



Planned half term	Year 1	Subject focus	Memorable experience	Innovate challenge	Art & design	Computing	Design & technology	Geography	History	Music	PE	PSHE	Science
1	Moon Zoom!	Design & technology	Alien crash scene investigation	Help the alien home	Models of the Solar System	Drawing software; Algorithms; Email; Photo stories	Design and make space-themed vehicles; Evaluating toys; Using mechanisms	Satellite images	Significant people - Astronauts; Changes within living memory	Space sounds; Space-themed songs	Dance	Aspirations and goal setting	Properties of everyday materials; Working scientifically
2	Splendid Skies	Science	Nature's treasure walk	Windy day balloon launch	Collage and painting	Discrete	Discrete	Seasonal and daily weather patterns	Significant individuals - Sir Francis Beaufort	Weather sounds and songs	Dance	Discrete	Seasonal changes
3	Memory Box	History	Teddy bears' picnic	Special memories box	Drawing and painting; Collage; Family portraits	Discrete	Making picnic foods; Celebration cards; Making a memory box	Fieldwork in the local area	Changes within living memory	Songs that help us remember; Writing a class song	Dance sequences; Traditional games	Caring for babies and toddlers; Sharing memories; Playing and working co-operatively; Feeling positive	Animals, including humans – parts and senses; Working scientifically
4	Towers, Tunnels and Turrets	Design & technology	Visit a local castle	Make a fortress for the Three Little Pigs	Sculpture using natural materials	Create castles using drawing software	Making models of towers, bridges and tunnels	Amazing structures around the world; Towers and bridges in the local area	Castles and castle life; Significant individuals - Isambard Kingdom Brunel	Discrete	Defend and attack games; Balance and co-ordination	Dilemmas	Living things and their habitats; Use of everyday materials; Working scientifically
5	The Enchanted Woodland	Science	Visit a local woodland	A woodland party for Mr Fox	Working with natural materials; Drawing and painting	Sending an email	Building structures; Making party food	Making maps	Discrete	Discrete	Team games	Feeling positive; Looking after the environment	Plants and animals; Identifying and classifying
6	Paws, Claws and Whiskers	Art & design	Visit from an animal owner/Visit a zoo, wildlife park or rescue centre	Look after a mystery animal	Talking about art; Drawing; Collage; Model making; Painting; Sculpture; Animal masks and products	Retrieving images; Photography; Using presentation software	Designing labels; Designing and making animal enclosures	Using and making maps; Describing physical features	Discrete	Animal songs	Animal movement and dance	Caring for animals	Animals (including humans); Working scientifically