

Unit Organiser							
Class 1 – KS1							
Knowledge and Skills: The bigger picture							
	Week 1 1.6.26	Week 2 8.6.26	Week 3 15.6.26	Week 4 22.6.26	Week 5 29.6.26	Week 6 6.7.26	Week 7 13.7.26
Mathematics Year 1	Additive structures	Addition and subtraction facts within 10	Addition and subtraction facts within 10	Unitising and coin recognition	Unitising and coin recognition	Unitising and coin recognition	Unitising and coin recognition
Mathematics Year 2	Addition and subtraction of two-digit numbers (2) Money	Fractions Money	Fractions Money	Time Money	Position and direction Money	Multiplication and division - doubling, halving, quotative and partitive division	Multiplication and division - doubling, halving, quotative and partitive division
Phonics Year 1	/ee/ ie /j/ g Review Tricky words: friend, once, our, because, laugh	Review Phonics Screening Check Week	Grow the code: /ai/ /n/ kn gn /m/ mb Grow the code: /ear/ Tricky words: our, their, two, once, busy, beautiful, pretty, hour	/zh/ su si /j/ dge /i/ y /j/ ge Tricky words: friend, eye, because, move, improve, laugh, parents, shoe	/sh/ ti /sh/ ssi si /sh/ ci Grow the code: /sh/ Tricky words: busy, beautiful, pretty, hour, any, many, through	Grow the code: /or/ Word endings: ce se ze le al Review: gn kn mb dge ge g Tricky words: move, improve, parents, thought, whole, who	Review: sc st wr wh /sh/ Suffixes -ed -ing Words with a schwa All Tricky words
Phonics Year 2	Spelling Unit 4 How do 'w' and 'qu' change the sounds that 'a', 'ar' and 'or' make in some words?	Spelling Unit 4 How do 'w' and 'qu' change the sounds that 'a', 'ar' and 'or' make in some words?	Spelling Unit 5 Why do I swap the 'y' for and 'i' when I add the suffix es?	Spelling Unit 6 Why do some words have the spelling 'ey' for the sound /ee/?	Spelling Unit 7 Why do some words end -le, -al, -il or -el?	Spelling Unit 8 Why does 'c' make the sound /s/ in some words?	Spelling How can I spell the sound /zh/?
Literacy	Handwriting: A B C D Goldilocks and the Three Bears Comprehension and fluency	Handwriting: E F G H Goldilocks and the Three Bears Comprehension and fluency	Handwriting: I J K L Goldilocks and the Three Bears Comprehension and fluency	Handwriting: M N O P Recount - Trip to The Deep Comprehension and fluency	Handwriting: Q R S T How to be a Mighty Explorer Comprehension and fluency	Handwriting: U V W X How to be a Mighty Explorer Comprehension and fluency	Handwriting: Y Z How to be a Mighty Explorer Comprehension and fluency



PSHE	Safety and the Changing Body Appropriate contact - To begin to understand the difference acceptable and unacceptable physical contact.	Safety and the Changing Body My private parts are private - To begin to understand the concept of privacy and the correct vocabulary for body parts.	Safety and the Changing Body Respecting personal boundaries - To know my body is important and belongs to me.	Transition To understand that change can cause mixed feelings.			
Science	Living Things and their Habitats To explore and compare the differences between living, dead, and things that have never been alive.	Living Things and their Habitats To identify and name a variety of plants and animals in their habitats, including microhabitats.	Living Things and their Habitats Trip to The Deep	Living Things and their Habitats To identify and name various plants and animals in their habitats.	Living Things and their Habitats To observe closely and use my observations to answer questions.	Living Things and their Habitats To identify that most living things live in a habitat to which they are suited.	Living Things and their Habitats To construct a simple food chain.
History	Famous Explorers How can we find out about the past?	Famous Explorers Why do people explore?	Famous Explorers Who are the important explorers from the past?	Famous Explorers What are the famous explorations of the past?	Famous Explorers Can we compare different explorations?	Famous Explorers How have explorations changed over time?	
Computing	Computing Systems and Networks - Word Processing To begin to learn to touch type.	Computing Systems and Networks - Word Processing To understand how to use a word processor.	Computing Systems and Networks - Word Processing To understand how to add images to a text document.	Computing Systems and Networks - Word Processing To create a text using sources from the internet.	Computing Systems and Networks - Word Processing To create a digital piece of writing.		
Design & Technology		Mechanisms - Fairground wheel / Wheels and Axles To explore wheel mechanisms and design a fairground wheel.	Mechanisms - Fairground wheel / Wheels and Axles To select materials with appropriate properties.	Mechanisms - Fairground wheel / Wheels and Axles To build and test a moving wheel.	Mechanisms - Fairground wheel / Wheels and Axles To conduct a simple survey to gather opinions.	Mechanisms - Fairground wheel / Wheels and Axles To finish and evaluate a structure with a rotating wheel	



Music	Structure (Myths and Legends) To read and clap a rhythm based on a phrase from a story.	Structure (Myths and Legends) To hear, write and clap rhythms based on a phrase from a story.	Structure (Myths and Legends) To use a rhythm in different ways to demonstrate structure.	Structure (Myths and Legends) To create a structure using rhythmic patterns.	Structure (Myths and Legends) To perform a group composition.		
Religion and World Views	Stories with a Message The Good Samaritan	Stories with a Message Jonah and the Whale	Stories with a Message Siddhartha and the Swan	Stories with a Message The Prophet and the Ants	Stories with a Message Noah's Ark	Stories with a Message The Donkey and the Tiger Skin	
PE	Athletics To run fast and develop sprinting. Net and Wall Games To use the ready position to defend space.	Athletics To develop jumping further. Net and Wall Games To develop returning a ball with hands.	Athletics To develop jumping higher. Net and Wall Games To play against a partner.	Athletics To develop throwing for distance. Net and Wall Games To develop racket skills and return a ball.	Sports Day Races Practice Sports Day Friday 3rd July	Athletics To develop throwing for accuracy. Net and Wall Games To develop returning a ball using a racket.	Athletics To select and apply knowledge and technique in an athletics carousel. Net and Wall Games To play against an opponent using a racket.