, changing direction, jumping, hopping and skipping, isolation and combination. Dance <u>Vocabulary</u> Swaying, floating, gust, swirling, galloping.	Develop practical skills in order to participate, compete and lead a healthy lifestyle	<ul> <li>Use the terms 'opponent' and 'teammate'.</li> <li>Use rolling, hitting, running, jumping, catching and kicking skills in combination.</li> <li>Develop tactics.</li> <li>Lead others when appropriate.</li> </ul>	<ul> <li>LESSON 1 To explore balance. Stability and landing safely. LESSON 2 To explore how the body moves differently when running at different speeds. LESSON 3 To explore changing direction and dodging. LESSON 4 To explore jumping, hopping and skipping actions. LESSON 5 To explore coordination and combining jumps.</li></ul>



<ul> <li>Aim, target, underarm, overarm, accuracy, distance.</li> <li>Copy and remember moves and positions.</li> <li>Move with careful control and coordination.</li> <li>Link two or more actions to perform a sequence.</li> <li>Choose movements to communicate a mood, feeling or idea.</li> <li>LESSON 1 Counting. To explore travelling actions. To be able to use counts of 8 to move in time with music.</li> <li>LESSON 2</li> <li>Trees and leaves. To remember and repeat actions. To respond imaginatively to a stimulus.</li> <li>LESSON 4</li> <li>Pirates. To copy, remember and repeat actions. To copy and the theme.</li> </ul>
LESSON 5 The lost toy. To use expression to show feelings. To create actions that relate to a story. LESSON 6 The Lost Toy. To use a pathway when travelling. To remember and repeat action LESSON 7 Puddles. To choose actions that represent the theme. To copy, remember and repe actions that represents the theme. LESSON 8 Puddles. To show changes in expression, level and shape.



#### R.E

God Christianity What do Christians learn and understand about God through Old Testament Bible stories? E.g. Moses, Abraham, Jonah, etc. What do stories in the New Testament tell Christians about Jesus? (parables, miracles, followers) Pg: 15	Understand beliefs and teachings Understand practices and lifestyles	<ul> <li>Describe some of the teachings of a religion.</li> <li>Recognise, name and describe some religious artefacts, places and practices. Lesson 7-</li> <li>Lesson 1-Who is God to Christians? Look at the creation story.</li> <li>Lesson 2-Story of Adam and Eve Lesson 3- Jonah and the Whale</li> <li>Lesson 4- Daniel and the Lion's Den Lesson 5- The Good Samaritan</li> <li>Lesson 5- The Good Samaritan</li> <li>Lesson 6- Who is Jesus to Christians? Talk abou some of his miracles e.g. Feeding of the 5000</li> </ul>	t
<b>Community – Christianity Living</b> What do Christians do to express		Lesson 7- Healing of the Blind man, the paralys man and the leper.	sed
their beliefs? Which celebrations are important to Christians? What are the key practices associated with these celebrations and what do they tell us about beliefs about God, humans and the world? <b>Pg: 15</b>	Understand how beliefs are conveyed	<ul> <li>Name some religious symbols</li> <li>Explain the meaning of some religious symbols.</li> <li>All stories to be read to the children and discussion how the stories show what kind of people God and Jesus were, what messages do these stories to be read to the children and discussion.</li> <li>All stories to be read to the children and discussion how the stories show what kind of people God and Jesus were, what messages do these stories to be read to the children and discussion.</li> <li>All stories to be read to the children and discussion how the stories show what kind of people God and Jesus were, what messages do these stories to be read to the children and discussion.</li> </ul>	d ies
<u>Vocabulary</u> Old testament New testament Bible God Jesus	Reflect	<ul> <li>Identify the things that are important in their own lives and compare these to religious beliefs.</li> <li>Relate emotions to some of the experiences of religious figures studied.</li> <li>Ask questions about puzzling aspects of life.</li> </ul>	e re? 's
God Jesus Christianity forgiveness Miracle Teachings Worship Prayer Baptism Confirmation Easter Christmas Celebration Community	Understand Values	<ul> <li>Identify how they have to make their own choices in life.</li> <li>Explain how actions affect others.</li> <li>Show an understanding of the term 'morals'</li> <li>of worship and some appropriate Christian artefacts. Ask if anyone can describe / explain what he or she is seeing. Have pictures and not of items pupils will see inside and outside the church they will visit and play a matching 'find your partner' game.</li> <li>Lesson 2- Continue on from last week and revi what churches have inside them e.g. pews, for the second sec</li></ul>	ames d isit



Festival Church Pastor Bible Hymn Sunday Minister Church Preist Service Wedding Chapel Worship			lecturn, pulpit etc. Talk about each item and then label on a sheet. Lesson 3- Discuss what role the church plays in the local community e.g. a place where weddings, funerals, christenings happen. A place to worship in a service or on your own. Discuss why some people pray on their own in churches. Lesson 4- What are the key Christian festivals; discuss what they are, why they are celebrated and when they are celebrated. Include Christmas, lent Easter ascension day, Whitsun and Trinity Sunday. Order these against a monthly timeline Lesson 5, 6 and 7-Foscus on the Christmas story. Separate the story into 3 sections and share.
RSE & PSED			
Being me in my world (term 1) Celebrating Differences (term 2) <u>Vocabulary</u> Safe Special Calm Belonging Rights Responsibilities	Families and Friendships	about people who care for them, e.g. parents, siblings, grandparents, relatives, friends, teachers the role these different people play in children's lives and how they care for them what it means to be a family and how families are different, e.g. single parents, same-sex parents, etc.	<ul> <li>Jigsaw RSHE scheme - Being me in my world</li> <li>Lesson 1-Special and Safe <ul> <li>I feel special and safe in my class</li> </ul> </li> <li>Lesson 2-My class <ul> <li>I understand rights and responsibilities as a member of my class.</li> <li>I know that I belong to my class</li> </ul> </li> </ul>



Learning Charter		about the importance of telling someone	Lesson 3- Rights and Responsibilities
Rewards		— and how to tell them — if they are	I understand the rights and responsibilities
Proud		worried about something in their family	of being a member of my class.
			Lesson 4 – Rewards and feeling proud
Consequences			I know my views are valued and can
Upset	Safe relationships	about situations when someone's body or	contribute to the Learning Charter.
Disappointed	sale relationships	feelings might be hurt and whom to go to	<ul> <li>I recognise how it feels to be proud of an</li> </ul>
Illustration		for help	achievement
		about what it means to keep something	Lesson 5- Consequences
		private, including parts of the body that are private	<ul> <li>I can recognise the choices I make and understand the consequences.</li> </ul>
		to identify different types of touch and how	Lesson 6- Owning our Learning Charter.
		they make people feel (e.g. hugs, tickling, kisses and punches)	<ul> <li>I understand my rights and responsibilities within our Learning Charter.</li> <li>I understand my choices in following the</li> </ul>
		how to respond if being touched makes	Learning Charter.
		them feel uncomfortable or unsafe	Jigsaw RSHE scheme – Celebrating Difference
		when it is important to ask for permission to touch others	Lesson 1- The same as
			I can identify similarities between people in
		how to ask for and give/not give permission	<ul><li>my class.</li><li>I can tell you some ways in which I am the</li></ul>
			same as my friends
	Respecting	what kind and unkind behaviour mean in	Lesson 2 – Different from
	ourselves and	and out school	I can identify differences between people
	others		in my class.
		how kind and unkind behaviour can make people feel	• I can tell you some ways I am different from my friends.
L			Lesson 3- What is 'bullying'?



about what respect means	<ul><li>I can tell you what bullying is.</li><li>I understand how being bullied might feel.</li></ul>
about class rules, being polite to ot sharing and taking turns	<ul> <li>Lesson 4- What do I do about bullying?</li> <li>I know some people who I could talk to if I was feeling unhappy or being bullied.</li> <li>I can be kind to children who are being</li> </ul>
	<ul> <li>bullied.</li> <li>Lesson 5- Making new friends <ul> <li>I know how to make new friends</li> <li>I know how it feels to make a new friend</li> </ul> </li> </ul>
	<ul> <li>Lesson 6 - Celebrating difference; celebrating me</li> <li>I can tell you some ways I am different from friends.</li> <li>I understand these differences make us all special and unique</li> </ul>