

Curriculum Overview 2020 / 2021							
Subject and term	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
English	A1	Teaching texts: The Smartest Giant in town, The Snail and the Whale, Tiddler	Teaching texts including: Flotsam, Samson's Titanic Journey. Writing focus including: person narrative. Newspaper report.	Teaching texts: including "The Iron Man, Writing: explanation, persuasion, reports.	Teaching texts including: Varjak Paw: Writing: recount, newspaper reports., narrative.	Teaching Texts including: The Adventures of Odysseus . Writing including: fact file and biographies. Greek word origins, oral debates about differing views and opinions.	Teaching Texts including: Private Peaceful. Writing including: Diary, newspaper, leaflets
	A2	Teaching Texts;; How to Catch a Star, The Way Back Home. Writing: non - chronological reports	Teaching texts including: George's Marvellous medicine. Writing including: letters and diary writing	Teaching texts: "There's a Pebble in my Pocket" Writing: biography, explanations.	Teaching texts including: Varjak Paw: Writing: recount, newspaper reports., narrative.	Teaching Texts including: Skellig. Writing including character profile, prediction.	Teaching Texts including: Goodnight Mr Tom. Writing including: writing in role showing empathy, poetry, letter writing in role.
	S1	Recounting, explanation texts	Teaching texts including Man on the Moon, Writing focus including: diaries, recounts	Teaching texts:"Ug "and "Stone Age Boy" Writing: explanations, diary entry, and instructions.	Teaching texts including: The Great Kapok Tree: Writing: poetry, explanations, debate, report writing, non chronological report, persuasive leaflet.	Teaching Texts including: Cosmic Writing including Note writing in role as a character. Composing an email from one character to another	Teaching Texts including: A Midsummer Night's Dream. Writing including: writing in role, playscripts.
	S2	Teaching Texts: Traction Man.Writing: instructions and chronological reports.	Shared stories in class: Bear and the Hare	Teaching texts:"Ug "and "Stone Age Boy" Writing: explanations, diary entry, and instructions.	Teaching texts including: The Great Kapok Tree: Writing to include: poetry, explanations, report writing	Teaching Texts including: Cosmic and poetry . Writing including poetry, newspaper reports	Teaching Texts including: The Boy in the Girls Bathroom. Writing including: Letters and Newspapers
	SU1	Teaching Texts: The Green Ship. Writing to include: information poster, plant guide	Teaching texts including: Stowaway (based on Sir Francis Drake) Writing to include: diary entries	Teaching text: including "Fly Eagle Fly". Writing to include: biographies, fact file on African animals.,	Teaching texts including: Charlie and the Chocolate Factory. Writing to include: narrative, recount, newspaper articles	Teaching Texts including: Journey to the River Sea . Writing including note taking, diary entries	Teaching Texts including: The London Eye Mystery. Writing including: Diary writing, letters, police report
	SU2	Teaching Texts: Jeremy Cool. Writing: Persuasive writing, diary entry, Caribbean poetry.	Teaching texts include: The Mousehole Cat and Esio Trot Writing focus including: fiction, letters	Teaching Texts including "Escape from Pompeii" Writing focus: Perform short play, letters, formal voiceover.	Teaching texts including: The Chocolate Tree. Writing: narrative, recount, newspaper article, formal letter.	Teaching Texts including: Journey to the River Sea and poetry . Writing including poetry narrative fiction.	Teaching Texts including: The London Eye Mystery. Writing including: comic strip, empathetic writing in role.
Maths	A1	Number: Place value; addition and subtraction	Number: Place value; addition and subtraction	Number: Place value; addition and subtraction	Number: Place value; addition and subtraction	Number: Place value; addition and subtraction	Number: Place value; addition, subtraction, division and multiplication
	A2	Geometry: shape Number within 20: addition and subtraction	Measurement: money Number: Multiplication and division	Number: Multiplication and division	Measurement: length and perimeter Number: division and multiplication	Statistics Number multiplication and division Measurement:perimeter and area	Fractions Geometry: position and direction
	S1	Number within 20 and then 50: addition and subtraction	Number: Multiplication and division Statistics	Number: Multiplication and division Measurement: money Statistics	Number: Multiplication and division Measurement: area	Number: Multiplication and division Fractions	Number: Decimals; percentages; algebra
	S2	Measurement: length and height Measurement: weight and volume	Geometry: shape Number: fractions Measurement: length and height	Measurement: length and perimeter Number: fraction	Number: fractions Decimals	Fractions Number: decimals and percentages	Measurement converting units measurement volume, area, perimeter Number: ratio
	SU1	Number: multiplication and division. Fractions	Position and direction. Problem solving. Time	Number: Fractions Measurement: time	Decimals Measurement: money; time	Number: Decimals Geometry: properties of shape	Geometry: properties of shape Problem solving
	SU2	Number place value to 100; Geometry Position and direction. Money. Time	Measurement: mass, capacity, temperature Investigations	Geometry: properties of shape Measurement: mass and capacity	Statistics Geometry: properties of shape; position and direction	Geometry: position and direction Measurement converting units measures volume	Statistics Investigations.
Science	A1	Animals identification and classification	Animals Including Humans: needs and growth	Animals Including Humans: nutrition, skeletons and staying healthy	electricity	Properties and changes of Materials: comparative tests, e.g. conductivity of heat	living things and their habitats: classification, including micro organisms
	A2	Seasonal Changes	Forces: magnets	light: the nature of light	Animals Including Humans: digestive system and food chains	Properties and changes of Materials: comparative tests, e.g. conductivity of heat	living things and their habitats: classification, including micro organisms
	S1	Living Things: plants	Living Things and Their Habitats	Forces and magnets	Animals Including Humans: digestive system and food chains	Earth as space: solar system	Animals including Humans: human circulatory system, diet, drugs, and exercise
	S2	everyday materials including wood, plastic, glass, fabric, metal, water and rock	Materials that change when heated and cooled (reversible and irreversible)	Forces and magnets	sound and hearing :vibrations	Forces: identify effects of air resist, water resist. & friction, that act between moving surfaces	Light: nature of light, explain that objects are seen because they give out or reflect light into the eye. The Eye.
	SU1	Plants identifications and structures	Flower: life cycle of a plant and parts of a plant	Rocks	states of matter: heating, cooling, evaporation, condensation	Animals inc humans: human development	Evolution, inheritance and adaptions
	SU2	Seasonal changes and associated weather	Flower: life cycle of a plant and parts of a plant	teeth	living things and their habitats: classification and habitats	living things and their habitats: life cycles of mammal, amphibian, insects birds	Electricity and circuits
History	A1	Animals of the past	Travelling Through Time/Black History Month-The Windrush & Martin Luther King	Earth's history	Ancient Egyptians: timelines, social structure, architecture	Ancient Greeks: Civilisation, timeline, Compare and contrast two city states	First and Second World Wars: timelines, key events and the effects on children in London (evacuations, rationing) and other countries in Europe
	A2	Space travel	Happy and Healthy Living: Mary Seacole and Florence Nightingale	Local history- impact of change on the local area	Ancient Egyptians: social structure, architecture	Ancient Greeks: daily life, society structure, architecture	Black History Month- link to Wilfred Tull- first Black officer in the 1 st World War Remembrance Day . The Blitz
	S1	London past and present. The Great fire of London	The Great Explorers: Christophe Columbus	Prehistory, Stone age, Bronze Age and Iron age	Mayan Civilisation: religious structures; settlements; society	From Galileo to space. Telescopes, the space race, space exploration	Primary and secondary sources investigate the experiences of different groups during the war focus on Anne Frank
	S2	History of toys.	Plants Around the World	Prehistory, Stone age, Bronze Age and Iron age	Mayan Civilisation: settlements; society and leaders	From Galileo to space. Telescopes, the space race, space exploration	The Tudors: mark out the Tudors within the context of the history of Britain.
	SU1	LS Lowry's lifetime	Castles, Princesses, Knights & Dragons	African historical figures: Nelson Mandela	Aztec civilization: timeline, social structure and leaders.	History of the river Thames, London and the Empire	The Victorians – what did the Victorians do for us? • Local Historical Enquiry (Bexley):
	SU2	West Indian links: Significant historical people in their own locality: such as Bob Marley Brian Lara (cricketer)	Sun, Sea and Sand	Romans in Britain Boudica: a leader	Aztec civilization: settlements, life style, demise	Hampton Court and King Henry VIII	Investigation of key Victorians: e.g.: first non-stop flight across the Atlantic (Alcock & Brown), William Morris.

Geography	A1	Maps and the British Isles	Travelling around the UK , Transport across Europe	A active world: earthquakes and volcanoes	Egypt: location and key features. The Rive Nile and its impact on Egypt.	Similarities and differences between Greece and the UK & America.	Mapping the wars in Europe. Settlements, and change.
	A2	Daily and seasonal weather	Key human and physical features of a European and Asian country	Local area: human and physical characteristics.	Egypt: location and key features. The Rive Nile and its impact on Egypt.	Greece: settlements, economic activity. Physical geography.	Mapping the wars in Europe. Settlements, and change.
	S1	London: features and characteristics	The Great Explorers	Contrast an area in the UK with an area in a European country.	South America: key features. Amazon river and tropical rainforest	Where in the world? Latitude, longitude, time zones	Which way now? Grid references and Ordnance Survey maps
	S2	World map, identify similarities and differences between the UK and contrasting countries around the world	Plants Around the World	Contrast an area in the UK with an area in a European country.	Amazon river and tropical rainforest Contrasting regions: UK, Europe, and the Amazon.	Where in the world? Latitude, longitude, time zones	Explore the regions linked to Shakespeare through maps and comparisons.
	SU1	Where we are in the world/UK/England / London /Kent/ Sidcup	Castles, Princesses, Knights & Dragons	Africa: main physical and human characteristics. Land use	Fair trade: where do products come from? Cocoa trade	Distribution of water around the globe River features and formation	Geographical enquiry building on end of phase skills
	SU2	Britain and St. Lucia, physical and human geography	Sun, Sea and Sand	Roman empire. A village study.	Fair trade: Comparison of a Ghanaian and British farmer Chocolate production and trade	River Thames compared with the River Amazon, physical and human features.	Geography of London – comparison to other capital cities, rivers, human and physical features around the world.
Computing	A1	Young Investigators: create, organise, store, manipulate and retrieve digital content	How to use the internet – browsers. Research project about how transport over the years has changed.	We love games: Design, write and debug programs that accomplish specific goals	We built this city: Design, write and debug programs , e.g. Toca builder app	Grand designs: Use software, eg Book creator to create and present information. Google sketch-up	Building Battle Bots: Design, write and debug programs that accomplish specific goals
	A2	Visual coding _ Daisy the Dinosaur app Create and debug simple programs	Image and sound – create a simple story about an emergency using animation. Use programs including iMovie, iPhoto and iCanAnimate.	We Are Publishers: design and create digital materials	Back to the Future: design and create a range of data and information	Grand designs: Use software, eg Book creator to create and present information. Google sketch-up	Building Battle Bots: Design, write and debug programs that accomplish specific goals
	S1	Pictures tell a thousand words: Digital literacy: digital photography	Visual coding – to set an explorer's trail to produce a picture – Hopscotch program.	Big robots: computer science. Design, write and debug programs that accomplish specific goals	Making games: scratch program	Earth and Space: Design, write and debug programs , e.g. Space adventures (LGFL), J2code.	Young authors: Select, use and combine a variety of software , e.g. popet, book creators.
	S2	App attack: Digital literacy: digital photography	Control – create own level in A.L.E.X. (coding app) and write instructions for completing it (Beebots, A.L.E.X., Kodable).	Class democracy: use search technologies effectively to create digital materials	A presentation: using word and PowerPoint to create and present information.	Earth and Space: Design, write and debug programs , e.g. Space adventures (LGFL), J2code.	Young authors: Select, use and combine a variety of software , e.g. popet, book creators.
	SU1	We are all connected: Digital literacy: use and manipulate digital content	Programming 1– moving a knight around a castle	My first scratch program	We've got the power: use and combine a variety of software to design and create a range content, e.g. I movie	Cars: scratch program	heroes and villains: Design, write and debug programs , using scratch/ J2Code / Busy things
	SU2	Computer coding: Beebots	Programming 2	Going for gold: design and create a range of programs, systems and content	Interface designer: Use of notepad, or textedit, to write and debug programs	Cars: scratch program	heroes and villains: Design, write and debug programs , using scratch/ J2Code / Busy things
RE	A1	Christianity/ Judaism The Creation Story	Christianity The Parish Church	Christianity Jesus through Art	Christianity Parables of Jesus	Christianity Why is Jesus Inspirational?	Christianity Beliefs in Action
	A2	Celebrations Sukkot Purim Hanukah Christmas	Celebrations: Diwali. Christmas	Giving Religious teachings about giving time, money, love, comfort etc. to others The idea of the gift of a child leading in to Christmas	Celebrations Christmas Unwrapped	Peace View of different religions/leaders. The message of Christmas	Helping the homeless and refugees based on Jesus: life and teaching (Incarnation and service to others) including Christmas
	S1	Judaism Worship at home and in synagogue ArkTarah Ten Commandments	Hinduism Belief in God, represented through different names and images (Krishna, Ganesh, stories of the deities)	Sikhism Guru Nanak, his teachings, his birthday The Ten Gurus Guru Granth Sahib	Islam Prophet Muhammad (pbuh) The Qur'an Introduction to the Five Pillars of Muslim life	Buddhism The life, teaching and death of the Buddha Buddhist stories about how to live and Four Noble Truths	Big questions explored, eg Does science have all the answers? Who makes the rules? Why is there so much human suffering?
	S2	Christianity People whom Jesus met Easter	Christianity Living as a Christian. Easter.	Christianity The different Churches in our community Easter	Christianity Signs and Symbols Easter	Christianity Inspirational Christians Reconciliation Easter	Christianity God as Father, Son and Holy Spirit Sacrificial Love Easter
	SU1	Judaism Moses Passover Ceremonies (weddings and Bar Mitzvah)	Hinduism Special times: Worship in the home Worship in the mandir Holi Raksha Bandan	Sikhism The 5 K's The Gurdwara Belonging to the Sikh community	Islam The Five Pillars of Muslim life The Shahadah Prayer (salat) Fasting (sawm) Charity (zakat) Pilgrimage (Hajj) Worship at home and at the mosque	Buddhism Five Moral Precepts Noble Eightfold Path The Buddhist community Meditation and Mandalas	Big questions: eg Is there a divine being that cares about me? What gives my life ultimate meaning? What happens after we die? Does God answer prayer?
	SU2	Christianity The Parables of Jesus	Concept Unit Sharing (Christianity, Judaism and Hinduism)	Christianity Amazing Adventures: The Journeys of St Paul	Concept unit Prayer and worship (Christianity, Sikhism and Islam)	Christianity The Bible	Concept unit Key concepts from the 6 major world faiths
PE	A1	Groovy Gymnastics: Can copy, explore and perform movement phases safely and confidently using a range of body parts and actions.	Gymnastics – pathways, straight, zig-zag and curving. Games – throwing, catching, inventing small games.	Throwing and Catching/– Cricket and Rounders: Can use techniques and accurately apply ball skills and tactics across a range of striking and fielding games.	striking and fielding : can use techniques and accurately apply ball skills and tactics	Athletics: Can use control and co-ordination in athletic events to achieve a personal best.	Nimble nets: Can use their skills, tactical knowledge and awareness of the different roles within competitive games
	A2	Story time dance: can copy, create and perform short dance phases using simple movement patterns	Gymnastics – high and low parts. Games – dribbling, kicking, hitting.	Multiskills: including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination	Dance: can create and link expressive dance phases using a range of movement patterns in response to a variety of stimuli	Gym: can consistently create and perform well executed sequences using a variety of complex skills	Invaders: can use their skills, tactical knowledge and awareness of the different roles within competitive games
	S1	Multiskills: including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination	Gymnastics – linking movements together. Outdoor PE – athletics.	Gymnastics: can create, perform and link a variety of controlled movements with fluency and precision	Can swim at least 25 metres unaided using breast stroke, front crawl and back stroke	Can swim at least 50 metres unaided using breast stroke, front crawl and back stroke	Striking and fielding: can use their skills, tactical knowledge and awareness of the different roles within competitive games to maximise team performance.
	S2	Throwing and catching: Can use ball skills and tactics within a game involving attacking and defending.	Dance – plant growth. Outdoor – group games and inventing rules.	Basketball: can use techniques and accurately apply ball skills and tactics across a range of invasion games	Can swim at least 25 metres unaided using breast stroke, front crawl and back stroke	Can swim at least 50 metres unaided using breast stroke, front crawl and back stroke	Gym sequence: can consistently create and perform well executed sequences using a variety of complex skills
	SU1	Ball skills: Can use skills and tactics within a game involving attacking and defending	Athletics: Can master basic movements including running, jumping, throwing, as well as developing balance, agility and co-ordination	African dance: Can create and link expressive dance phases	Gym: can create, perform and link a variety of controlled movements with fluency and precision.	Dance: can create and perform using a range of complex, expressive and precise movement patterns in response to a variety of stimuli.	Young Olympians Can use control and co-ordination in athletic events to achieve a personal best.
	SU2	Athletics: Can master basic movements including running, jumping, throwing, as well as developing balance, agility and co-ordination	Dance – pirate shanties. Games – team games	Athletics: can use a variety of running, jumping and throwing techniques and apply them to athletic events.	Young Olympians: can use a variety of running, jumping and throwing techniques and apply them to athletic events.	Striking and fielding: can use their skills, tactical knowledge and awareness of the different roles within competitive games to maximise team performance.	Dynamic Dance – Dance for Production

Art	A1	Collage	Whacky Wheels	Drawing - Leo Sewell	Printing	Drawing/ Painting - Ilker Ozgunsur	Art Study: Paul Nash 'Totes Meer' – composition and symbolism.
	A2	Painting - Van Gogh	Paul Gauguin – still life paintings of fruit, colour mixing and first hand observational drawing.	3D Sculpture	3D Sculpture	Printing/ Digital Media	Drawing / Painting - Religious art around refugees/ immigration/ Propaganda War Art
	S1	3D Sculpture	Artist study: Andy Goldsworthy – sculpture/ shelter from natural materials.	Textiles	Painting/ Drawing - Henri Rousseau	Textiles - British Textile Designers	Art Study: Local Famous Artists- explore styles and compare with more modern day artists such as Frida Kahlo
	S2	Textiles	William Morris – printing: polystyrene tiles and rollers. Designing and making floral patterned fabric.	Printing	Textiles	Digital Media	Drawing / Painting/ Printing/ Collage - Use of different mediums in exploring work of local artists.
	SU1	Drawing - L.S. Lowry	Bayeux tapestry, castle engravings & watercolour castles.	Painting - African Masks	Digital Media - Aztecs	3D Sculpture	Artist Study: Banksy - Drawing /Painting – imitate Banksy's style, large scale. Scratch art.
	SU2	Printing/ Digital Media	Painting seascapes.	Collage/ Digital Media	3D Sculpture	Collage/ Printing	Textiles – make a pencil case, including adding in a zip. Look at vintage London Underground posters for ideas.
Design Technology	A1	Materials	Mechanisms- making vehicles. Designing your own vehicle. Lego vehicles.	Materials	Food	Food	Food: Cooking using wartime recipes.
	A2	Materials	Food and nutrition – making healthy meals using fruits and vegetables.	Computing/ Mechanics - Alexander Graham Bell	Materials	Electronics - Percy Shaw	Designer Study: Percy Shaw (Cats' Eyes Designer)
	S1	Structure - Christopher Wren	Design and make a boat to sail with a purpose	Mechanics/ Computing - Steve Jobs	Food - Ella Woodward	Textiles - Coco Chanel	Designer Study: Coco Chanel
	S2	Mechanics	Design and make a mini greenhouse using materials to help seeds grow.	Textiles	Mechanics/ Computing/ Electronics	Materials	Textiles: Make slippers inspired by London
	SU1	Textiles	Medieval tools – designing them; design and make a castle.	Food - Ian Burnett	Mechanics/ Computing/ Electronics/ Structure - I K Brunel	Materials/ Food	Digital Media – photograph/ video school production
	SU2	Computing/ Food - Monica Galetti	Seaside snacks – tasting, exploring and think about a range of foods.	Materials	Textiles	Computing	Sculpture 3D – props for production. DT Link
PSHE	A1	Relationships (Families and Friendships/Safe relationships) Anti bullying week	Can recognise how to stay safe in different environments and knows about safety at home. Can know what it means to belong to a group and the different roles and responsibilities within that. Anti bullying week	Relationships (Families and friendships/Safe Relationships) Anti bullying week	Relationships (Families and Friendships/Safe relationships/Respecting ourselves and others) Anti bullying week	Relationships (Families and Friendships/Safe relationships/Respecting ourselves and others) Anti bullying week	Democracy - raising awareness of refugees and their issues. Individual Liberty - to face new challenges positively by collecting information, looking for help, making responsible choices, and taking action. Anti bullying week
	A2	Relationships (Safe relationships/Respecting ourselves and others) British Values Democracy : Parliament day Remembrance Day	Can know what it means to belong to a group and the different roles and responsibilities within that. Can identify the value of money in terms of 'needs' and 'wants'. Can begin to understand how to look after money.	Relationships (Safe relationships/Respecting ourselves and others) British Values Democracy : Parliament day Remembrance Day	Living in the wider world - (Belonging to a community/Media literacy and digital resilience/Money and work) Mental Health Week; Safe internet day	Relationships (Families and Friendships/Safe relationships/Respecting ourselves and others) British value: Democracy comparisons Enterprise: Christmas Fair goods	Virgin Grow a Fiver - life skills such as basic accounting, profit and loss. Fundraising. Metro Bank unit: how to look after their money and realise that future wants and needs may be met through saving.
	S1	Living in the wider world : Belonging to a community/Media literacy, online safety and digital resilience Mental Health Week. Safer Internet day	Can recognise people have different roles and understand about making and keeping friends. Mental Health Week. Safer Internet day	Living in the wider world (Belonging to a community/Media literacy & digital resilience/ Money and work) Mental Health Week. Safer Internet day	Living in the wider world - (Belonging to a community/Media literacy and digital resilience/Money and work)	Living in the wider world - (Belonging to a community/Media literacy and digital resilience/Money and work) Mental Health Week; Safe internet day	Belonging to a community: feeling positive about themselves ; participate make real choices and decisions (Mental Health Week; Safe internet day
	S2	Living in the wider world - (Media literacy, online safety and digital resilience/Money and work)	Can recognise things pupils have in common with their peers and begin to identify differences.	Living in the wider world (Belonging to a community/Media literacy & digital resilience/ Money and work)	Values: Protecting the world and know our part in this. Enterprise: Raise awareness of the work of campaigners such as Greenpeace to protect the environment and fundraise for this.	Living in the wider world - (Belonging to a community/Media literacy and digital resilience/Money and work) Enterprise: Metro bank, looking after money	Taking responsibility: within school, looking after animals properly; for identifying safe, healthy and sustainable means of travel when planning their journey to school British values day
	SU1	Health and Wellbeing (Physical health and mental wellbeing/Growing and changing) British values day	Can identify what practices we can take to keep healthy particularly linked to sleep and medicines. Can recognise how to stay safe in different environments and knows about safety at home. British values day	Health and Wellbeing (Physical Health and Mental wellbeing/Growing and changing) British values day	Fairtrade impact on farmers and the environment. Exploring what a balanced diet is, comparing modern day food with Aztec food, and understanding how chocolate can be part of a healthy diet.	Health and Wellbeing (Physical health and mental wellbeing/Growing and changing/Keeping safe) British values day	Health and Wellbeing (Physical health and mental wellbeing/Growing and changing/Keeping safe) Tolerance: - meet and talk with people , consider social and moral dilemmas that they come across in life
	SU2	Health and Wellbeing (Growing and changing/Keeping safe)	Can recognise what makes them unique and can name body parts using the correct terminology.	Health and Wellbeing (Growing and Changing/Keeping safe)	Review impact of philanthropy, eg the Bourneville village. -Health and Wellbeing (Physical health and mental wellbeing/Growing and changing/Keeping safe)	Health and Wellbeing (Physical health and mental wellbeing/Growing and changing/Keeping safe) Enterprise: summer fair stall	Virgin Money- Grow a Fiver in the School Summer Fair. My Money Week Mortgages, budgeting, saving, compare cost of a mobile Phone- best contract etc.
Music	A1	Hey You!	Hands, Feet, Heart	Let Your Spirit Fly	Mamma Mia	Living' On A Prayer	Happy
	A2	Rhythm in the Way We Walk and Banana Rap	Ho Ho Ho	Glockenspiel Stage 1	Glockenspiel Stage 2	Classroom Jazz 1	Classroom Jazz 2
	S1	In the Groove	I Wanna Play in a Band	Three Little Birds	Stop	Make You Feel My Love	A New Year Carol
	S2	Round and Round	Zoo time	The Dragon Song	Lean On Me	The Fresh Prince Of Bel-Air	You've Got A Friend
	SU1	Your Imagination	Friendship Song	Bringing Us Together	Blackbird	Dancing in the Street	Music and Me
	SU2	Reflect, Rewind and Replay.	Reflect, Rewind and Replay.	Reflect, Rewind and Replay.	Reflect, Rewind and Replay.	Reflect, Rewind and Replay.	Reflect, Rewind and Replay.
Mandarin	A1		Characters and Calligraphy, number 1 to 10	Characters and calligraphy, numbers 20 to 50		Characters and calligraphy, numbers 50 to 100	Characters and calligraphy, numbers 50 to 100
	A2		family and people	body parts		How old are you?	homes
	S1		Chinese New Year / Calendar / months / week	Chinese New Year / Calendar / months / week		Chinese New Year / Calendar / months / week	activities
	S2		animals	animals. My pets.		house and homes	Who am I?
	SU1		colour	classroom		food and drink, favourites	Where are you going? World travel
	SU2		Brown Bear, Brown Bear (Bill Martin and Eric Carle)	story /song		story /song	story /song