

0-Breadth		Milestone 1 Yr 1 and Yr2	Activities (that relate to Threshold Concepts and the Milestone indicators)
Significant Person Mary Anning Vocabulary (a selection from)	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: Timeline possibly including dinosaurs/Guy Fawkes/Neil Armstong moon landings/Mary Anning/Boris Johnson Prime Minister/when you were born. Lesson 2: Show the children the egg that has been found in the playground. What kind of animal do you think could have laid the egg? Look at the size of it, how big do you think this creature would have been? Read the story 'Stone girl, bone girl' to the chn. What did Mary find? Why was this discovery so exciting? Show pictures of fossils. Discuss what they can see with talk partners. Lesson 3: Watch Mary Anning film The life and work of Mary Anning - Bing video Question children throughout – why do you think she did not go to school? Do you think her family had much money? Do you think she lives in a town or city? In pairs, children to order the events to represent Mary Anning's life so far. Lesson 4: Read story 'Stone Girl Bone Girl' again and discuss what chn already know about Mary Anning. Watch video on http://www.bbc.co.uk/schools/primaryhistory/famouspeople/mary_anning/Discuss why Mary Anning is famous and read through the information on the website.
	Build an overview of world history	Describe historical events. Describe significant people from the past.	Question chn throughout - why do we remember Mary Anning? What is she famous for? People had found fossils before - why was her discovery so



_	nderstand nronology	 Recognise that there are reasons why people in the past acted as they did. Place events and artefacts in order on a timeline. Label timelines with words or phrases such as: past, present, older and newer. Recount changes that have occurred in their own lives. Use dates where appropriate. 	important? What difficulties did she face-focus on the fact she was female and poor. What do you find most interesting about her life? Imagine you were telling someone about Mary Anning, what important details would you tell them? Lesson 5: How did dinosaurs become extinct and fossilised for us to discover them?
	ommunicate storically	 Show an understanding of the concept of nation and a nation's history. Show an understanding of concepts such as civilisation, monarchy, parliament, democracy, and war and peace. 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.	
Geography			
The United Kingdom, including a study and comparison of the four countries • What is the UK? How does it differ from GB? • Identify the four countries of the UK and locate on a map. Flags of the UK. Seas around the UK. • England, N. Ireland, Scotland, Wales — incl. capital and major cities, borders, urban vs rural, landmarks • Compare and contrast countries of UK	Investigate places	 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?). Identify the key features of a location in order to say whether it is a city, town, village, coastal or rural area. Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied. Use simple fieldwork and observational skills to study the geography of the school and the key human and physical features of its surrounding environment. Use aerial images and plan perspectives 	 Recap the countries of the UK and find on a map (atlas). Discuss the difference between Great Britain and the UK. Draw / colour the flags of the UK and match to the names of the countries. England focus – what is the capital city, England flag, the seas surrounding England, Pennine hills, different land uses across the country and why people move areas. Scotland focus – Flag, symbol, the seas surrounding, The Highlands, what is the highest peak? What do they call a lake? Locate Loch Ness, Capital city of Scotland, which areas are remote? What does the word inhabitants mean? Difference between the lowlands and the highlands. Wales – Flag, Seas surrounding, highest peak, national park, Wales – rural or urban? Cities in Wales – mark on a map, Tourist activities in Wales/ in the past how did Wales make most of its money, how has that changed now? Northern Ireland – flag, its location, surrounding seas, capital city. Giants causeway, largest rivers. Locate and name the cities – land rural or urban? Conflict in Northern Ireland.



	to recognise landmarks and basic physical features. Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas. Name and locate the world's continents and oceans.	
Investigate patterns	 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. 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. Identify land use around the school. 	6. Look at the weather in the UK (London). Identify the seasonal weather patterns. Seasons wheel?



	Communicate geographically	 Vecabulary to refer to: key physical features, including: beach, coast, forest, hill, mountain, ocean, river, soil, valley, vegetation and weather. key human features, including: city, town, village, factory, farm, house, office and shop. 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. Devise a simple map; and use and construct basic symbols in a key. Use simple grid references (A1, B1). 	of the UK. (see above)
Art & Designation	gn		
<u>Textiles</u>	Develop ideas	Respond to ideas and starting points	Lesson 1: Introduce textiles.
Vocabulary		starting pointsExplore ideas and collect visual information.	Lesson 2:



Fabric Textiles Weave/weaving Glue Join Stitch Plait/plaiting Dye Dip dye Technique	Master Techniques	 Explore different methods and materials as ideas develop. Textiles Use weaving to create a pattern. Join materials using glue and/or a stitch. Use plaiting. Use dip dye techniques. 	Look at work of Annie Albers, which is your favourite? Discuss in terms of texture/colour/ pattern Paper weaving, children to have a go at weaving two colours of paper Lesson 3: Look at the work of Megan Bogden-Shimek. Which is your favourite? Discuss in terms of texture/colour/ pattern Explore treads (wool, ribbon, strips of fabric etc) Lesson 4: Look at the work of Judit Just. Which is your favourite? Discuss in terms of texture/colour/ pattern Children to choose their materials. Start weaving. Lesson 5:
	Take inspiration from the greats	 Describe the work of notable artists, artisans and designers. Use some of the ideas of artists studied to create pieces. 	Complete and evaluate weaving piece of art. Featured artists: Anni Albers Megan Bogden-Shimek Judit Just
Design &	rechnolo:	·	
Slider Mechanism Vocabulary	Master practical skills	 Cut materials safely using tools provided. Measure and mark out to the nearest centimetre. Demonstrate a range of cutting and shaping 	Lesson one- Slider mechanism. Lesson two- Sliders 2 – gingerbread man slider – explore techniques Lesson three- Sliders 3 – finger fluency (cutting slit, inserting slider, fixing slider)



	tearing, cutting, folding and curling). Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen). Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products.	Lesson four- Slider mechanism: design Easter egg slider (flower for JW children) Lesson five- Slider mechanisms: make Easter / spring slider Lesson six- slider mechanisms: Make/break/re-think.
Design, make, evaluate and improve	 Design products that have a clear purpose and an intended user. Make products, refining the design as work progresses. Use software to design. 	
Take inspiration from design throughout history	 Explore objects and designs to identify likes and dislikes of the designs. Suggest improvements to existing designs. Explore how products have been created. 	

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	Work	•	Ask simple questions.	Term 3
Term 3	scientifically	•	Observe closely, using	Week 1 – Planting A – parts of a plant
Planting A			simple equipment.	
Animals			Perform simple tests.	Week 2 – Animals – Mammals
7 (111111013			Identify and classify.	Week 3 – Animals – Birds
		•	Use observations and	Week 4 – Animals – Fish
Term 4			ideas to suggest answers	Week 5 – Amphibians
Animals			to questions.	
Caring for the		•	Gather and record data to help in	Term 4
planet			answering questions <mark>.</mark>	Week 1 – Animals – Reptiles
Seasonal changes			ariswering questions.	Week 2 – Animals – Compare and group animals
30d30Hdi eHdiliges			Tiller L'Connection and an area	Week 3 – Carnivores and Herbivores.
Managharian .	Understand	•	Identify and name a	Week 4. Caring for the planet. Why is it important to care for our planet? How can we
<u>Vocabulary</u>	animals and		variety of common	Week 4 – Caring for the planet – Why is it important to care for our planet? How can we care for our planet?
	humans		animals that are	cure for our plunet?
	This concept		birds, fish,	Week 5 – Seasonal changes – Changes in Spring
	involves		amphibians, reptiles,	Week 3 Seasonal changes Changes in Spring
			mammals and	Week 6 – Planting B – Observe changes/planting in spring
	becoming		invertebrates.	Trees or Training 2 Coocie or analysis, planning in opining
	familiar with	•	Identify and name a	
	different types		variety of common	
	of animals,		animals that are	
	humans and		carnivores,	
	the life		herbivores and	
			omnivores.	
	processes they	•	Describe and	
	share.		compare the	
			•	
			structure of a variety	
			of common animals	
			(birds, fish,	
			amphibians, reptiles,	



mammals and invertebrates, including pets). Identify name, draw and label the basic parts of the human body and say which part of the body is associated with each sense. Notice that animals, including humans, have offspring which grow into adults. Investigate and describe the basic needs of animals, including humans, for survival (water, food and air). Describe the importance for humans of exercise, eating the right amounts of different types of food and hygiene.	



	Understand plants This concept involves becoming familiar with different types of plants, their structure and reproduction.	 Identify and name a variety of common plants, including garden plants, wild plants and trees and those classified as deciduous and evergreen. Identify and describe the basic structure of a variety of common flowering plants, including roots, stem/trunk, leaves and flowers. Observe and describe how seeds and bulbs grow into mature plants. Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.
Computing	9	
Digital Writing	Communicate	Use a range of applications and devices in order to Digital Writing



Grouping Data Communicate ideas, work and messages. 1. Explore the keyboard: the learners will fam processor and think about how they might The learners will also be identifying and fine their page by pressing keys on a keyboard. Vocabulary 2. Adding and removing text: learners will co with word processors and how they can in	niliarise themselves with a word
keyboard. The learners will focus on addin the keys found on a keyboard. Finally, the button to remove text from the computer. 3. Exploring the toolbar: learners will begin to can be used in word processors to change use the Caps Lock key to add capital lette thinking about how to use this successfully, descriptions with the key that they relate to exploring the different buttons available of use these to change their own text. 4. Making changes to text: learners will begin change the look of their text and which to appropriate outcome. The learners will begin change the look of their text and which to appropriate outcome. The learners will be select text to enable them to make more explore the different fonts available to the lost toy poster. 5. Explaining my choices: learners will begin to when changing text. The learners will decidently have made have improved their writing remove changes. They will begin to consort using the cursor, through double-clicking a learners will be able to explain what tool from the service of the provided the service of the consort will be able to explain what tool from the service of the servi	It use this application in the future. It ding keys, before adding text to a continue to familiarise themselves interact with the computer using a neg text and will explore more of any will begin to use the backspace of explore the different tools that the the look of the text. Learners will begin to their writing and will begin to their writing and will begin to the toolbar in more detail, and and the toolbar in more detail, and the toolbar in more detail, and the toolbar their mouse cursor to be efficient changes. They will the em and change the font for their to justify their use of certain tools and will begin to use their mouse that their and will begin to use that and clicking and dragging. The their and clicking and dragging. The the rom the toolbar they have used to the and think of examples to explain the tool armers will begin to explain which arress will begin to explain which



Crouping Data 1. Label and Match - In this lesson, pupils will begin to understand that objects have many different lobels that can be used to put them into groups. They will name different objects and begin to experiment with placing them into different groups. Pupils will also label a group of objects, and begin to understand that an object can fill into more than one group depending on the context. 2. Group and Count - In this lesson, pupils will begin to think about grouping objects based on what the objects are. They will demonstrate the ability to count a small number of objects before they group them, and will then begin to show that they can count groups of objects with the same property. Pupils will also begin to learn that computers are not intelligent and require input from humans to perform tasks. 3. Describe and object - In this lesson, pupils will begin to understand that objects can be described in many different ways. They will identify the properties of objects and begin to understand that properties of an experties of objects and begin to understand that properties can be used to group objects for example, objects can be grouped by colour or size. Finally, pupils will demonstrate their objects with small are properties of objects and begin to understand the reason that we need to give labels to images on a computer. 4. Making different groups - In this lesson, pupils will classify objects based on their properties. They will group objects that have similar properties, and will be able to explain how they have grouped these. Pupils will begin to group a number of the same objects in different ways, and will demonstrate their objects by properties. They will group objects that have similar properties, and will be able to explain how they have grouped these. Pupils will begin to group a number of the same objects in different ways, and will demonstrate their objects by properties. They will choose how they want to group different objects by properties. They will choose how they want to group		T	
	To code	as clicks) to control	have many different labels that can be used to put them into groups. They will name different objects and begin to experiment with placing them into different groups. Pupils will also label a group of objects, and begin to understand that an object can fit into more than one group depending on the context. 2. Group and Count - In this lesson, pupils will begin to think about grouping objects based on what the objects are. They will demonstrate the ability to count a small number of objects before they group them, and will then begin to show that they can count groups of objects with the same property. Pupils will also begin to learn that computers are not intelligent and require input from humans to perform tasks. 3. Describe and object - In this lesson, pupils will begin to understand that objects can be described in many different ways. They will identify the properties of objects and begin to understand that properties can be used to group objects; for example, objects can be grouped by colour or size. Finally, pupils will demonstrate their ability to find objects with similar properties and begin to understand the reason that we need to give labels to images on a computer 4. Making different groups - In this lesson, pupils will classify objects based on their properties. They will group objects that have similar properties, and will be able to explain how they have grouped these. Pupils will begin to group a number of the same objects in different ways, and will demonstrate their ability to count these different groups. 5. Comparing groups - In this lesson, pupils will choose how they want to group different objects by properties. They will begin to compare and describe groups of objects, then they will record the number of objects in each group 6. Answering questions - In this lesson, pupils will decide how to group objects to answer questions. They will compare their groups by thinking about how they are similar or different, and they will record what they find. They will



Music			
How does music make the world a better place? 1. If you're happy and you know it 2. Sing me a song 3. Sparkle 4. Rhythm in the way we walk 5. Big bear funk 6. Assessment point	Perform	 Take part in singing, accurately following the melody. Follow instructions on how and when to sing or play an instrument. Make and control long and short sounds, using voice and instruments. Imitate changes in pitch. 	See separate planning documentation from CharangaStart to learn the song -Sing the song -sing the song and play instrumental parts within the song.
How does music help us understand our neighbours? 1. Days of the week 2. Name song 3. Cuckoo 4. Upside down 5. Hush little baby Vocabulary Keyboard, drums, bass, electric guitar, 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.	Compose	 Create a sequence of long and short sounds. Clap rhythms. Create a mixture of different sounds (long and short, loud and quiet, high and low). Choose sounds to create an effect. Sequence sounds to create an overall effect. Create short, musical patterns. Create short, rhythmic phrases. 	Warm up games Flexible games (optional) Improvise Compose



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 inbetween. Dynamics – how loud or quiet the music is. Timbre – all instruments, including voices, have a certain sound quality e.g. thetrumpet has a very different sound quality to the violin. Texture – layers of sound. Layers of sound working together make music veryinteresting to listen to. Structure – every piece of music has a structure e.g. an introduction, verse and chorusending. Notation – the link between sound and symbol.	Transcribe Describe music	 Use symbols to represent a composition and use them to help with a performance. Identify the beat of a tune. Recognise changes in timbre, dynamics and pitch. 	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 -Listen and appraise activities -Warm up games
P.E			
Sending and receiving Vocabulary Teamwork, communication, planning.	Develop practical skills in order to participate, compete and lead a healthy lifestyle	 Use the terms 'opponent' and 'teammate'. Use rolling, hitting, running, jumping, catching and kicking skills in combination. Develop tactics. 	Ball Skills LESSON 1 To develop control and co-ordination when dribbling a ball with your hands. LESSON 2 To explore accuracy when rolling a ball. LESSON 3 To explore throwing with accuracy towards a target. LESSON 4 To explore dribbling and rolling skills developing control and accuracy.



Target, track, receive, partner, opponent and send.		Lead others when appropriate.	LESSON 5 To explore catching with two hands. To recognise changes in the body during exercise. LESSON 6 To explore control and co-ordination when dribbling a ball with your feet. LESSON 7 To explore tracking a ball that is coming towards me. SENDING AND RECEIVING LESSON 1 To roll a ball towards a target LESSON 2 To be able to track and receive a rolling ball LESSON 3 To be able to stop, send and receive a ball with your feet. LESSON 4 To develop sending and receiving a ball with your feet. LESSON 5 To develop throwing and catching skills LESSON 6 To develop throwing and catching skills.
Islam Faith in everyday life Vocabulary	Understand beliefs and teachings Understand practices and lifestyles	 Describe some of the teachings of a religion. Describe some of the main festivals or celebrations of a religion. Recognise, name and describe some religious artefacts, places and practices. 	God Islam How is Allah described in the Qur'an? What do Muslims learn about Allah and their faith through the Qur'an? Pg: 17 Lesson 1: Who is Allah? What is the Qur'an. Lesson 2: Islamic creation story Lesson 3: Who is the prophet Muhammad? Lesson 4: The Crying Camel-what does this teach us? To care for all living things. Lesson 5: Be My Guest. Lesson 6: The boy who threw stones. Make comparison between previous learnt stories from Christianity. Community – Islam Living What do Muslims do to express their beliefs? Which celebrations are important to Muslims? Pg: 17



	Understand how beliefs are conveyed	Explain the meaning of some religious symbols.	Lesson 7: Introduction to special festivals. Lesson 8: Ramadam Lesson 9: Ramadam Lesson 10: Eid-ul-Fitr/Eid-ul-Adah Lesson 11: Du-al-Hijja Lesson 12: Du-al-Hijja
RSE & PSEC)		
Jigsaw curriculum – Dreams and Goals Healthy Me Project Evolve *Internet Safety: Self-image and identity *Health, well-being and lifestyle *Online reputation	Community	 About examples of rules in different situations, e.g. class rules, rules at home, rules outside. That different people have different needs How we care for people, animals and other living things in different ways How they can look after the environment e.g. recycling. 	Dreams and Goals 1. My Treasure Chest of Success Proud, Success, Achievement, Goal, Treasure, Coins 2. Steps to Goals Goal, Learning, Stepping stones, Process, Garden, Dreams 3. Achieving Together Working together, Team work, Achievement, Celebrate Puzzle outcome: Dream wellies 4. Stretchy Learning Learning, Stretchy, Challenge, Feelings Puzzle outcome: Stretchy flowers
	Media Literacy	 How and why people use the internet The benefits of using the internet and digital devices How people find things out and communicate with others online. 	5. Overcoming Obstacles Challenge, Obstacle, Overcome, Achieve, Goal, Stepping stones 6. Celebrating My Success Success, Celebration, Challenge, Internal treasure chest, Feelings, Goals, Dreams, Garden Assessment Opportunity
	Money and work	strengths, in and out of school.	Project Evolve: Self image and identity: I can recognise that there may be people online who could make someone feel sad, embarrassed or upset.



	 About how different strengths and interests are needed to do different jobs About people whose job it is to help us in the community About different jobs and the work people do. 	Self image and identity: If something happens that makes me feel sad, worried, uncomfortable or frightened I can give examples of when and how to speak to an adult I can trust and how they can help. Healthy Me 1. Being healthy I understand the difference between being healthy and unhealthy, and know some ways to keep myself healthy I feel good about myself when I make healthy choices 2. Healthy choices I know how to make healthy lifestyle choices I feel good about myself when I make healthy choices 3. Clean and healthy I know how to keep myself clean and healthy, and understand how germs cause disease/illness I know that all household products including medicines can be harmful if not used properly I am special so I keep myself safe 4. Medicine safety I understand that medicines can help me if I feel poorly and I know how to use them safety I know some ways to help myself when I feel poorly 5. Road safety I know how to keep safe when crossing the road, and about people who can help me to stay safe I can recognise when I feel frightened and know who to ask for help 6. Happy, Healthy Me Assessment Opportunity I can tell you why I think my body is amazing and can identify some ways to keep it safe and healthy I can recognise how being healthy helps me to feel happy
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	Project Evolve Internet Safety: Health, well-being and lifestyle: I can explain rules to keep myself safe when using technology both in and beyond the home.
	Online reputation: I can recognise that information can stay online and could be copied. I can describe what information I should not put online without asking a trusted adult first.