

Autumn Term

Curriculum overview: Houses and Homes

To start our exciting topic, the children will be going on a trip to Bekonscot Model Village, where the children will be looking at the different styles of homes. In addition, the children will be looking at where Cuddington is in relation to other places that they know. We will also be looking into different houses and homes around the world, exploring how and why they are built and who might be living in them. We will investigate changes within living memory around the local area and how the village of Cuddington has changed in recent years.

Poetry

Vocabulary

Spring Term

Curriculum overview: Inventors

The children will be going back in time for our Spring term. They will discover how the world today came to be by looking at several famous inventors and their inventions. The children will be investigating designs based on Garrett Morgan's inventions and they will learn about light and will know that Thomas Edison invented the light bulb. We hope to visit Science Oxford to reinforce the children's learning and as they move into the second part of our term, they will learn about Leonardo da Vinci's incredible ideas and how he is still, to this day, a significant individual. We will document our research chronologically, comparing inventions and many other inventors.

Summer Term

Curriculum overview: Castles

This term, the children will be visiting the past to discover all about castles. They will be inspired by a trip to Warwick Castle where they will be able to explore more than 1100 years of history. In school, they will learn about the architecture of castles, why they were built in certain positions and what life might have been like living in a medieval castle. For DT, they will be designing and making a trebuchet. In art, they will be looking at creating expressive paintings inspired by the artists: Marela Zacarias, Charlie French, Vincent Van Gogh and Cezanne.

Setting description

Writing to inform:

Letter

descriptions

Film

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Visit	Bekonscot r	nodel village	Science	e Oxford	Warwio	k castle
English YR 1	Text Driver THE STORM WHALE But Drawles The Storm Whale by Benji Davies Writing opportunities:	Picture Book HOW TO MASH A WOOLLY MAMMOTH How to wash a woolly mammoth by Michale Robinson	Text Driver The Egg by MP Robertson	Picture Book Jack and Baked Bean Stalk By Colin Stimpson Writing to entertain:	Text Driver GREAT EXPLORER The Great Explorer by Chris Judge	Rapunzel Rapunzel by Igloo Books
	Sentence construction &	Writing to inform: Instructions	Writing to entertain: Narrative	<u>Narrative</u>	Writing to entertain:	Writing to entertain: Setting & Character

Writing to inform:

Non Chronological report

Poetrv

		Ten things in a Wizards Pocket List Poem		From Apes To Zebras Shape Poems		The Owl Babies Narrative endings
Additional Books		BEEGU Beegu by Alexis Deacon		BUGS Yuval Zommer		
English YR 2	Text Driver The Barnabus Project by the Fan Brothers Writing to entertain: Narrative Writing to inform: Non chronological Report	Picture Book The Tear Thief by Carol Ann Duffy Writing to entertain: Character & Setting descriptions Film Wallace & Grommet: cracking contraptions Writing to inform: Instructions	Text Driver The CNU Afraid Tark Tark Driver The Who was Afraid of the Dark by Jill Tomlinson Writing to entertain: Character & Setting Poetry The Owl by Pie Corbett Repeating patterns	Picture Book Picture Book The Lion and The Mouse by Jerry Pinkney Writing to inform: Recount Writing to inform: Dairy Film Once in a lifetime	Text Driver The Green Ship by Quentin Blake Writing to entertain: Narrative Writing to inform: Persuasive letter	Picture Book The Day the Crayons Quit By Drew Draywalt Writing to inform: Letters Poetry Magic Box by Kit Wright List Poem

				Writing to entertain: Description		
Additional Books		Mr Penguin Books Alex T Smith		Cottonwool Colin by Jeane Willis & Tony Ross		
Maths	Number: Place Value	Number: Addition and	Number: Place Value	Number: Place Value	Number: Multiplication	Number: Place Value
YR 1	(within 10)	Subtraction (within 10)	(within 20)	(within 50)	and Division	(within 100)
	-Flashback 4	-Introduce parts and wholes - Part-whole model	- Count within 20 - Understand 10	-Count from 20 to 50 -20, 30, 40 and 50	-Count in 2s -Count in 5s	-Count from 50 to 100 - Tens to 100
	-Sort objects	- Write number sentences	- Understand 11, 12 and 13	-Count by making groups of	-Count in 10s	- Partition into tens and ones
	-Count objects -Count objects from a larger	- Fact families – addition facts	- Understand 14, 15 and 16	tens	-Recognising equal groups	- The number line to 100
	group	- Number bonds within 10	- Understand 17, 18 and 19	-Groups of tens and ones	-Add equal groups	- 1 more, 1 less
	-Represent objects	- Systematic number bonds	- Understand 20	-Partition into tens and ones	-Make arrays	- Compare numbers with the
	-Recognise numbers as words	within 10	- 1 more and 1 less	Step 6 The number line to 50	-Make doubles	same number of tens
	 Count on from any number 	- Number bonds to 10	- The number line to 20	-Estimate on a number line to	- Make equal groups by	- Compare any two numbers
	- 1 more	- Addition: add together -Addition: add more	- Use a number line to 20	50	grouping.	Naccourage and Manage
	- Count backwards within 10	- Addition problems	- Estimate on a number line to	-1 more, 1 less Measurement: Length and	-Make equal groups by sharing.	Measurement: Money
	- 1 less - Compare groups by	- Find a part	- Compare numbers to 20	Height	Sharing.	-Unitising - Recognise coins
	matching	- subtraction – find a part	- Order numbers to 20	- Compare lengths and heights		- Recognise notes
	- Fewer, more, same	- Fact families: the eight facts	End of block assessment	-Measure length using objects	Number: Fractions	- Count in coins
	- Less than, equal to, greater	- Subtraction —	(version B)	-Measure length in	-Recognise a half of an object	
	than	takeaway/cross out		centimetres	or a shape	Measurement: Time
	- compare numbers	- Subtraction – takeaway - Subtraction on a number	Number: Addition and		-Find a half of an object or a	- Before and after
	- Order objects and numbers	line	Subtraction (within 20)	Measurement: Mass and	shape	- Days of the week
	- The number line - End of block assessment	- Add or subtract 1 or 2	- Add by counting on within 20	Volume	-Recognise a half of a quantity	- Months of the year
	- Elia of block assessment	- End of block assessment B	- Add ones using number bonds - Find and make number bonds	- Heavier and lighter	-Find a half of a quantity	- Hours, minutes and seconds - Tell the time to the hour
			to 20	- Measure mass	-Recognise a quarter of an	- Tell the time to the half hour
		Geometry: Shape	- Doubles	- Compare mass - Full and empty	object or a shape	. S. C.
		-Recognise and name 3-D	- Near doubles	- Compare volume	- Find a quarter of an object	
		shapes	- Subtract ones using number	- Measure capacity	or a shape	Consolidation
		- Sort 3-D shapes	bonds	-Compare capacity	- Recognise a quarter of a	
		- Recognise and name 2-D	- Subtraction – counting back	. , ,	quantity	
		shapes	- Subtraction – finding the		- Find a quarter of a quantity	
		- Sort 2-D shapes	difference			

	- Patterns with 2-D and 3-D shapes -End of block assessment (version B)	- Related facts -Missing number problems		Geometry: Position and Direction - Describe turns -Describe position – left and right -Describe position – forwards and backwards - Describe position – above and below - Ordinal numbers	
Maths YR 2 WR Number: Place Value Numbers to 20 Count objects to 100 by making 10s Recognise tens and ones Use a place value chart Partition numbers to 100 in words Flexibly partition numbers to 100 in expanded form 10s on the number line to 100 Setimate numbers on a number line Compare objects Compare numbers Order objects and numbers Count in 2s, 5s and 10s Count in 3s Number: Addition and Subtraction Bonds to 10 Fact families - addition and subtraction bonds within 20 Related facts Bonds to 100 (tens) Add and subtract 1s Add by making 10 Add three 1-digit numbers	Number: Addition and Subtraction 10 more, 10 less Add and subtract 10s Add two 2-digit numbers (not across a 10) Add two 2-digit numbers (across a 10) Subtract two 2-digit numbers (not across a 10) Subtract two 2-digit numbers (across a 10) Mixed addition and subtraction Compare number sentences Missing number problems Geometry: Properties of Shape Recognise 2-D and 3-D shapes Count sides on 2-D shapes Count vertices on 2-D shapes Use lines of symmetry on shapes Use lines of symmetry to complete shapes Sort 2-D shapes Count faces on 3-D shapes Count edges on 3-D shapes Count vertices on 3-D shapes	Money: Count money - pence Count money - pounds (notes and coins) Count money - pounds and pence Choose notes and coins Make the same amount Compare amounts of money Calculate with money Make a pound Find change Two-step problems Multiplication and Division Recognise equal groups Make equal groups Make equal groups Introduce the multiplication symbol Multiplication sentences Use arrays Make equal groups - grouping Make equal groups - sharing The 2 times-table Divide by 2 Doubling and halving Odd and even numbers The 10 times-table Divide by 10 The 5 times-table Divide by 5 The 5 and 10 times-tables	Measurement: Length and Height • Measure in centimetres • Measure in metres • Compare lengths and heights • Order lengths and heights • Four operations with lengths and heights Mass, Capacity and temperature • Compare mass • Measure in grams • Measure in kilograms • Four operations with mass • Compare volume and capacity • Measure in litres • Measure in litres • Four operations with volume and capacity • Temperature	Fractions Introduction to parts and whole Equal and unequal parts Recognise a half Find a half Recognise a quarter Find a quarter Recognise a third Find a third Find the whole Unit fractions Non-unit fractions Recognise the equivalence of a half and two quarters Recognise three-quarters Find three-quarters Count in fractions up to a whole Time O'clock and half past Quarter past and quarter to Tell time past the hour Tell time to the hour Tell the time to 5 minutes Minutes in an hour Hours in a day	Statistics • Make tally charts • Tables • Block diagrams • Draw pictograms (1-1) • Interpret pictograms (2, 5 and 10) • Interpret pictograms (2, 5 and 10) Position and direction • Language of position • Describe movement • Describe turns • Describe movement and turns • Shape patterns with turns

Science YR 1	Add to the next 10 Add across a 10 Subtract across 10 Subtract from a 10 Subtract a 1-digit number from a 2-digit number (across a 10) Everyday materials -Know the name of material an object is made from.	• Make patterns with 2-D and 3-D shapes Earth and Space (Additional unit) -Know the names of the eight planets in our solar system. -Know that the Sun is a star.	Animals Including Humans -Know how to classify a range of animals by amphibian, reptile, mammal, fish and birdKnow how to and classify	Light (Additional unit) -Know that we need light to see thingsKnow that light comes from a source.	Plants -Know and name a variety of common wild and garden plantsKnow the parts of a plant and name them: petals, stem,	Seasonal Changes/SRE -Know the seasonsKnow about the type of weather for each seasonKnow that the length of day/night changes
	-Know the properties of everyday materials.	-Know the names and shapes of some constellations	animals by what they eat (carnivore, omnivore, herbivore)Know the names, describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets)Know the names, draw and label the parts of the human body, that can be seen, and know which part of the body is associated.	-Know that light from the sun is dangerousKnow that light is needed to form shadows.	leaves and root of a plantKnow the parts of a tree and name them: the roots, trunk, branches and leaves of a tree.	throughout the year.
Science YR 2	Everyday materials To be able to identify a variety of materials and sort	Earth and Space Additional unit Know what planet is closest	Living things and Their Habitats To be able to identify things that are living, things that are	Super Scientists Isaac Newton To investigate the effect	Plants To understand that different seeds grow into different	Animals including Humans/SRE To find out about the
	them according to a variety of criteria.	to the sun. Know that planets in our solar	dead and things that have never been alive.	gravity has on everyday objects.	plants and to describe them To understand that plants can	offspring of a variety of different animals.
	To be able to identify natural and man-made materials.	system are split into rocky and gaseous.	To understand that living things need to live in suitable habitats.	To investigate what happens to light when it passes through different transparent	be grown from bulbs. To be able to explain why and	To find out about the different ways in which animals reproduce.
	To identify that some	Know how to use secondary sources to find out	To explore the plants and animals that live in seaside	objects.	how seeds are dispersed.	To explore how humans grow
	materials can change shape by squashing, bending,	information about an astronaut.	habitats.	Maggie Aderin-Pocock To investigate the wind.	To plan, carry out and evaluate an investigation into	as they get older.
	stretching and twisting, and		To be able to explore plants and		the conditions that affect	To find out what animals,
	others can't.		animals in an unfamiliar habitat.	Alexander Graham Bell To investigate whether sound	germination.	including humans, need to survive.
	To identify the suitability of		To be able to explore and	can pass through materials	To observe and describe how	
	metal and plastic for a variety		describe a micro-habitat		a plant changes as it matures.	To explore the environment
	of purposes			A variety of significant Scientists		as a factor of survival for animals, including humans.

	To identify different products that can be made from wood and their features and purposes. To identify different materials that are used for the same product. To identify material inventions and discoveries.		To explore food chains in a habitat	To investigate our senses and reflexes. To investigate how germs are transferred by touching things Thomas Edison To investigate electrical circuits to make a bulb light up		To find out how to eat a healthy, balanced diet. To find out why exercise is important to keep our bodies healthy
Computi ng YR1 & YR2	Online safety	Computing systems and networks: Improving mouse skills / 1: What is a computer?	Programming: Algorithms unplugged & debugging	Creating media: Digital imagery Computing systems and networks: Word processing	Data handling International Space Station	Programming 2: Bee-Bot Scratch Jr.
Art/D&T	Access Art Explore and Draw Artists: Rosie James, Alice Fox	Design and Technology: Textiles	Design and Technology: Cooking and Nutrition Design a picnic	Access Art Printmaking Artists: Delita Martin, Elizabeth Catlett, Benji Torrado Cabrera	Access Art Expressive Paintings Artists: Marela Zacarias, Charlie French, Vincent Van Gogh, Cezanne	Design and Technology Mechanisms Sliders and Levers Design and build a trebuchet
Religious Education YR 1	What does it mean to be me?	Celebrations and Festivities	What makes people so important? (Key individuals from the Torah)	How important are the groups I belong to?	Why is it important to look after the world?	Why are some places so important?
Religious Education YR 2	Why is it important to look after our world?	Why do we celebrate important occasions?	What makes people so important? Moses	How important are the groups I belong to? Passover	What makes stories so important to different people?	What makes some things sacred to some groups of people? Shabbat
Music YR 1	Pulse and Rhythm	Christmas Production	Musical Vocabulary (Theme Under the Sea)	Timbre and Rhythmic Patterns (Theme Fairytales)	Year 1 & 2 BBC Ten Pieces - No Place Like Home	Pitch and Temp (Theme Superheroes)
Music YR 2	Call and response songs	Christmas Production	Orchestral Instruments (Theme Traditional Stories)	Musical Me	Year 1 & 2 BBC Ten Pieces - No Place Like Home	Myths and Legends
PE YR 1	Locomotion: Running Gymnastics: Wide, Narrow, Curled	Ball Skills Hands 1 Dance - growing	Ball skills: Feet Gymnastics _ Body Parts	Ball Skills Hands 2 Dance: The Zoo	Locomotion: Jumping Team Building	Health and Wellbeing (Athletics) Summer Dance
PE	Locomotion: Dodging	Ball Skills Hands 1	Gymnastics: Pathways	Ball Skills Feet	Games for Understanding	Team Building

YR 2	Gymnastics: Linking	Dance explorers	Swimming	Dance: Swimming		Summer Dance
	-	·	_	-		
RSE/PSHE YR 1	Me and My Relationships -Know and name a variety of feelings and explain how these might help me behave (Feelings) -Know some ways of dealing with not so good feelings. (Feelings) -Know when to get help and who to go to it for. (Getting help) -Know some different classroom rules. (Classroom rules) To play with boys and girls- Ten little pirates	Valuing Difference -Know why things sometime seem unfair, even when they're not. (Developing tolerance) -Know ways that people are similar and different. (Recognising values) To like the way I am - Elmer	Keeping Myself Safe -Know examples of how I keep myself healthy. (Keeping healthy) -Know what to do if I have strong and not so good feelings. (How our feelings can keep us safe) -Know when medicines might be harmful. (Medicine safety)	Rights and Responsibilities -Know some ways I look after money. (Looking after things) -Know examples of how I look after myself and my environment. (Looking after things) To understand that we share the world with lots of people - My world your world	Being My Best -Know why certain foods are healthy and why it is important to eat at least 5 portions of fruit/veg a day. (Keeping healthy) -Know a few ideas of what to do if I find things difficult. (Growth mind set) To understand that our bodies work in different ways? Max the champion	Growing and Changing -Know and identify an adult I can talk to at both home and school if I need help. (Getting help) -Know some things I can do now that I couldn't do as a toddler. (Becoming independent) -Know what some of my body parts do. (Body parts) To recognise that people are different ages — My Grandpa is amazing Teaching SRE with Confidence Lesson 1 Different friends Lesson 2 Growing and Changing Lesson 3 Families and Care
RSE/PSHE YR 2	Me and My Relationships -Know and name some ways I can get help if I am being bullied, (Bullying and Teasing) -Know and suggest rules that keep us happy. (Our School Rules) -Know and give ideas about what makes a good friend. (Being a good friend) -Know how to express my feelings in a safe and controlled way (Feelings/self-regulation). To be able to work with everyone in my class - Blown away	Valuing Differences -Know how I could help myself if I was being left out. (Being kind) -Know and give examples of good listening skills. (listening skills) To understand what diversity is - The great big book of families	Keeping Myself Safe -Know that medicines can be helpful or harmful. (Medicine safety) -Know examples of safe and unsafe secrets. (Safe and unsafe secrets) -Know examples of touches that are ok and not ok. (Appropriate touch) To understand how we share the world- The First Slodge	Rights and Responsibilities -know and give examples of what I do when I'm unsettled. (Cooperation and self- regulation) To understand that we share the world with lots of people - My world your world Harold saves for something special – online links The Oak Academy – Getting a Healthy Balance Online links	Being My Best -Know how setting a goal will help me to achieve what I want to do. (Growth mindset) -Know and name some parts of my body that are inside me. (Looking after my body) To understand what makes someone feel proud- The Odd Egg	Growing and Changing -Know the people who help us and what I can do now that I couldn't do when I was younger. (Life Cycles) -Know examples of how it feels to say goodbye to someone. (Dealing with loss) -Know examples of how to give feedback to someone. (Being supportive) Teaching SRE with Confidence Lesson 1 Differences Lesson 2 Male and Female Animals Lesson 3 Naming Body Parts To feel proud of being different - Just because
History		Homes in the past		Famous inventors	Castles	uniereni - Just because
		To know that there are different types of homes		To know about the lives and inventions of Leonardo	Events beyond the living memory	

				DaVinci, Jeannette	To understand the events	
		To know how and why		Villepreux-Power	leading to Norman rule in	
		homes have changed		(Biologist) and Garrett	England.	
		within living memory		Morgan (Traffic lights).		
				le.ga (aegee).	To know about different	
		To use sources to compare		To know why their	types of castles and their	
		homes from different		inventions were important	features.	
		decades		and still are today.	reatares.	
		decades		and still are today.	To describe the roles	
		To ask questions about		To know about the lives	people had in a medieval	
		homes in the past		and influence of modern	castle.	
		Thomas in the past		inventors.	custie.	
		To understand the impact		Inventors.	To compare life in Norman	
		that technology has had			Britain to life today.	
		on our homes			Britain to me today.	
		on our nomes			To learn about the Tower	
		To know about homes			of London and how it has	
		beyond living memory			changed over time.	
		beyond living memory			changed over time.	
					To research a castle in our	
					local area – Warick Castle	
Geography	What their home and		Where do I live? The UK		Transit castic	Map Makers
Geography			Where do I live? The UK		1000101010101010101010101010101010101010	Map Makers
Geography	locality is like, memories					
Geography			To name the capital cities of			To know that castles were
Geography	locality is like, memories of holidays		To name the capital cities of the United Kingdom.			To know that castles were built because of
Geography	locality is like, memories of holidays To know own address (Yr2		To name the capital cities of the United Kingdom. To know the three main seas			To know that castles were built because of geographical features of
Geography	locality is like, memories of holidays		To name the capital cities of the United Kingdom. To know the three main seas around the UK.			To know that castles were built because of geographical features of the area. E.g. proximity to
Geography	locality is like, memories of holidays To know own address (Yr2 postcode)		To name the capital cities of the United Kingdom. To know the three main seas around the UK. To know where the 4			To know that castles were built because of geographical features of the area. E.g. proximity to invaders, height of land,
Geography	locality is like, memories of holidays To know own address (Yr2 postcode) To know the names of		To name the capital cities of the United Kingdom. To know the three main seas around the UK. To know where the 4 countries of the UK are on			To know that castles were built because of geographical features of the area. E.g. proximity to
Geography	locality is like, memories of holidays To know own address (Yr2 postcode)		To name the capital cities of the United Kingdom. To know the three main seas around the UK. To know where the 4 countries of the UK are on maps.			To know that castles were built because of geographical features of the area. E.g. proximity to invaders, height of land, water etc.
Geography	locality is like, memories of holidays To know own address (Yr2 postcode) To know the names of different types of homes		To name the capital cities of the United Kingdom. To know the three main seas around the UK. To know where the 4 countries of the UK are on maps. To name the 7 continents of			To know that castles were built because of geographical features of the area. E.g. proximity to invaders, height of land, water etc. To recognise castles and
Geography	locality is like, memories of holidays To know own address (Yr2 postcode) To know the names of different types of homes To know how homes are		To name the capital cities of the United Kingdom. To know the three main seas around the UK. To know where the 4 countries of the UK are on maps.			To know that castles were built because of geographical features of the area. E.g. proximity to invaders, height of land, water etc.
Geography	locality is like, memories of holidays To know own address (Yr2 postcode) To know the names of different types of homes		To name the capital cities of the United Kingdom. To know the three main seas around the UK. To know where the 4 countries of the UK are on maps. To name the 7 continents of the world.			To know that castles were built because of geographical features of the area. E.g. proximity to invaders, height of land, water etc. To recognise castles and other symbols on a map.
Geography	locality is like, memories of holidays To know own address (Yr2 postcode) To know the names of different types of homes To know how homes are		To name the capital cities of the United Kingdom. To know the three main seas around the UK. To know where the 4 countries of the UK are on maps. To name the 7 continents of the world. To be able to name the seven			To know that castles were built because of geographical features of the area. E.g. proximity to invaders, height of land, water etc. To recognise castles and other symbols on a map. To use aerial photographs
Geography	locality is like, memories of holidays To know own address (Yr2 postcode) To know the names of different types of homes To know how homes are adapted to suit their		To name the capital cities of the United Kingdom. To know the three main seas around the UK. To know where the 4 countries of the UK are on maps. To name the 7 continents of the world. To be able to name the seven continents of the world and			To know that castles were built because of geographical features of the area. E.g. proximity to invaders, height of land, water etc. To recognise castles and other symbols on a map.
Geography	locality is like, memories of holidays To know own address (Yr2 postcode) To know the names of different types of homes To know how homes are adapted to suit their		To name the capital cities of the United Kingdom. To know the three main seas around the UK. To know where the 4 countries of the UK are on maps. To name the 7 continents of the world. To be able to name the seven			To know that castles were built because of geographical features of the area. E.g. proximity to invaders, height of land, water etc. To recognise castles and other symbols on a map. To use aerial photographs and plan perspectives to
Geography	locality is like, memories of holidays To know own address (Yr2 postcode) To know the names of different types of homes To know how homes are adapted to suit their		To name the capital cities of the United Kingdom. To know the three main seas around the UK. To know where the 4 countries of the UK are on maps. To name the 7 continents of the world. To be able to name the seven continents of the world and locate the UK on a world map.			To know that castles were built because of geographical features of the area. E.g. proximity to invaders, height of land, water etc. To recognise castles and other symbols on a map. To use aerial photographs and plan perspectives to recognise and create
Geography	locality is like, memories of holidays To know own address (Yr2 postcode) To know the names of different types of homes To know how homes are adapted to suit their		To name the capital cities of the United Kingdom. To know the three main seas around the UK. To know where the 4 countries of the UK are on maps. To name the 7 continents of the world. To be able to name the seven continents of the world and locate the UK on a world map. To be able to identify the			To know that castles were built because of geographical features of the area. E.g. proximity to invaders, height of land, water etc. To recognise castles and other symbols on a map. To use aerial photographs and plan perspectives to recognise and create landmarks To devise a simple map and
Geography	locality is like, memories of holidays To know own address (Yr2 postcode) To know the names of different types of homes To know how homes are adapted to suit their		To name the capital cities of the United Kingdom. To know the three main seas around the UK. To know where the 4 countries of the UK are on maps. To name the 7 continents of the world. To be able to name the seven continents of the world and locate the UK on a world map. To be able to identify the countries and capital cities of			To know that castles were built because of geographical features of the area. E.g. proximity to invaders, height of land, water etc. To recognise castles and other symbols on a map. To use aerial photographs and plan perspectives to recognise and create landmarks To devise a simple map and use and construct basic
Geography	locality is like, memories of holidays To know own address (Yr2 postcode) To know the names of different types of homes To know how homes are adapted to suit their		To name the capital cities of the United Kingdom. To know the three main seas around the UK. To know where the 4 countries of the UK are on maps. To name the 7 continents of the world. To be able to name the seven continents of the world and locate the UK on a world map. To be able to identify the			To know that castles were built because of geographical features of the area. E.g. proximity to invaders, height of land, water etc. To recognise castles and other symbols on a map. To use aerial photographs and plan perspectives to recognise and create landmarks To devise a simple map and

To be able to identify features		
and characteristics of the		To design a map including key
countries of the UK.		human features
To explore the town we live in		
To be able to describe where		
we live		