Art/Design and **Science** Plants - seeds and bulbs. Make observations Technology of seeds. Learn about the life cycle of • Design, make and evaluate papierplants. Learn about germination in seeds mâché hot air balloons and beans. • Vehicles - making a moving vehicle. Gymnastics (Autumn 1) Living things and their habitats. Learn Evaluating against design criteria Target Games (Autumn 1) about things that are dead, alive and never alive. Learn about different habitats and Dance (Autumn 2) identify their key features. Learn how Ball Skills (Autumn 2) animals depend on their habitats. Learn about a famous naturalist. Computing Creating media (making music) **PSHE** Data and Year 1/2 information Be Yourself (Life) - recognising and **Cycle B Spring** (pictogram) expressing emotions, developing skills of self-regulation and understanding positive self-esteem • Growing Up (Life) - parts of the 🥽 🌆 🚸 😽 body, the process of growing up, ## 🗢 🕶 🔫 keeping safe and consent **____** 🛵 👌 KE Prayer at home - Does praying at regular intervals help a Muslim in his/her everyday life? Easter - How important is it to Christians that Jesus Geography (Spring 2) - A Tale came back to life after his History (Spring 1) - Travel crucifixion? of Two Cities and Transport • Know that the UK is made of 4 • Developing an understanding of countries. chronology by using timelines and • Know the capital city of each comparing old/new forms of transport country. • Investigating early travel methods of the • Compare and contrast our closest Vikings in addition to the invention of city, Wolverhampton, with London, cars, trains and aeroplanes the capital city of England. • Considering the significance of George • Learn about some human and Stephenson and the Wright brothers physical features of both cities.

