Thrive - A Countryside Classroom is proud to offer a *responsive curriculum:* designed to cater to the

evolving requirements of students. A responsive curriculum is open, flexible and authentic;

the information below is for guidance only and subject to change.

2024-2025 Guidance curriculum has been designed specifically for the age of children registered this academic year.

Termly Theme		Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2		
lermi	y ineme	Marvellous Me!	Festivals & Celebrations	Let's Build	Weather Experts	Growing	Our World		
	Genre focus	Stories on a theme: Feelings	Seasonal poems	Narrative writing and interviews	Traditional Tales	Non-fiction: Food	Performance Poetry		
	Speaking and listening	Phase 1 - Listen & respond appropriately; Ask relevant questions; Maintain attention & participate.							
		Phase 2 - Articulate & justify answers; Initiate & respond to comments; Use spoken language to develop understanding.							
		Phase 3 - Give structured descriptions; Participate activity in conversation; Consider & evaluate different viewpoints.							
			Phase 4 - Articulate & ju	stify opinions; Speak audibly in Stan	dard English; Gain, maintain & mo	nitor interest of listeners.			
			Phase 5 - Give well-stru	ctured explanations; Command of S	tandard English; Consider & evalu	ate different viewpoints.			
	Reading	Phase 1 - Match graphemes for most phonemes; Read by blending sounds; Read words with common suffixes; Read phonics books aloud; Link reading to own experiences; Join in with predictable phrases; Discuss significance of title & events; Make simple predictions.							
		Phase 2 - Develop phonics until decoding secure; Read common suffixes; Read phonic-appropriate books; Read common 'exception' words; Discuss & express views about fiction, non-fiction & poetry; Become familiar with & retell stories; Ask & answer questions; Make predictions							
		Phase 3 - Use knowledge to rea	ad 'exception' words; Read range	of fiction & non-fiction; Prepare poe	ems to perform; Retrieve & record	information from non-fiction bool	xs; Discuss reading with others.		
Literacy		Phase 4 - Secure decoding of ur	nfamiliar words; Discuss words &	phrases that capture the imaginatio	n; Retrieve & record information; l	Make inferences & justify predictic	ns; Identify & summarise ideas.		
		Phase 5 - Reading & discuss a broa		fying & discussing themes; Make rec Retrieve & present information fror			nake predictions; Discuss authors'		
		uffixes/Form lower case letters cor teachers.	rectly/Form capital letters &						
		Phase 2 - Spell by segmenting into		on 'exception' word; Spell using con itence-by-sentence; Make simple ad			an ideas for writing; Record ideas		
	Writing	Phase 3 - Use prefixes & suffixes in	a spelling; Write simple dictated so	entences; Plan to write based on far plo		orally for writing; Use varied rich vo	cabulary; Create simple settings &		

		Phase 4 - Correctly spell common homophones; Increase regularity of handwriting; Plan writing based on familiar forms; Organise writing into paragraphs; Use simple organisational devices; Proof-read for spelling & punctuation errors.
		Phase 5 - Secure spelling, inc. homophones, prefixes, silent letters, etc.; Plan writing to suit audience & purpose; Develop character, setting and atmosphere in narrative; Use organisational & presentational features; Use consistent appropriate tense; Proof-reading; Perform own compositions.
	Grammar	Phase 1 - Leave spaces between words; Begin to use basic punctuation: . ? !; Use capital letters for proper nouns; Use common plural & verb suffixes.
		Phase 2 - Use . ! ? , and '; Use simple conjunctions; Begin to expand noun phrases.
		Phase 3 - Use range of conjunctions; Use perfect tense; Use range of nouns & pronouns; Use time connectives; Introduce speech punctuation.
		Phase 4 - Use wider range of conjunctions; Use perfect tense appropriately; Select pronouns and nouns for clarity; Use & punctuate direct speech; Use commas after front adverbials
		Phase 5 - Use expanded noun phrases; Use modal & passive verbs; Use relative clauses; Use commas for clauses; Use brackets, dashes.
	Number and Calculation	Phase 1 - Count to / across 100; Count in 1s, 2s, 5s and 10s; Identify 'one more' and 'one less'; Read & write numbers to 20; Use language, e.g. 'more than', 'most'; Use +, - and = symbols; Know number bonds to 20; Add and subtract one-digit and two-digit numbers to 20, including zero; Solve one-step problems, including simple arrays.
		Phase 2 - Know 2, 5, 10x tables; Begin to use place value; Count in 2s, 3s, 5s & 10s; Compare / order numbers, inc. < > =; Write numbers to 100; Know number facts to 20; Use x and ÷ symbols; Recognise commutative property of multiplication.
		Phase 3 - Learn 3, 4 & 8x tables; Secure place value to 100; Mentally add & subtract units, tens or hundreds to numbers of up to 3 digits; Written column addition & subtraction; Solve number problems, including multiplication & simple division and missing number problems; Use commutativity to help calculations.
		Phase 4 - Know all tables to 12 x 12; Secure place value to 1000; Use negative whole numbers; Round numbers to nearest 10, 100 or 1000; Column addition & subtraction up to 4 digits; Multiply & divide mentally; Use standard short multiplication.
Numeracy		Phase 5 - Secure place value to 1,000,000; Use standard written methods for all four operations; Confidently add & subtract mentally; Use vocabulary of prime, factor & multiple; Multiply & divide by powers of ten; Use square and cube numbers.
	Geometry and Measurement	Phase 1 - Use common vocabulary for comparison; Begin to measure length, capacity, weight; Recognise coins; Order & arrange objects.
		Phase 2 - Know and use standard measures; Read scales to nearest whole unit; Use symbols for £ and p and add/subtract simple sums of less than £1 or in pounds.
		Phase 3 - Measure & calculate with metric measures; Measure simple perimeter; Add/subtract using money in context.
		Phase 4 - Calculate rectangle perimeters; Estimate & calculate measures; Identify acute, obtuse & right angles; Identify symmetry; Use first quadrant coordinates; Introduce simple translations.
		Phase 5 - Convert between different units; Calculate perimeter of composite shapes & area of rectangles; Estimate volume & capacity; Measure & identify angles; Understand regular polygon; Reflect & translate shapes.

	Living things and their habitats				Identify and name a variety of plants and animals in their habitats; describe how animals obtain their food from plants and other animals using the idea of a food chain.		
	Plants					Observe closely, identify and describe the basic structure of a variety of common flowering plants, including trees; Identify and name a variety of common wild and garden plants; Understand the role that pollen plays in the growing of fruit and vegetables.	
Science	Animals, including humans	Observe changes over time by comparison; Collect data about our bodies; Look for patterns in measurements; Learn and explore our different senses.				Understand the role of bees.	
	Everyday materials			Identify and compare the suitability of a variety of materials for particular uses think about the properties of materials; Explore magnets and their properties.	Sort materials into plant and non- plant and discuss the possibilites for plant-based materials.		
	Light		Investigate light and dark; discover shadows.		Learn about the sun and what a light source is.		

	States of matter						Identify the role played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.		
Art and Crafts	Painting Form Drawing Modelling & Sculpture Handwork Craftwork	•	Phase 1 - Use a range of materials creatively to design and make products; To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination; To develop a wide range of art and design techniques in colour, texture, pattern, line, shape , space and form; Do freehand drawings of common geometric forms; Study the work of artists, craft makers and designers. Phase 2 - To improve mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.						
	Design		Use r	research and develop designs of inr	novative, functional, appealing prod	ducts.			
	Make		Sele	ct from and use a range of tools an	d equipment to perform practical t	tasks.			
Design and Technology	Design and Technology Evaluate Investigate and analyse a range of existing products; Understand how key events and individuals have helped shape the world with regards to design and tech						d technology.		
	Cooking & nutrition	Understand seasonality and know where and how a variety of ingredients are grown and processed; Understand and apply the principles of a healthy and varied diet; Prepare and cook a variety of dishes using a range of cooking techniques.							
Gardening & Sustainable Living		Harvesting, composting, planting spring bulbs, foraging	Making and feeding the birds. Planting acorns, conkers, pips and seeds.	Natural remedies	Spreading compost, sowing seeds, natural fertilizers	Sowing, harvesting, rain-water collection.	Flower power.		
Geography				Learn about the four countries and capital cities of the UK and its surrounding seas; Refer to key features; use world maps, atlases and globes to identify the UK and its countries; Recognise landmarks and basic human and physical features on maps; Devise a simple map; and use and construct basic symbols in a key.	Identify seasonal and daily weather patterns; Use simple compass directions and directional language; Use observational skills. Use globes and maps to identify the equator and find locations in the UK and worldwide.		Learn about the formation and features of a river; Follow its journey to the sea and discover the role of the water cycle.		

History	Research a simple 'family tree'; Discover family stories of places of origin/memories of childhood. Investigate location of UK and other countries worldwide.		Investigate significant historical events, people and places in their our locality.					
Music	Use their voices expressively and	Use their voices expressively and creatively by singing songs and speaking rhymes; Play instruments musically; Experiement with, create, select and combine sounds using the inter-related dimensions of music.						
Movement		Purposeful walks; master basic movements and balance; Perform dances using a range of movement patterns.						
Enrichment Day	4th October Woodland Adventures	22nd November Theatre Visit	31st January Castle Trip	21st March Children's Choice	х	20th June Beach Day		

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op phonics until decoding