	English	Maths	RE	Science	Art/DT	Geography History	Computing	Music	PSHE	PE
Autumn Term 1 Teesside Treasures	Narrative Poetry	Place Value (within 10) Addition and Subtraction (within 10)	Families	Everyday Materials	Drawing Painting Design,mark evaluate	Teesside Treasures	Online safety Grouping and sorting	Hey You!	Being Me in My World	Invasion Games Skills THROWING/ CATCHING Athletics
Autumn Term 2 Christmas Around the World	Narrative Fact files Poetry	Geometry: 2D & 3D Shape Place Value (within 20)	Belonging Waiting	Seasonal changes (Autumn/ Winter)	Painting Printing Food	Christmas Around the World	Pictograms	Rhythm in the way we walk and the banana rap	Being Me in My World	Invasion Games Skills THROWING/ CATCHING GYMNASTICS
Spring Term 1 Mary Anning Fossil Hunter	Narrative Newspaper reports	Addition and Subtraction (within 20) Place Value (within 50) Multiples 2,5,10.	Special people Meals	Animals including humans	Self portraits Inspirational Artists	Mary Anning Fossil Hunter	Lego Builders Maze explorers	In the Groove	Dreams and Goals	Invasion Games Skills THROWING/ CATCHING DANCE
Spring Term 2 Captain Cook	Narrative Diary	Measurement: Length and Height Weight and Volume	Change	Seasonal change (Spring/ Summer)	Textiles Digital Media	Captain Cook	Animated Story Books	Round and Round	Healthy Me	Net & Wall Skills AIMING/ HITTING Invasion Games DRIBBLING/ HITTING

Summer Term 1 Medieval castles and Royalty	Narrative Information texts	Multiplication and Division Fractions Geometry: position & direction	Holidays and holydays Being sorry	Seasonal change (Spring/ Summer) Plants	Sculpture Construction	Medieval castles and Royalty	Coding	Your imagination	Relationships	Striking & Fielding Skills AIMING/S TRIKING Athletics (Track & Field)
Summer Term 2 World Kitchen /Africa	Non-Fiction Fact File Recount	Place Value (within 50) Measurement: Money Time	Neighbours	Plants	Collage	World Kitchen /Africa	Technology outside school	Reflect, Rewind and Replay	Changing Me	Athletics (Track & Field) Invasion Games Skills DRIBBLING/ KICKING