

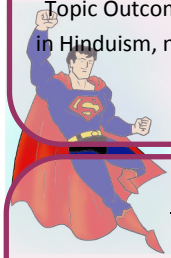
Religious Education/Festivals

Harvest Festival

Topic Outcome (AT2) : reflect on and consider religious experiences and concepts such as thanks, joy and sadness.

Hinduism Worship

Topic Outcome (AT1) : explore celebrations, worship and rituals in Hinduism, noting similarities to other religions where appropriate.



Science

Ourselves (Animals, Including Humans and Living Things and their Habitats).

Topic Outcome: Label basic body parts; link body parts to senses; identify the basic needs of animals and humans; understand the importance of exercise and healthy eating and understand the basic idea of a food chain, naming different sources of food.

Music

Sounds Interesting

Topic Outcomes: use voices to expressively sing and speak chants. Play tuned and un-tuned instruments. Listen to a range of recording with growing concentration. Experiment, create, select and combine music.

Physical Education/Development

Dance and Games

Topic Outcome: take part in opposed games; talk about exercising safely; move with a ball; send a ball in the direction of a person; explore basic body patterns; choose actions and link them to music; discuss my own and other performances and understand the need to warm up and cool down.

UW/EA&D/PHSE

Taking Part

Topic Outcome: understand the rules, right and responsibilities held by themselves and other people, both in and outside school.

Computing

Pictograms / debugging

Topic Outcome: create organise, store, manipulate & retrieve digital content. create & debug simple programmes

Geography/History

Our local Study

Topic Outcome: Human & physical features of our area including map work. Use simple field work & observational skills to identify human & physical features of the school & surrounding environment.

Important people in our Past

Topic Outcome: Looking at significant individuals in the past who have contributed to national & international achievements.

Art/Design Technology

Printing and patterning

Topic Outcome: to use a range of materials creatively to design and make products.

Super Heroes

Autumn Term 1

Class 1 and 2