

## **Beaconhill Primary School**





	Science	Art and Design	Computing	Design and Technology	Geography	History	Languages	Music	Physical Education	Religious Education	PSHE
Autumn	Living thinks & their habitats - Woodlands & Coastlines	Self Portrait Sculpture – salt dough.	Coding Online Safety	Food Technology – <i>Brainy</i> <i>Breakfasts</i>	Geographical skills & Fieldwork – <i>Our school &amp;</i> <i>beach.</i>	Events Beyond Living Memory – The Gunpowder Plot		How does music help us make friends?	Yoga Multi-skills.	Is it possible to be kind to everyone all of the time	Being Me in My World
								How does music teach us about the past?		Why did God give Jesus to the world? Is God important to everyone?	Celebrating Difference (including anti-bullying)
Spring	Plants – Bulbs	Collage, drawing, using colour, line & pattern. Natural Materials Andy Goldsworthy	Spreadsheets Questioning Effective Searching	Materials and Textiles Puppets	Location Knowledge - UK and Continents, Oceans & The UK	Changes within living memory. UK changes in our lifetime including the Royal Family.	Greetings, health, name, 1-10	How does music make the world a better place?	Yoga  Dance & Gymnastics	Does praying at regular intervals everyday help a Muslim in his/her everyday life?	Dreams and Goals
								How does music teach us about our neighborhood ?		Is it true that Jesus came back to life again?	Healthy Me
Summer	Animals including humans – Survival &	Drawing and Painting	nting Pictures  Making Music	Strong		Lives of significant individuals. <i>Isambard</i> <i>Kingdom</i> <i>Brunel</i>	Writing, reading, animals	How does music make us happy? How does music teach	Yoga with Year One Games	How important is it for Jewish people to do what God has asked them to do?	Relationships
	Health.  Uses of everyday materials.	O'Keefe Pre	Presenting Ideas	Structures – <i>Bridges</i>				us about looking after out planet? Sea Shanties (Singing with Year 2)		What is the best way for a Jew to show commitment to God?	Changing Me (including Sex Education)