

YEAR 3																
EYFS	Topic / Theme	Personal, Social & Emotional development	Physical development	Communication & Language development	Literacy development		Mathematics	Understanding the world						Expressive arts & design		
KS1/KS2		PSHE/RSE	PE	Oracy	Reading	Writing	Mathematics	Science	Geography	History	RE	Computing	MFL	Art	D&T	Music
Au1		Risks & emergency procedure / healthy diet	Football / Yoga	*Deliberately selects gestures that support the delivery of ideas *Deliberately varies tone of voice in order to convey meaning	Retrieve x 3/Define x 2/Inference x 2/Sequence x 1 (Recap of previous knowledge and skills)	Basic Skills/Non-Fiction - Letter/Narrative - Setting Description	Number & place Value / Addition & subtraction	Forces & Magnets	Maps			Networks and the internet	Phonetics 1 & 2 / I'm learning Spanish / Animals	Drawing - 3D / Stefan Pabst / Egyptian landscapes / Egypt		
Au2			Hockey / Multi-skills	*Consider position and posture when addressing an audience	Retrieve x 2/ Define x 2/Inference x 1/Sequence x 3/Predict x 1 (beginning to explain predictions using evidence from the text)	Non-Fiction - Instructions/Narrative - historical setting/Poetry - Narrative with rhyme	Multiplication & division	Forces and Magnets	Life in contrasting locations		Hinduism - Gods & prayer	Programming - Scratch	Musical instruments / Fruits		Food (Healthy and varied diet)	
Sp1		Personal space & healthy relationships / Managing feelings	Basketball / Gymnastics	*Be able to use specialist language to describe their own and others' talk	Retrieve x 1/Define x 1/Inference x 2 (making inferences about character's feelings, thoughts and actions)/Explore x 2 (beginning to discuss words and phrases that capture the reader's imagination)	Basic skills/Non-fiction - Instructions/Narrative - myths and legends	Measurement / statistics	Rocks		Stone Age & Bronze Age		Emailing	Ancient Britain / I can...	Printing - Mono printing (Cave printing) / Stone Age art / European Stone Age		
Sp2			Tag rugby / Multi-skills	*Use specialist vocabulary e.g. speak like an archaeologist *Make precise language choices	Retrieve x 2/Define x 1/Inference x 1/ (making inferences about characters' thoughts and actions and explain my choices)/Summarise x 1 (Begin to summarise key details).	Non-fiction - letter/Poetry - question and answer poems/Narrative - character description	Measurement / Fractions	Plants		Stone Age & Bronze Age	Christianity - festivals & celebrations & sacred book	Data Handling - Comparison cards databases			Mechanisms - levers and linkages	Glockenspiel 1
Su1		Rules and laws & community links	Athletics / Dance	*Offer opinions that aren't their own *Begin to reflect on discussions and their own oracy skills and identify areas of strength and areas to improve *Reach shared agreement in discussions	Retrieve x 1/Define x 1/Inference x 1 (Justifying inferences)/Explore x 1 (Discussing words and phrases that capture the reader's interest and imagination)	Basic skills/Non-fiction - Non chronological report/Narrative - setting description	Fractions / Measurement / Shape	Light & electricity			Indus Valley (this could be swapped with Ancient Egypt if preferred?)	Creating media - Video trailers		Texture - Batik (wax resist) / Amri Yahya / Indonesia		Glockenspiel 1
Su2			Striking & Fielding / Multi-skills	*Speak with confidence in front of an audience*Begin to recognise different roles within group talk *Adapt the content of their speech for a specific audience	Retrieve x 1/Define x 1/Inference x 1/Explore x 1/Summarise x 1/Predict x 1 (Consolidation of prior learning)	Non-fiction - play script/Poetry - Haiku and Tankas/Narrative - retelling	Measurement	Animals incl humans	Coasts (erosion)		Judaism - family life and festivals	Online safety		Shell structures (Beach huts)		Disco - friendship, hope and unity (messages through music)

YEAR 4																
EYFS	Topic / Theme	Personal, Social & Emotional development	Physical development	Communication & Language development	Literacy development		Mathematics	Understanding the world						Expressive arts & design		
KS1/KS2		PSHE/RSE	PE	Oracy	Reading	Writing	Mathematics	Science	Geography	History	RE	Computing	MFL	Art	D&T	Music
Au1		Legal and illegal drugs & keeping physically healthy	Basketball / Multi-skills	*Deliberately select movement and gesture when addressing an audience	Retrieve x 3/Define x 2/Inference x 2 (Recap of previous knowledge and skills)	Basic Skills/Non-Fiction - Letter/Narrative - Character Description	Number & place value / Addition & subtraction	Sound	Natural disasters			Networks - Collaborative working	Phonetics 1 & 2 / Fruits & Vegetables	Pattern - Rangoli / Shanthi Sridharan / India		
Au2			Football / Gymnastics	*To use pauses for effect in presentational talk *Use the appropriate tone of voice in the right context	Retrieve x 2/Define x 1/Inference x 1/Summarise x 2 (Begin to be more specific with summarising)/Predict x 1 (Predict using evidence)	Non-Fiction - Leaflet/Narrative - retelling/Poetry - Limericks	Measurement / Multiplication & division	Sound	Study of the UK		Hinduism - Beliefs and prayer	Programming - Further coding with Scratch	Ancient Britain / Presenting myself		Food - Healthy and varied diet	
Sp1		Healthy relationships & managing my feelings	Hockey / Multi-skills	*Carefully consider the words and phrasing they use to express their ideas and how this supports the purpose of the talk	Retrieve x 1/Define x 1/Inference x 2/Summarise x 1/Explore x 1 (Justify opinions about words and phrases which capture the reader's interest)	Basic skills/Non-fiction - diary/Narrative - historical context	Multiplication & division / Measurement	Everyday materials / States of matter		Ancient Greeks		Website design	Classroom / House	Form (Clay sculpture) - Greek pots / Exekias / Greece		
Sp2			Swimming / Dance	*Give supporting evidence *Ask probing questions	Retrieve x 1/Define x 1/Infer x 2 (Justify inferences with evidence)/Summarise x 1/Compare x 1 (make simple comparisons within and between texts)	Non-Fiction - Biography/Poetry - Monologue poetry/Narrative - set in a fantasy world	Fractions incl. decimals	Animals incl. humans (Digestion)		Ancient Greeks	Christianity and non-religious sect - Right and wrong	Programming - Computational thinking			Mechanical systems - pneumatics	Gospel - rhythm, pitch
Su1		Rights of the child & sustainability	Swimming / Multi-skills	*Reflect on their own oracy skills and identify areas of strength and areas to improve and begin to set own targets	Retrieve x 1/Define x 1/Infer x 1/Compare x 1 (making simple comparisons within and between texts)	Basic skills/Non-fiction - Non chronological report/Narrative - setting description	Measurement / Statistics	Light & electricity		Romans		Online Safety		Colour - Ancient Roman panel art / Italy		Wider opportunities - Learning to play an instrument
Su2			Swimming / Yoga	*Use more natural and subtle prompts for turn taking *Start to develop empathy with an audience *Consider the impact of their words on others when giving feedback	Retrieve x 1/Define x 1/Inference x 1/Summarise x 3/Compare x 1/Predict x 1/Explore x 1 (Consolidation of previous learning)	Non-fiction/Poetry - metaphor poetry/Narrative - story including dialogue	Shape / Position & direction	Living things and their habitats	Rivers		Judaism, Humanist & Islam - journeys, experiences and festivals	Data Handling - Investigating Weather		Electrical systems - simple circuits and switches (overlearning from the science curriculum in the previous half term)		Pop (The Beatles) - Equality and civil rights (meaning through song)