

**St Thomas Primary School** 

# Long Term Curriculum Plan 2023-2024



YEAR 2

YEAR 2	AUTUMN TERM: PROJECT 1	SPRING TERM: PROJECT 2	SUMMER TERM: PROJECT 3	
KNOWLEDGE RICH LEARNING PROJECT	MOVERS AND SHAKERS- Knowledge rich projectThis project teaches children about historically significant people who have had a major impact on the world. They will 	COASTLINE- Knowledge rich projectThis project teaches children aboutthe physical and human features ofcoastal regions across the UnitedKingdom, including a detailedexploration of the coastal town ofWhitby, in Yorkshire.	MAGNIFICENT MONARACHS- Knowledge rich projectThis project teaches children about the English and British monarchy from AD 871 to the present day. Using timelines,Information about royal palaces, portraits and other historical sources, they build up an understanding of the monarchs and then research six of the most significant sovereigns.	
ESSESNTIAL QUESTION	Which significant person made the greatest impact on life today?	Why is Whitby significant?	Which sovereign made the greatest impact?	
COMMUNITY DRIVER	Harvest festival Changes within the environment- Who changed Huddersfield? - The Ramsden family.	Belonging to a group (Brownies, Scouts etc) Sense of locality- How is Huddersfield different to Yorkshire's coastline towns? Differing communities-industrial/tourism	Significant people in the local area – Harold Wilson- links to Queen Monuments- Victoria Tower- Castle Hill for Queen's Jubilee	
CITIZENSHIP DRVER	Waste Environment Helping those less fortunate	Geographical knowledge of the world and around the world (locations/maps)	Curiosity Nationalities Global environment Belonging	
IMMERSIVE IDEAS	Art gallery of famous people from history both local and national	Lighthouse, beach scene	Royal Residences	
EDUCATIONAL VISITS IDEAS	Tolson Museum- Ramsden family Trail (they bought Huddersfield)	Sealife Centre Coast trip-?	Visit to Harold Wilson statue Castle Hill -Victoria Tower	
KRP OBJECTIVES	MOVERS AND SHAKERS- HISTORY DRIVER	COASTLINE – GEOGRAPHY DRIVER	MARVELLOUS MONARCHS- HISTORY DRIVER	
	Historical models; Exploring significance; Local historically significant person; Historical vocabulary; Chronology and timelines; Historically significant artists, activists, explorers, monarchs and scientists; Facts and opinions; Memorials; Significant people- Choose from below	Maps, globes and atlases; World seas and oceans; Human and physical features; Locational language; Compass directions; Physical processes – erosion; Changes over time; Tourism Location	Historical vocabulary; Historical periods; Timelines; Power and rule; Historical artefacts; Significant people - Alfred the Great, William the Conqueror; Henry VIII, Elizabeth I, Queen Victoria, Elizabeth II; Bayeux tapestry; Feudal system; Actions	

and those who shaped Huddersfield – Captain James Cook, Christopher Columbus, Claude Monet, Elizabeth Fry, Emmeline Pankhurst, Florence Nightingale, Henry VIII, Isaac Newton, Joseph Lister, Mahatma Gandhi, Marie Curie, Martin Luther King Jr, Mary Anning, Neil Armstrong, Paul Cezanne, Queen Victoria, Roald Amundsen, Rosa Parks, Vasco da Gama, Vincent van Gogh, William Shakespeare

- Learn about changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life.
- Learn about events beyond living memory that are significant nationally or globally.
- Learn about significant historical events, people and places in their own locality.
- Learn about the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods.

#### Breath

- Understand historical concepts such as continuity and change, cause and consequence, similarity, difference and significance, and use them to make connections, draw contrasts, analyse trends, frame historically valid questions and create their own structured accounts, including written narratives and analyses.
- Understand the methods of historical enquiry, including how evidence is used rigorously to make historical claims, and discern how and why contrasting arguments and interpretations of the past have been constructed.

### Geography-Historical landmarks; Significant places Features

 Use basic geographical vocabulary to refer to key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop.

#### Breadth

 Develop contextual knowledge of the location of globally significant places – both terrestrial and marine – including their defining physical and human characteristics and how these provide a geographical context for understanding the actions of processes. Name and locate the world's seven continents and five oceans.

 Name, locate and identify characteristics of the four countries and capital cities of the UK and its surrounding seas.

#### Features

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- Use basic geographical vocabulary to refer to key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop.
- Use basic geographical vocabulary to refer to key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather.

### Fieldwork

- Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key.
- Use simple compass directions (North, South, East and West) and locational and directional language (e.g. near and far; left and right), to describe the location of features and routes on a map.
- Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.
- Use world maps, atlases and globes to identify the UK and its countries, as well as the countries, continents and oceans studied at this key stage.

#### Breath

- Are competent in the geographical skills needed to: collect, analyse and communicate with a range of data gathered through experiences of fieldwork that deepen their understanding of geographical processes; interpret a range of sources of geographical information, including maps, diagrams, globes, aerial photographs and Geographical Information Systems (GIS); communicate geographical information in a variety of ways, including through maps, numerical and quantitative skills and writing at length.
- Develop contextual knowledge of the location of globally significant places – both terrestrial and marine – including their defining physical and human characteristics and how these provide a geographical context for understanding the actions of processes.

#### Understand the processes that give rise to key physical

#### and impact; Historical models

- Learn about changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life.
- Learn about events beyond living memory that are significant nationally or globally.
- Learn about the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods.
   Breadth
- Gain and deploy a historically grounded understanding of abstract terms such as 'empire', 'civilisation', 'parliament' and 'peasantry'.
- Understand historical concepts such as continuity and change, cause and consequence, similarity, difference and significance, and use them to make connections, draw contrasts, analyse trends, frame historically valid questions and create their own structured accounts, including written narratives and analyses.
- Understand the methods of historical enquiry, including how evidence is used rigorously to make historical claims, and discern how and why contrasting arguments and interpretations of the past have been constructed.

### Geography-Significant places – royal residences Fieldwork

• Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key.

### Breadth

 Develop contextual knowledge of the location of globally significant places – both terrestrial and marine – including their defining physical and human characteristics and how these provide a geographical context for understanding the actions of processes.

### PSHE-*Modern day significant people* Relationships

- Learn about what is kind and unkind behaviour, and how this can affect others.
- Learn how to listen to other people and play and work cooperatively.
- Learn how to talk about and share their opinions on things that matter to them

#### World

 Learn about what rules are, why they are needed, and why different rules are needed for different situations.

#### Well-being

• Learn to recognise that not everyone feels the same at the same time, or feels the same about the same things.

and human geographical features of the world, how these are interdependent and how they bring about spatial variation and change over time

### A&D-Materials and techniques

- Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.
- Use a range of materials creatively to design and make products.

### History-Jobs in the past; Significant people – Captain Cook

- Learn about events beyond living memory that are significant nationally or globally.
- Learn about the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods.

### Music-Sea shanties

- Experiment with, create, select and combine sounds using the interrelated dimensions of music.
- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.

# PSHE-Special people; Staying safe; Strengths and goals

# Well-being

- Learn about how to keep safe at home (including around electrical appliances) and fire safety (e.g. not playing with matches and lighters).
- Learn about rules and age restrictions that keep us safe.
- Learn about the people who help us to stay physically healthy.
- Learn about the people whose job it is to help keep us safe.
- Learn about what to do if there is an accident and someone is hurt.
- Learn basic rules to keep safe online, including what is meant by personal information and what should be kept private; the importance of telling a trusted adult if they come across something that scares them.
- Learn how to get help in an emergency (how to dial 999 and what to say).
  - Learn how to keep safe in the sun and protect skin from

			<ul> <li>sun damage.</li> <li>Learn that household products (including medicines) can be harmful if not used correctly</li> <li>Learn to recognise risk in simple everyday situations and what action to take to minimise harm.</li> <li>Learn ways to keep safe in familiar and unfamiliar environments (e.g. beach, shopping centre, park, swimming pool, on the street) and how to cross the road safely.</li> <li>Relationships</li> <li>Learn about the importance of not keeping adults' secrets (only happy surprises that others will find out about eventually).</li> <li>Learn what to do if they feel unsafe or worried for themselves or others; who to ask for help and vocabulary to use when asking for help; importance of keeping trying until they are heard.</li> <li>World</li> <li>Learn that everyone has different strengths.</li> </ul>			
MINI PROJECTS	SCIENCE	Habitats This project teaches children about habitats and what a habitat needs to provide. They explore local habitats to identify and name living things and begin to understand how they depend on one another for food and shelter. Habitats- • Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food. • Identify that most living things live in habitats to which they are suited and describe how	<ul> <li>Human Survival</li> <li>This project teaches children about the basic needs of humans for survival, including the importance of exercise, nutrition and good hygiene. They learn how human offspring grow and change over time into adulthood.</li> <li>Animals-</li> <li>Find out about and describe the basic needs of animals, including humans, for survival (water, food and air).</li> <li>Describe the importance for humans of exercise, eating the right amounts of different types</li> </ul>	<ul> <li>Plant Survival</li> <li>Plant parts; Seasonal changes in plants; Investigating germination;</li> <li>Investigating plant growth; Unusual plants; Working scientifically – Observing changes over time, Identifying and classifying, Pattern seeking, Comparative test, Research</li> <li>This project teaches children about the growth of plants from seeds and bulbs. They observe the growth of plants first-hand, recording changes over time and identifying what plants need to grow and stay healthy.</li> <li>Plants-</li> <li>Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.</li> <li>Observe and describe how seeds and bulbs</li> </ul>	<ul> <li>Uses of Materials         <ul> <li>Identifying materials and their             properties; Shaping materials; Uses             of materials; Linking properties to             use; Sustainability and recycling;             Working scientifically – Identifying             and classifying, Pattern seeking,             Comparative tests, Research             This project teaches children             about the uses of everyday             materials and how             materials and how             materials and how             materials or unsuitable             for specific purposes. They             begin to explore how             materials         </li> <li>Find out how the shapes             of solid objects made             from some materials             can be changed by             squashing, bending,             twisting and stretching.         </li> </ul> </li></ul>	<ul> <li>Animal Survival</li> <li>Habitats; Invertebrates and invertebrate groups; Microhabitats; Animal needs for survival; Food chains; Human impact on habitats; Animal offspring; Lifecycles – amphibians, birds, invertebrates, mammals and reptiles; Seasonal changes in animals; Habitat</li> <li>improvements; Working scientifically – Identifying and classifying, Observing changes over time; Pattern seeking; Research</li> <li>This project teaches children about growth in animals by exploring the life cycles of some familiar animals. They build on learning about the survival of humans by identifying the basic needs of animals for survival, including food, water, air and shelter.</li> <li>Enquiry</li> <li>Ask simple questions and recognise that they can be answered in different ways.</li> <li>Gather and record data to help in answering questions</li> <li>Identify and classify.</li> <li>Observe closely, using simple equipment.</li> <li>Perform simple tests.</li> <li>Use their observations and ideas to suggest answers to questions.</li> <li>Habitats</li> <li>Describe how animals obtain their food from</li> </ul>

<ul> <li>Identify and now drey</li> <li>Identify and nama avariety of plants and animals in their habitats, including</li> <li>Identify and markats, including inclustrates, including inclustrates, including animals in their habitats, including</li> <li>Enquiry</li> <li>Perform simple tests.</li> <li>Use their observations and ideas to suggest answers to questions.</li> <li>Observe closely, using simple equipment.</li> <li>Identify and classify.</li> <li>Observe closely, using</li></ul>
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			who have contributed to national and international	
	This essential skills and kno		achievements. Some should be used to compare aspects	
	children about atlases, ma		of life in different period	
	points. They learn about th			
	four countries of the Unite			
	why there are hot, temperat			
	the world. They also comp	-		
	Children carry out fieldwork			
	in their locality to answer	geographical questions.		
	Location-			
	<ul> <li>Name and locate the wor</li> </ul>	d's seven continents and		
	five oceans.			
	• Name, locate and identify	characteristics of the four		
	countries and capital citie			
	surrounding seas.			
	Features			
	<ul> <li>Identify seasonal and dail</li> </ul>			
	UK and the location of ho			
	world in relation to the Ed	quator and the North and		
	South Poles. Places-			
		similarities and differences nan and physical geography		
	of a small area of the UK,			
	contrasting non-Europear			
	Fieldwork			
	• Use aerial photographs ar	nd plan perspectives to		
		basic human and physical		
	features; devise a simple	map; and use and		
	construct basic symbols ir			
	Use simple compass direct			
	and West) and locational			
	(e.g. near and far; left and			
	<ul> <li>location of features and r</li> <li>Use simple fieldwork and</li> </ul>			
		neir school and its grounds		
	and the key human and p	-		
	surrounding environment			
	• Use world maps, atlases a			
	UK and its countries, as w			
	continents and oceans stu	udied at this key stage.		
	Breath			
	Understand the processe			
	physical and human geog			
		erdependent and how they		
		ion and change over time.		
ART AND	Mix it 2	Still Life Still life; Colour study;	Flower Head	Portraits and Poses Portraiture: Royal portraits; Sketching; Digital artwork
		summe, colour study;		Fortraiture, noyal portraits, Sketching, Digital artwork

DESIGN	Colour theory; Colour wheel;	Compositions	Analysing artwork; Exploring visual elements – colour, shape, form, texture	This project teaches children about portraiture. They
	Primary and secondary colours	This project teaches	and pattern; Significant artist – Yayoi Kusama; Drawing; Printmaking; 3-D forms	analyse the portraits of Tudor monarchs and compare
	This project teaches	children about the		Tudor portraits and selfies today. They use photo
	children about basic	work of significant still	This project teaches children about the visual elements of	editing software to create royal portraits.
	colour theory by studying	life artists and still life	flowers, including shape, texture, colour, pattern and form.	
	the colour wheel and	techniques. They	They also explore various artistic methods, including	• Learn about the work of a range of artists, craft
	colour mixing. It includes	explore a wide variety	drawing, printmaking and 3-D forms, using paper and clay.	makers and designers, describing the differences
	an exploration of primary	of still life and learn		and similarities between different practices and
	and secondary colours and	about the use of colour	Develop a wide range of art and design techniques in	disciplines, and making links to their own work.
	how artists use colour in	and composition. They	using colour, pattern, texture, line, shape, form and	• Use a range of materials creatively to design and
	their artwork	create still life	space.	make products.
		arrangements and	<ul> <li>Learn about the work of a range of artists, craft makers</li> </ul>	<ul> <li>Use drawing, painting and sculpture to develop</li> </ul>
	<ul> <li>Develop a wide range</li> </ul>	artwork.	and designers, describing the differences and similarities	and share their ideas, experiences and
	of art and design	<ul> <li>Develop a wide</li> </ul>	between different practices and disciplines, and making	
	techniques in using	range of art and	links to their own work.	imagination. <b>Breadth</b>
	colour, pattern,	design techniques	<ul> <li>Use a range of materials creatively to design and make</li> </ul>	
	texture, line, shape,	in using colour,	products.	<ul> <li>Evaluate and analyse creative works using the language of act, and design</li> </ul>
	form and space.	pattern, texture,	• Use drawing, painting and sculpture to develop and share	language of art, craft and design.
	• Learn about the work	line, shape, form	their ideas, experiences and imagination.	Produce creative work, exploring their ideas and
	of a range of artists,	and space.	Due a dela	recording their experiences.
	craft makers and	Learn about the	Breadth	
	designers, describing	work of a range of	• Evaluate and analyse creative works using the language of	
	the differences and	artists, craft	art, craft and design.	
	similarities between	makers and	<ul> <li>Produce creative work, exploring their ideas and</li> </ul>	
	different practices	designers,	recording their experiences.	
	and disciplines, and	describing the	recording their experiences.	
	making links to their	differences and		
	own work.	similarities		
	Use a range of	between different		
	materials creatively to	practices and		
	design and make	disciplines, and		
	products.	making links to		
	<ul> <li>Evaluate and analyse</li> </ul>	their own work.		
	creative works using			
	the language of art,	Use a range of		
	craft and design.	materials		
	crait and design.	creatively to design		
		and make		
		products.		
		Evaluate and		
		analyse creative		
		works using the		
		language of art,		
		craft and design.		
		Produce creative		
		work, exploring		
		their ideas and		
		recording their		

	experiences.			
DT	<ul> <li>Remarkable Recipes</li> <li>Sources of food; Kitchen tools; Reading recipes; Hygiene rules; Making a school meal</li> <li>This project teaches children about sources of food and tools used for food preparation. They also discover why some foods are cooked and learn to read a simple recipe. The children choose and make a new school meal that fulfils specific design criteria.</li> <li>Food</li> <li>Understand where food comes from.</li> <li>Use the basic principles of a healthy and varied diet to prepare dishes.</li> <li>Design purposeful, functional, appealing products for themselves and other users based on design criteria.</li> <li>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</li> <li>Make</li> <li>Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing).</li> <li>Evaluate</li> <li>Explore and evaluate a range of existing products.</li> <li>Evaluate their ideas and products against design criteria</li> <li>Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.</li> </ul>	<ul> <li>Beach Hut. Structures - strengthening and joining This project teaches children about making and strengthening structures, including different ways of joining materials.</li> <li>Technical <ul> <li>Build structures, exploring how they can be made stronger, stiffer and more stable.</li> </ul> </li> <li>Design <ul> <li>Design purposeful, functional, appealing products for themselves and other users based on design criteria.</li> <li>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</li> </ul> </li> <li>Make <ul> <li>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</li> <li>Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing).</li> </ul> </li> <li>Evaluate their ideas and products against design criteria. Breadth <ul> <li>Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.</li> </ul></li></ul>	<ul> <li>Cut, Stitch and Join         <ul> <li>Everyday fabric products;</li> <li>Significant designer - Cath</li> <li>Kidston; Sewing patterns;</li> <li>Running stitch; Adding</li> <li>embellishments; Designing and making a bag tag</li> <li>This project teaches</li> <li>children about fabric</li> <li>home products and the</li> <li>significant British brand</li> <li>Cath Kidston. They learn</li> <li>about sewing patterns</li> <li>and using a running stitch</li> <li>and embellishments</li> <li>before making a sewn</li> <li>bag tag.</li> </ul> </li> <li>Design</li> <li>Design purposeful, functional, appealing products for</li> <li>themselves and</li> <li>other users based on</li> <li>design criteria.</li> <li>Generate, develop, model and</li> <li>communicate their</li> <li>ideas through</li> <li>talking, drawing, templates, mock-ups</li> <li>and, where</li> <li>appropriate, information and</li> <li>communication</li> <li>technology.</li> </ul> <li>Make</li> <li>Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing).</li> <li>Select from and use a wide range of materials and</li>	<ul> <li>Push and Pull Machines and mechanisms; Sliders, levers and linkages;</li> <li>Designing and making greetings cards with moving parts</li> <li>This project teaches children about three types of mechanism: sliders, levers and linkages. They make models of each mechanism before designing and making a greetings card with a moving part.</li> <li>Explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products.</li> <li>Build structures, exploring how they can be made stronger, stiffer and more stable.</li> <li>Design Products for themselves and other users based on design criteria.</li> <li>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</li> </ul>

	<ul> <li>components, including construction materials, textiles and ingredients, according to their characteristics.</li> <li>Evaluate</li> <li>Explore and evaluate a range of existing products.</li> <li>Evaluate their ideas and products against design criteria.</li> </ul>	<ul> <li>Make</li> <li>Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing).</li> <li>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</li> <li>Evaluate</li> <li>Evaluate their ideas and products against design criteria.</li> <li>Explore and evaluate a range of existing products.</li> <li>Breadth</li> <li>Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate</li> </ul>
		<ul> <li>Explore and evaluate a range of existing products.</li> <li>Breadth</li> <li>Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to</li> </ul>

		RE		Christmas LTC				Hajj LTC
		es agreed llabus	How can we look after our planet?	Cornerstones	How is new life welcomed?	How can we make good choices?	How and why do people pray?	Cornerstones
	BIG Q	UESTION	Can one person change the world?	What is the greatest gift?	What is the most valuable thing in the world?	Why do mistakes help us to learn?	Does God Answer?	Can a holy place be outside?
	Faith week	Year A	Holy Trinity	Christmas	Prayer and ritual: The Lord's Prayer	Easter	Pentecost	St Thomas Day
STS	Theme	Year B	The uniqueness of Jesus	Christmas	Eucharist	Easter	Salvation/Forgivene ss	St Thomas
ie subjec		IUSIC aranga	Hands, Feet, Heart.	Но, Но, Но	I Wanna Play in a Band	Zootime	Friendship song	Reflect, Rewind and Replay
OWN SCHEME SUBJECTS		PUTING Computing	Information technology around us Identifying IT and how its responsible use improves our world in school and beyond.	Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions.	Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.	<b>Pictograms</b> Collecting data in tally charts and using attributes to organise and present data on a computer.	Digital photography Capturing and changing digital photographs for different purposes.	Making music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.
	Based	E/RSHE d on PSHE tion scheme	What makes a good friend?	What is bullying?	What helps us to stay safe?	What jobs do people do?	What helps us grow and stay healthy?	How do we recognise our feelings?
	Please s	PE see Beyond al scheme	<ol> <li>Look, Run, Avoid</li> <li>Throw, Prepare, Catch</li> </ol>	<ol> <li>Agility, balance, coordination</li> <li>Duel, Win, Lose</li> </ol>	<ol> <li>Inspire, create, perform</li> <li>Hands, Feet, equipment</li> </ol>	<ol> <li>Strike, React, Rally</li> <li>Fair, Share, Dare</li> </ol>	<ol> <li>Jump, Shape, Create</li> <li>Target, Control, Combine</li> </ol>	<ol> <li>Run, Jump, Throw</li> <li>React, Roll, Retrieve</li> </ol>
C	ORACY IDEAS							
MATH	MATHS – WHITEROSE		AUTUMN TERM WHITE ROSE MATHS		SPRING TERM WHITE ROSE MATHS		SUMMER TERM WHITE ROSE MATHS	
	ENGLISH TEXT SUGGESTIONS		Fiction-Look Up! by Nathan Bryon Non-Fiction- Rosa Parks- Little people, big		Fiction- Katie Morag and the New Pier - Mairi Hedderwick		Fiction- Queen Victoria's Bathing Machine – Victoria Whelan	
			dreams		Non-Fiction- Emergency Res	cue: Meet Real-life Heroes	Non-Fiction- How Flowers Grow (Usborne Beginners) Poem- The great fire of London- George Szirtes	
			Poem- Autumn is Here-	Top Marks	Poem-		Foem- the great life of LON	uon- George szintes

SCHOOL VALUE WORD	Image: serie regime
BRITISH VALUES	<ul> <li>Democracy- The promotion of democracy is extensive within the school. Pupils are vote in their classes for representatives for school council and collective worship council. Pupil voice is sought out regularly through school council, collective worship councils, prefects, house captains, playleaders and pupil questionnaires. Children are consulted and contribute to the development of school policies, for example our behaviour policy and subject monitoring. The principle of democracy is explored in many areas of our knowledge rich topics and through our PSHE/RSE curriculum.</li> <li>Individual Liberty - Within school, pupils are actively encouraged to make choices, knowing that they are in a safe and supportive environment. As a school we educate and provide boundaries for young pupils to make choices, through provision of a safe environment and empowering education. Pupils are encouraged to know, understand and exercise their rights and personal freedoms and advise how to exercise these safely, for example through our 'Online safety' and PSHE lessons. Pupils are given the freedom to make choices, for example signing up for extra-curricular clubs, choosing the level of challenge in some lessons and deciding what to present at class worship.</li> </ul>
	The Rule of Law-The importance of Laws, whether they be those that govern the class, the school, or the country, are consistently reinforced throughout regular school days, as well as when dealing with behaviour and through school worship times. Pupils are taught the value and reasons behind laws, that they govern and protect us, the responsibilities that this involves and the consequences when laws are broken. Visits from authorities such as the Police and Fire Service are regular parts of our calendar and help reinforce this message. Mutual Respect & Tolerance- As a Church of England school, our ethos is based around core Christian values, including respect. Our aims are firmly based on the value of community and respect, which permeates all aspects of school life, including our school improvement plan and behaviour policy. This is supported by our values led worship time and display, with a different value each half-term. Tolerance is achieved through enhancing pupils understanding of their place in a culturally diverse school and society and by giving them opportunities to share their own faiths, beliefs and cultures. Worship times and discussions involving prejudices and prejudice-based bullying have been followed and supported by learning in RE and PSHE. Children have a school visit to different places of worship during their time at school and we actively encourage children and staff to share their own experiences of faith and belief.
OTHER EVENTS	<ul> <li>Black History Month- October</li> <li>Black History Month- October</li> <li>Harvest Festival - October</li> <li>Chinese New Year- Jan</li> <li>Chindren's Mental Health Week-Feb</li> <li>Diwali-October</li> <li>Safer Internet Day-</li> <li>Bonfire Night – 5<sup>th</sup> November</li> <li>Remembrance Day- 11<sup>th</sup> November</li> <li>Anti-Bulling Week November</li> <li>Hannukah- December</li> <li>Christmas -Church and school events</li> <li>Mother's Day</li> <li>Ramandan -March/April</li> <li>Easter- Church and Activities</li> <li>Eid El-Fitr- April</li> <li>Walk to School Week- May</li> <li>Mental Health Awareness Week- May</li> <li>Father's Day- June</li> <li>Eid-Al-Adha- June/July</li> </ul>