

Autumn 2025	Spring 2026	Summer 2026
CUSP Reading - Bridging unit: 3 x Structured Storytime - Grandad's Island 1 Block - Aesop's Fables - The Goose that laid the Golden Eggs 1 Block - Mrs Noah's Pockets 1 Block - Paddington 2 Blocks - The Christmas Pine 1 Block or The Last Tree 1 Block	- The Quangle Wangle's Hat 1 Block or Somebody Crunched Colin 1 Block - Coming to England 1 Block - The Street Beneath My Feet 1 Block or A Planet Full of Plastic 1 Block - Rhythm of the Rain 2 Blocks - Aesop's Fables – The Sun and The Wind 1 Block	- Little People Big Dreams (DA) 1 Block - Fantastically Great Women Who Changed the World 2 Blocks - Fantastic Mr Fox 3 Blocks or The Enormous Crocodile 3 Blocks
CUSP Writing Introduce = green (Block A) Revisit = orange (Block B) - Strong Start Sentence Composition - Character descriptions A - Poems developing vocabulary A - Simple retelling of a narrative A - Formal invitations A - Stories from other cultures A	- Poetry on a theme (humorous) A - Non-chronological reports A - Formal invitations B - Recount from personal experience A - Simple retelling of a narrative B	- Non-chronological reports B - Recount from personal experience B - Character description B - Poems developing vocabulary B (Enrichment) - Stories from other cultures B - Poetry on a theme (change) B (Enrichment)
Maths - Place Value - Addition and Subtraction - Shape	- Money - Multiplication and division - Length and height - Mass, capacity and temperature	- Fractions - Time - Statistics, Position and direction
CUSP Science - Living things and their habitats - Animals, including humans	- Uses of everyday materials - Revisit Living things and their habitats / materials	- Plants - Revisit Living things and their habitats / Animals, including humans
CUSP Art and Design - Drawing Block A - Painting Block B	- Creative Response Block 2026 - Printmaking Block C	- Textiles and collage Block D 3D Block E
Computing (Teach Computing) - Digital Citizenship / logging on safely - information technology around us	- Making Music - Robot algorithms	- Pictograms - Musical quizzes
CUSP Design and Technology - Textiles Block A - Food and Nutrition Block B <i>Sci Living things</i>	- Mechanisms Block C - Materials Block D <i>Sci Use of Everyday materials</i>	- Food and Nutrition Block E - Structures Block F
CUSP Geography - Human and Physical features - Compare a small part of the UK to a non-European location – London and Nairobi	- Compare a small part of the UK to a non-European location – London and Nairobi - Fieldwork and map skills	- Fieldwork and map skills - Compare a different non-European location to our locality - Amazon Rainforest
CUSP History Events beyond living memory	Significant historical events, people, places in our locality	- Significant historical events, people, places in our locality - Revisit – Events beyond living memory
Music (Charanga) Songs Hands, feet and heart - Enjoy singing songs from memory, following the melody and including actions with increasing confidence. - Use ipads to record own verse - Learn simple notes on the Ocarina Twinkle twinkle, Jingle Bells Charanga Babushka - KS1	Charanga - I wanna play in a band Zootime - Increasing knowledge of a variety of non pitched and pitched percussion. An ability to identify and control a variety of sounds on musical instruments with confidence. - Developing skills in organising sounds within simple structures. - Perform in Music assembly Ocarina Kumbaya,	Charanga - Friendship song, Reflect, rewind replay - An ability to discuss pieces of music using pitch, timbre, tempo and dynamics - Skills developed by children suggesting appropriate symbols and interpreting them creatively. eg. Lamb, lamb sheep Ocarina London's burning

Christmas performance - Increasing knowledge of a variety of non- pitched and pitched percussion. An ability to identify and control a variety of sounds on musical instruments with confidence. - An ability to discuss pieces of music using pitch, timbre, tempo and dynamics. Link to Dance	- An ability to discuss pieces of music using pitch, timbre, temp and dynamics. - Developing skills in organising sounds within simple structures.	
PE (Complete PE) Locomotion Dodging 1 - Apply dodging in teams Explorers Dance - Sequences, relationships and performance Ball skills Hands 1 - Combine dribbling, passing and receiving to score a point Water Dance - Sequences, relationships and performance	Ball skills Feet 1 - Apply dribbling, passing and receiving as a team to score a point Linking - Linking: Developing linking in Gym - Linking on apparatus - Jump, roll, balance sequences/on apparatus - Creation of sequences and Completion of sequences and performance Ball skills Hands 2 - Applying the underarm throw to beat an opponent Mr Candy's Sweet Factory Dance - Extending our motifs with different dynamics(fast and slow)	Jumping 1 - Develop jumping combinations Team building - Problem solving: - Consolidate teamwork Games for understanding - Create and apply attacking/ defensive tactics Sports day practice Chance to shine cricket or Rackets, Bats and balls
PSHE (Scarf) - Me and My Relationships - Valuing Difference	- Keeping Safe - Rights and Respect	- Being my Best - Growing and Changing
Discovery RE - Christianity - What did Jesus teach? - Christianity - Christmas - Jesus as gift from God	- Judaism – Passover - Islam – Prayer at home - Christianity – Easter and the Resurrection	- Judaism – The Covenant / Rites of Passage and good works - Islam – Community and belonging / Hajj

Weekly sequence

Autumn 2025		Spring 2026		Summer 2026	
Sept 1	CUSP Art and Design <i>Drawing Block A</i>	Jan 5	Geography <i>Compare a small part of UK and a small part of non-European location – London and Nairobi</i>	Apr 13	CUSP Art and Design <i>Printmaking Block C</i>
8	Science <i>Living things and habitats</i>	12		20	Science <i>Plants</i>
15		19		27	
22	Computing <i>Digital Citizenship</i>	26	CUSP Art and Design <i>Creative Response Block 2026</i> CUSP Art Festival	May 4	CUSP Design and Technology <i>Food and Nutrition Block E</i>
29	CUSP Design and Technology <i>Textiles Block A</i>	Feb 2	Computing	18	CUSP Art and Design <i>3D Block E</i>
Oct 6	History <i>Events beyond living memory – Great Fire of London</i>	9	CUSP Design and Technology <i>Mechanisms Block C</i>	25	Half term
13		16	Half Term	June 1	Computing
20	ENRICHMENT Use flexible blocks to enrich the curriculum. The time can be allocated to any subject you choose, for example you could use it to support local mapwork, science fieldwork or museum visits.	23	Science <i>Uses of Everyday materials 2</i>	8	History <i>Significant historical events, people, places in our locality</i>
27	Half Term	Mar 2	Computing <i>Scratch: Musical Actions and Sequences</i>	15	CUSP Design and Technology <i>Structures Block F</i> CUSP Food Festival
Nov 3	Science <i>Animals, including humans</i>	9	CUSP Design and Technology <i>Understanding Materials Block D</i>	22	Geography <i>Fieldwork and map skills</i>
19		16	Science <i>Revisit Living things and habitats / materials</i>	29	
17	Geography <i>Human and physical features, maps and compass directions</i>	23	History <i>Significant historical events, people, places in our locality</i>	July 6	Science <i>Revisit Living things and habitats / Animals including humans</i>
24	CUSP Art and Design <i>Painting Block B</i> CUSP Spoken Language Festival – Tuesday 25th November	30	Easter break	13	Computing
Dec 1	Computing			20	CUSP Art and Design <i>Textiles and collage Block D</i>
8	Geography <i>Compare a small part of the UK to a non-European location – London and Nairobi</i>				Summer break
15	CUSP Design and Technology <i>Food and Nutrition Block B</i>				
	Christmas break				