



Horton Kirby CE Primary School is incredibly passionate about ensuring that our children have **opportunities** to develop their **curiosity** through an **aspirational** and **diverse** curriculum which has been developed and adapted to meet the needs of all of our children and community. We provide a rich, broad and balanced curriculum that celebrates individuality, diversity and builds procedural knowledge to nurture talent and prepare children for the challenges and rewards of life and the wider world. Our school values of Respect, Responsibility, Resilience and Reflection are embedded into our curriculum.

Subject	Week 3	Week 2	Week 3	Week 4	Week 5	Week 6		
	Class Text: Manfred the Baddie by John Fardell							
	Character Description in the form of a Wanted	A 'Get Well' card/message- to empathise	Instructions for making a sandwich – to inform	Session 9:	A comic strip story in the style of Manfred Baddie	A comic strip story in the style of Manfred Baddie		
	Poster			LO: To ask and answer	(sessions 12-15) – to			
	Speech Bubbles	Session 4:	Session 7:	questions about a text.	entertain	Session 13:		
English		LO: To develop an	LO: To design a sandwich for			LO: To write the beginning		
	Session 1:	understanding for the	Manfred to make (that I will	Y1EN RC1, Y1EN RC2a, Y1EN	Session 11:	of a comic strip story.		
	LO: To understand who a	motives of a character.	use as a plan for my	RC1a, Y1EN RC2c, Y1EN	LO: To create a goodie	Y1EN RC2a, Y1EN RC1a,		
	baddie is in a story.	Y1EN RC2, Y1EN RC2a, Y1EN	writing).	RC2d.	character for my story.	Y1EN RC2c, Y1EN RC2d,		
	Y1EN RC1b, Y1EN RC1a,	RC1a, Y1EN RC2c, Y1EN	Y1EN RC1a, Y1EN RC2c,		Y1EN RC1, Y1EN RC2a,	Y1EN W C1, Y1EN W C1a,		
	Y1EN RC2d, Y1EN RC2e,	RC2d, Y1EN RC2e.	Y1EN W C1a, Y1EN W TS3b.		Y1EN RC1a, Y1EN W C1a,	Y1EN W C1b, Y1EN W C1c,		
	Y1EN W C1d, Y1EN W C2,	Sanian F.			Y1EN W C1b.	Y1EN W C1d, Y1EN W C2,		
	Y1EN W VGPS1d.	Session 5: LO: To explore the thoughts	Session 8:	Session 10:	Session 12:	Y1EN W C3.		
	Session 2:	and feelings of characters in	LO: To write instructions for		LO: To plan the beginning,	Session 14:		
	LO: To form an opinion of	the story.	making a sandwich.	LO: To create a baddie	middle and end of a story.	LO: To write the middle of		
	a character and justify it.	Y1EN RC2, Y1EN RC2a, Y1EN	Y1EN RC1a, Y1EN RC2c,	character for my story.	Y1EN RC2a, Y1EN RC1a,	a comic strip story.		
	Y1EN RC1b Y1EN RC1a,	RC1a, Y1EN RC2c, Y1EN	Y1EN RC2d, Y1EN RC2e,	,	Y1EN RC2c, Y1EN W C1a,	Y1EN RC2a, Y1EN RC1a,		
	Y1EN RC2d, Y1EN RC2e,	RC2d, Y1EN RC2e, Y1EN W	Y1EN W C1, Y1EN W C1a,	Y1EN RC1, Y1EN RC2a, Y1EN	Y1EN W VGPS1a, Y1EN W	Y1EN RC2c, Y1EN RC2d,		
	Y1EN W C1a, Y1EN W	C1a, Y1EN W C1b, Y1EN W	Y1EN W C1b, Y1EN W C1d,	RC1a, Y1EN W C1a, Y1EN W	VGPS1b, Y1EN W VGPS1c,	Y1EN W C1, Y1EN W C1a,		
	VGPS1a Y1EN W VGPS1c,	C2, Y1EN W VGPS1a, Y1EN	Y1EN W C2, Y1EN W C3,	C1b, Y1EN W VGPS1a, Y1EN	Y1EN W VGPS1d.	Y1EN W C1b, Y1EN W C1c,		
	Y1EN W VGPS1d, Y1EN W	W VGPS1b, Y1EN W VGPS1c,	Y1EN W VGPS1a, Y1EN W	W VGPS1c, Y1EN W VGPS1.		Y1EN W C1d, Y1EN W C2,		
	TS3, Y1EN W TS3b.	Y1EN W VGPS1d.	VGPS1b, Y1EN W VGPS1c,			Y1EN W C3, m Y1EN W		
	<u> </u>		Y1EN W VGPS1d.			VGPS1a, Y1EN W VGPS1b,		
						Y1EN W VGPS1c, Y1EN W		
						VGPS1d.		





	Session 3:	Session 6:				Session 15:
	LO: To describe a	LO: To understand the				LO: To write the end of a
	character in a story.	feelings of a main character				comic strip story.
	Y1EN RC1, Y1EN RC1a,	in a story.				Y1EN RC2a, Y1EN RC1a,
	Y1EN RC1b, Y1EN RC2c,	Y1EN RC2, Y1EN RC2a, Y1EN				Y1EN RC2c, Y1EN RC2d,
	Y1EN RC2d, Y1EN RC2e,	RC1a, Y1EN RC2c, Y1EN				Y1EN W C1, Y1EN W C1a,
	Y1EN W C1, Y1EN W C1a,	RC2d, Y1EN RC2e, Y1EN W				Y1EN W C1b, Y1EN W C1c,
	Y1EN W C1b, Y1EN W C1c	C1a, Y1EN W C1b, Y1EN W				Y1EN W C1d, Y1EN W C2,
	Y1EN W C1d, Y1EN W C2,	C2, Y1EN W VGPS1a, Y1EN				Y1EN W C3, m Y1EN W
	Y1EN W C3.	W VGPS1b, Y1EN W VGPS1c,				VGPS1a, Y1EN W VGPS1b,
		Y1EN W VGPS1d.				Y1EN W VGPS1c, Y1EN W
						VGPS1d.
Phonics	Phase 5 Review for	Phase 5 Review for Phonics	Phase 5 Review for Phonics	Phase 5 Review for Phonics	Phase 5 Review for	Phase 5 Review for
	Phonics Screening	Screening	Screening	Screening	Phonics Screening	Phonics Screening
	ay play	ie pie	ue blue rescue	ea head	i tiger	ph phone
	a-e shake	i-e time	ew chew new	ir bird	a paper	wh wheel
	ea each	o go	u-e rude cute	ou cloud	ow snow	ie shield
	e he	o-e home	aw claw	oy toy	u unicorn	
	Describe position,	Count to and across 100,	Count, read and write	Given a number between 1	Identify and represent	Recognise and know the
	direction and movement,	forwards and backwards,	numbers to 100 in	and 100, identify one more	numbers using objects and	value of different
	including whole, half,	beginning with 0 or 1, or	numerals; count in multiples	and one less. Y1:NP3	pictorial representations	denominations of coins
	quarter and three-quarter	from any given number.	of twos, fives and tens.		including the number line,	and notes Y1:M9
Maths	turns. Y1:PD1	Y1:NP1	Y1:NP2		and use the language of:	
					equal to, more than, less	
					than (fewer), most, least.	
					Y1:NP4	





Science

Science: Seasonal changes – spring and summer

Lesson 1: Winter to Spring

L.O. To describe how day length varies from winter to spring and identify changes in the trees and in clothes that we wear from winter to spring.

Y1:Sc: SC1

Y1:Sc: SC2

Big Idea (Aspect):

Processes (Earth)

Place (Habitats)

Investigation (Questioning)

Processes (Pattern seeking)

spring and summer

Lesson 2: Seasonal Weather (Spring)

Science: Seasonal changes -

L.O. To observe and describe the weather in spring and collect and record data about the weather in spring.

Y1:Sc: SC2

Sc:WS6

Big Idea (Aspect):

Processes (Earth)

Place (Habitats)

Investigation (Questioning, Measurement,

Investigation,

Gather and record data)

Creativity (Gather and

record data)

Processes (Pattern seeking)

Science: Seasonal changes – spring and summer

Lesson 3: Spring Walk

L.O. To identify signs of spring

Y1:Sc: SC1

Big Idea (Aspect):

Processes (Earth)

Place (Habitats)
Investigation (Observation)
Processes (Pattern seeking,

Earth)

Nature (Identification & classification)

Science: Seasonal changes – spring and summer

Lesson 4: Spring Summer

L.O. To describe how day length varies from spring to summer and identify changes in the trees and in clothes that we wear from winter to spring.

Y1:Sc: SC1 Y1:Sc: SC2

Big Idea (Aspect):

Processes (Earth)

Place (Habitats)

Investigation (Questioning)
Processes (Pattern seeking)

Science: Seasonal changes – spring and summer

Lesson 5: Seasonal Weather (Summer)

L.O. To observe and describe the weather in summer and collect and record data about the weather in summer.

Y1:Sc: SC2 Sc:WS6

Big Idea (Aspect):

Processes (Earth)
Place (Habitats)

Investigation

(Questioning,

Measurement,

Investigation,

Gather and record data)

Creativity (Gather and

record data

Processes (Pattern seeking)

Science: Seasonal changes – spring and summer

Lesson 6: Staying Safe in Summer

L.O. To explain how to stay safe in the sun.

Y1:Sc: SC2

Big Idea (Aspect):

Humankind (Staying Safe)





Geog.	Geography: What is it like to live in Shanghai?	Geography: What is it like to live in Shanghai?	Geography: What is it like to live in Shanghai?	Geography: What is it like to live in Shanghai?	Geography: What is it like to live in Shanghai?	Geography: What is it like to live in Shanghai?
	Lesson 1: What can we see in our local area?	Lesson 2: Can we map our local area?	Lesson 3: Where in the world is China?	Lesson 4: What can you see in China?	Lesson 5: What is Shanghai like?	Lesson 6: How is Shanghai different from our local area?
	LO: To recognise physical and human features KS1: Ge: HP2,3 and 4	LO: To draw a sketch map KS1: Ge: HP2,3 and 4, SF2 and 3	LO: To name and locate some continents on a world map KS1: Ge: LK1	LO: To identify physical and human features of a non-European country KS1: Ge: HP2,3 and 4	LO: To describe what it is like in Shanghai. KS1: Ge: PK1	LO: To compare Shanghai to a small area in the UK KS1: Ge: PK1
	Big Idea (Aspects): Place (World, UK, map) Comparison (Compare and contrast) Nature (physical features) Investigation (fieldwork) Humankind (Human features and landmarks)	Big Idea (Aspects): Place (UK, map, location and position) Nature (physical features) Investigation (geographical resources) Humankind (Human features and landmarks)	Big Idea (Aspects): Place (World, UK, map, location and position) Comparison (Compare and contrast) Investigation (geographical resources) Significance (significant places)	Big Idea (Aspects): Place (World, UK, map) Comparison (Compare and contrast) Nature (physical features) Investigation (maps and books) Significance (significant places) Humankind (Human features and landmarks)	Big Idea (Aspects): Place (World, UK, map) Comparison (Compare and contrast) Nature (physical features) Investigation (geographical resources, maps and books) Significance (significant places) Humankind (Human features and landmarks)	Big Idea (Aspects): Place (World, UK, map) Comparison (Compare and contrast) Nature (physical features) Investigation (maps and books) Significance (significant places) Humankind (Human features and landmarks)
DT	DT: Mechanisms – Wheels and axles.	DT: Mechanisms – Wheels and axles.	DT: Mechanisms – Wheels and axles.	DT: Mechanisms – Wheels and axles.		
	Lesson 1: How do wheels move?	Lesson 2: Fixing broken wheels	Lesson 3: Designing a vehicle	Lo: To build a moving		
	LO: To understand how wheels move	LO: To identify what stops wheels from turning	LO: To design a moving vehicle	vehicle		
	KS1:DT E 1 KS1:DT E 2	KS1:DT E 1 KS1:DT E 2	KS1:DT D 1 KS1:DT D 2 Big Idea (Aspects):	KS1:DT M 1 KS1:DT D 2 KS1:DT E 2		





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	Big Idea (Aspects):	Big Idea (Aspects):	Significance (Significant People)	Big Idea (Aspects): Processes (mechanisms and		
	Processes (mechanisms and movement)	Processes (mechanisms and movement)	Processes (mechanisms and movement)	movements) Creativity (Generation of		
	Investigation (Investigation)	Investigation (Evaluate)	Creativity (Generation of ideas)	ideas) Materials (materials for		
	Creativity (Generation of		Creativity (Use of ICT) -	purpose)		
	ideas)		Extension	Investigation (Evaluate)		
	Materials (Materials for purpose)		Investigation (Investigation) Comparison (Compare &			
	pu.pose)		Contrast)			
			Materials (materials for			
			purpose)			
Music	Music: Pitch and tempo	Music: Pitch and tempo	Music: Pitch and tempo	Music: Pitch and tempo	Music: Pitch and tempo	
	Lesson 1: High fliers	Lesson 2: Pitch patterns	Lesson 3: Faster than a speeding bullet	Lesson 4: Superhero theme tune	Lesson 5: Final performance	
	LO: To understand the	LO: To create a pattern	specumg numer		periormanee	
	concept of pitch.	using two pitches.	LO: To understand the	LO: To create a superhero	LO: To perform	
	KS1:MU1, MU2, MU3,	KS1:MU1, MU2, MU3, MU4	concept of tempo.	theme tune.	confidently as part of a	
	MU4	Pig Idea (Aspest):	KS1:MU1, MU2, MU3, MU4	KS1:MU1, MU2, MU3, MU4	group.	
	Big Idea (Aspect):	Big Idea (Aspect): Creativity		Big Idea (Aspect):	KS1:MU1, MU2, MU3, MU4	
	Creativity	(Composition)	Big Idea (Aspect):	Creativity	mo v	
	(Performance,	Investigation	Creativity	(Performance,	Big Idea (Aspect):	
	Singing, Pulse and	(Listening)	(Composition)	Composition)	Creativity	
	rhythm)		Investigation (Music		(Performance)	
	Investigation		appreciation)			
	(Listening, Music		Significance (Significant			
	appreciation)		people)			





PE	Rackets, Bats & Balls Lesson 1: In the Puddle	Rackets, Bats & Balls Lesson 2: In the Puddle: Making a splash!	Rackets, Bats & Balls Lesson 3: In the Puddle: Scare the ducks!	Health & Wellbeing Lesson 1: Agility Lights	Health & Wellbeing Lesson 2 Agility Monsters	Health & Wellbeing Lesson 3: Agility Races
	LO: To explore hitting a ball, with a racket, towards a target. KS2:PE1	LO: To explore hitting their ball with power towards a target.	LO: To will explore hitting their ball with accuracy towards a target.	LO: To understand why they need be agile when they move. KS2:PE1	LO: To move around keeping away from the agility monsters to avoid being caught.	LO: To move quickly on the balls of their feet. KS2:PE1
	Big Idea (Aspect): Processes (Sending and Striking) Creativity (Evaluation)	KS2:PE1 Big Idea (Aspect): Processes (Sending and Striking) Processes (Athletics) Creativity (Evaluation)	KS2:PE1 Big Idea (Aspect): Processes (Sending and Striking) Creativity (Evaluation)	Big Idea (Aspect): Processes (Athletics) Creativity (Evaluation)	KS2:PE1 Big Idea (Aspect): Processes (Athletics) Processes (Team Games) Creativity (Evaluation)	Big Idea (Aspect): Processes (Athletics) Processes (Team Games) Creativity (Evaluation)
PSHE	Relationships	Relationships	Relationships	Relationships	Relationships	Relationships
	Lesson 1: Families	Lesson 2: Making Friends	Lesson 3: Greetings	Lesson 4: People Who Help Us	Lesson 5: Being My Own Best Friend	Lesson 6: Celebrating My Special Relationships
	LO: To identify the members of my family and understand that there are lots of different types of families	LO: To identify what being a good friend means to me Big Idea (Aspect):	LO: To know appropriate ways of physical contact to greet my friends and know which ways I prefer	LO: To know who can help me in my school community Big Idea (Aspect):	LO: To recognise my qualities as a person and a friend	LO: To tell you why I appreciate someone who is special to me
	Big Idea (Aspect):Place (Place in world)	Creativity (Vocabulary)	 Big Idea (Aspect): Humankind (Wellbeing) 	Significance (Significant people)	Big Idea (Aspect):Place (Diversity)	Big Idea (Aspect):Creativity (Speaking, listening, sharing)





	Creating media – Digital	Creating media – Digital	Creating media – Digital writing	Creating media – Digital writing	Creating media – Digital writing	Creating media – Digital writing
Computin	writing	writing	writing	writing	Withing	WITHING
g	Lesson 1:	Lesson 2:	Lesson 3:	Lesson 4:	Lesson 5:	Lesson 6:
	LO: To use a computer to write	LO: To add and remove text on a computer	LO: To identify that the look of text can be changed on a	LO: To make careful choices when changing text	LO: To explain why I used the tools that I chose	LO: To compare typing on a computer to writing on
	KS1: CO 4, 6	·	computer KS1: CO 4, 6			paper
		KS1: CO 4, 6		KS1: CO 4, 6	KS1: CO 4, 6	KS1: CO 4, 6
	Big Idea (Aspect):		Big Idea (Aspect):			
		Big Idea (Aspect):		Big Idea (Aspect):	Big Idea (Aspect):	Big Idea (Aspect):
	Investigation (Networks) Place (Real world, Digital	Investigation (Networks)	Investigation (Networks) Place (Real world, Digital	Investigation (Networks)	Investigation (Networks)	Investigation (Networks)
	world)	Place (Real world, Digital	world)	Place (Real world, Digital	Place (Real world, Digital	Place (Real world, Digital
	Materials (Software)	world)	Materials (Software)	world)	world)	world)
	,	Materials (Software)	, ,	Materials (Software)	Materials (Software)	Materials (Software)
	Creation – Who made the	Creation – Who made the	Creation – Who made the	Creation – Who made the	Creation – Who made the	Creation – Who made the
RE	world?	world?	world?	world?	world?	world?
		Lesson 2:				
	Lesson 1:	Lesson 2:	Lesson 3:	Lesson 4:	Lesson 5:	Lesson 6:
	200011 2.	LO: ?	2033011 31	203011 4.	200011 3.	Ecoson o.
	LO: ?		LO: ?	LO: ?	LO: ?	LO: ?
		Y5: ? Lesson 2				
	Y5: ? Lesson 1		Y5: ? Lesson 3	Y5: ? Lesson 4	Y5: ? Lesson 5	Y5: ? Lesson 6