



Topic: Superheroes

Week	English	Maths	Science	Art / DT	Humanities	RE / PSHE	Music	PE / Games	Computing
	Draw and label your superhero, describe super powers	Superhero number bonds to 10 and 11		Pop art Andy Warhol Paint Andy Warhol style repeating pictures of superheroes in primary and secondary colours.		PSHE – Good to be Green Charter Growth Mindset		Match actions to the sounds that they created in music	Take photos laid on our backdrop pretending to be superheroes flying through the sky
2	My Dad/Mum by Anthony Browne Write a book about their superhero parent in the style of AB	Counting and place value	Our super skills. Explore our bodies and our super skills – super legs for speed, super eyes for reading etc. Draw and label body with body parts and super skills.	Explore marvel comics and pop art. Leitchinstein /Warhol .Describe features and their preferences. Copy their favourite picture	Explore historical super heroes – what makes a superhero – helping others	RE – Who are leaders? Brown owl. Head etc Explore PSHE – Our ideal classroom 1	Use instruments and body sounds to create super hero sound effects	Games – Invasion ball games. Send/receive and stop a ball Gymnastics – balance, climbing and jumping off	Copy and save Superhero images onto a backdrop. Create a montage
3	Read Steven Seagull Retell the story, character study, Plan comic style story	Place value and money	Identify each sense. Draw and label	Recreate their story from English as a comic.	Thomas Foxwell Buxton – helped the poor and needy	RE – Leaders in the Bible – Moses leading Exodus through Egypt PSHE – Our ideal classroom 2	Exploring pulse and rhythm – Music Express 1 p24	Games – Invasion ball games. Send/receive and stop a ball Gymnastics – balance, climbing and jumping off	2 Go Draw – use to draw mathematical shapes.
4	Plan and write a story like Steven Seagull but different animal saves the day	Money	Explore how our senses rely upon each other – smell/taste	Harvest	Real life superheroes in History – Elizabeth Fry	RE – Harvest PSHE – When I feel like erupting	Exploring pulse and rhythm – Music Express 1 p26	Games – Invasion ball games. Send/receive and stop a ball Gymnastics – balance, climbing	2 Go Draw – use to draw mathematical shapes.

								and jumping off	
5	Real life heroes – Florence Nightingale Research and diary	Addition and Subtraction facts/missing numbers	Explore senses – sight/hearing Sight/touch. Can closing your eyes help you to hear quieter sounds?	Design super hero hand puppet	Florence Nightingale – timeline of achievements	RE – Leaders – Joshus leading into Jericho PSHE – When someone feels left out	Exploring pulse and rhythm – Music Express 1 p28	Games – Invasion ball games. Send/receive and stop a ball Gymnastics – balance, climbing and jumping off	2 graph – record data and turn into a graph – our favourite superhero
6	Read Super Daisy by Kes Gray Dramatise and plan a story in the same style.	Know how many to the next multiple of ten	How can we be super healthy? Draw and label a super healthy person – plenty of sleep, exercise, water, good diet	Make puppet	Edith Cavell	RE – Why do people follow? Do people need Leaders? Judges PSHE – Getting on with others	Exploring pulse and rhythm – Music Express 1 p30	Games – Invasion ball games. Send/receive and stop a ball Gymnastics – balance, climbing and jumping off	2 graph – record data and turn into a graph – our favourite superhero story
7	Write story, focus on proofreading and SPaG	Add/subtract 10/11, 20/21	Draw a healthy lunch box for our superhero.	Finish and evaluate hand puppet	Emily Seacole	RE – What makes a good Leader? Draw an advert for a class leader (for a day) PSHE- Should I tell?	Exploring pulse and rhythm – Music Express 1 p32	Games – Invasion ball games. Send/receive and stop a ball Gymnastics – balance, climbing and jumping off	2 graph – record data and turn into a graph – our favourite real life hero

Please note that due to unforeseen circumstances the above may change slightly at short notice.