

Mixed Age planning - 2025 - 2026

Class 1 - EYFS and Year 1

	Autumn	Spring	Summer
	Superheroes Can you be a superhero?	Paws, Claws and Whiskers What is camouflage? Can you leap like a frog? What do our hands do? What can worms sense?	School Days Street View Chop, slice and mash Plan parts Animal parts
Texts	<u>Superheroes</u> Traction Man is Here- Mini Grey Superkid - Claire Freedman Nat Fantastic - Giles Andreae Charlies superhero underpants - Paul Bright & Lee Wildish <u>Can you be a super hero?</u> Super Worm - Julia Donaldson Super Daisy and the Peril of Planet Pea - Kes Gray Daddy is my Hero - Dawn Richards	<u>Paws, Claws and whiskers</u> Puss in Boots - Ladybird Animal Poems - Jennifer Curry The Lion inside me - Rachel Bright Pete the cat, I love my white shoes - Eric Litwin Tiger That Came to Tea - Judith Kerr	<u>School Days</u> Whiffy Wilson: The wolf who wouldn't go to school - Caryl Hart Starting School - Allan Ahlberg <u>Street View</u> The Town Mouse and the Country Mouse - Susanna Davidson Wherever You Go - Pat Zietlow Teacher - Lucy George
Memorable experience	Superhero hunt	Visit from an animal owner or visit a zoo, wildlife park or rescue centre	Our school's history Exploring street views
Innovate Challenge	Save the school from professor slime	Look after a mystery animal	Planning an assembly In the style Designing and making a supermarket sandwich Let's investigate focus: Reporting and concluding Let's investigate focus: Observing, measuring and recording
CLLD	Real life heroes What are you good at? Nurse rhymes and poems	Amazing animals What is your favourite animal? Nursery rhymes and poems	Victorian roleplay When would you rather go to school? Nursery rhymes and poems
English	Descriptions; Comic strips; Narratives; Fact files; Labels and captions	Recounts ; Fables; Booklets and lists; Instructions; Nursery rhymes and poems	List poems; Diaries; Letters
Literacy	Descriptions; Comic Strips; Speech & thought bubbles; Rescue stories; Our Super Selves	Recounts; Fables; Booklets and lists; Instructions; Nursery rhymes and poems	List poems; Diaries; Letters
Maths	Place Value Addition and Subtraction Shape and Data Money Time	Place Value Money Addition and Subtraction Fractions Measures Multiplication	Addition and Subtraction Measure and Shape Money Time Multiplication, Division, Fractions Data
Maths	Basic number skills/maths songs Understanding Number Shapes and Patterns How many? (Counting) Time Numbers and Sets Comparisons and Measures	Basic number skills/maths songs Understanding Number Position and Time Addition and Subtraction Comparison and Measures Shapes Money and Coins	Basic number skills/maths songs Understanding Number Comparing and Measuring Addition and Subtraction Shapes and Sorting Counting Time

			Patterns Number Games
Science	Animals, including humans Everyday materials Investigate: Can you be a superhero?	Animals, including humans Investigate: Can you leap like a frog? What is camouflage for? What can worms sense? What do our hands do?	Animals, including humans Plants Investigate: Plant parts Animal parts
Geography	Map work - following a route on a map Locations of places around the world Locating continents and oceans Physical geography - describing physical features Human geography - describing human features	Locating continents and oceans Physical geography - describing physical features Human geography - describing human features Map work - using a key	Map work - mapping our local environment
UTW	Animals, including humans Everyday materials Significant individuals - Historical heroes Map work - following a simple route on a map Physical geography - describing physical features Human geography - describing human features Drawing software: Superhero pictures Internet searching: emergency services site Floor robots - inputting simple instructions	Animals, including humans Significant individuals - Charles Darwin Physical geography - describing physical features Human geography - describing human features Map work - following a simple route on a map Teach Computing: Digital painting Floor robots - inputting simple instructions	Animals, including humans Plants Using timelines Changes since living memory Significant Individuals - Samuel Wilderspin Map work - mapping our local environment Data and information: grouping data Teach computing Floor robots - inputting simple instructions
History	Significant individuals - Historical heroes, Rosa Parks, Mary Seacole, Emily Davison, Elizabeth Fry, Thomas Fowell Bruxton, David Livingstone	Significant individuals - Charles Darwin	Using timelines Changes since living memory Significant Individuals - Samuel Wilderspin
Computing	Barefoot - Staying safe online, Algorithms Drawing software: Superhero Montage Internet searching: emergency services site Eaware - online safety	Barefoot - Scratch JR, Programming and debugging Retrieving images; Photography; Using presentation software Teach Computing: Digital painting Eaware - online safety	Barefoot - Using data Data and information: grouping data Teach computing Eaware - online safety
Art and Design	Sketch a superhero then create a 3D sculpture Use natural materials or loose parts to make patterns Artist - Roy Lichtenstein	Draw animals using pencil or graphic tools Look at and evaluate animal artwork and create own Create large scale big cat paintings Collage animal skin patterns Mix colours and create animal artwork Artist - Henri Rousseau	Explore, photograph and sketch buildings Study the artist James Rizzi and recreate a part of his work Mix colours to add to a colour wheel Create a 3D cardboard piece Create a colourful mural Artist - James Rizzi
EA&D	Draw a superhero then create a 3D sculpture Use natural materials or loose parts to make patterns Try foods with distinctive flavours Make a superhero mask Make buildings on a reflective surface Sing nursery rhymes matching the pitch and melody Tap or clap simple repeated rhythms Explore ways to create simple rhythms and sound effects Make or follow simple symbols and marks to play music Listen to a variety of music and talk about how it makes them feel.	Draw animals using pencil or graphic tools Look at and evaluate animal artwork and create own Create large scale big cat paintings Collage animal skin patterns Mix colours and create animal artwork Make a zoo enclosure for an animal Design and make a label for a tin of tiger food Create a model of a familiar animal	Explore, photograph and sketch buildings Study the artist James Rizzi and recreate a part of his work Mix colours to add to a colour wheel Create a 3D cardboard piece Create a colourful mural Construct a Victorian classroom Design, make and evaluate a supermarket sandwich

	Be aware of some different composers		
Design Technology	Try foods with distinctive flavours Prepare some superfood dishes Explore superhero masks and make own mask Construct symmetrical buildings Make buildings on a reflective surface	Make a zoo enclosure for an animal Design and make a label for a tin of tiger food Create a model of a familiar animal	Construct a Victorian classroom Design, make and evaluate a supermarket sandwich
Music	Create and share expressive vocal sounds for finger puppet creatures Recognition, concentration and recall to portray each through unpitched percussion and creative movement Learn animal themed songs, rhymes and chants with Makaton and improvised movement Game/play songs Listen to, repeat, recognise, create and perform short rhythmical phrases with varied timbres of untuned percussion	Puppets - make vocal sounds and create movements for each prompt pictures and short words. Link and perform to relevant short stories and poems Develop listening skills through recognising short, long, high, low and repeated sounds Musical counting - when to play, or when the beats are silent within a piece Use variety of both pitched and unpitched percussion for sequences	Use improvised vocal sounds and body percussion to portray weather and storm Layering sounds, recognising and experiencing different dynamics, duration and timbres of sounds Build a sequence of sounds together Repetitive patterns, silence Body movements to portray river, sea. storm Recognise calm. How do we feel in each? Watch and listen with concentration to solo and orchestral video clips. Classical and contemporary Moods, feelings, likes/dislikes. How could we move to these?
PSHE	Healthy me and changing me	Belonging to a family and similarities and differences	Being me in my world and dreams and goals
PSED	Healthy me and changing me	Belonging to a family and Similarities and differences	Being me in my world and dreams and goals
PE	Modified team game, hand/eye coordination Basketball, ABC's in isolation and combination, fundamentals of movement and multiskills	Agility, balance and coordination, movement patterns, dance, movement through music and gymnastics, dynamic movement involving team games, dodgeball/Benchball	Dynamic movement through modified games, football, developing power and speed, athletics and bat and ball games
PD	Modified team game, hand/eye coordination Basketball, ABC's in isolation and combination, fundamentals of movement and multiskills	Agility, balance and coordination, movement patterns, dance, movement through music and gymnastics, dynamic movement involving team games, dodgeball/Benchball	Dynamic movement through modified games, football, developing power and speed, athletics and bat and ball games
RE	Harvest UC 1.3 - Why does Christmas matter to Christians?	Judaism - Purim UC 1.5 - Why does Easter matter to Christians?	Special clothes Special places