

Topic / History

- *Timeline of Goat Lees - history of the area and the school being built
- *Towns - features of a town (shops, houses, road, path, library, cinema etc) old and new
- *How has Ashford changed e.g. 2 cinemas now, why? More people.
- *Mapping the school (yr 1) and area around the school (yr 2)
- *Directions - directing each other around the school e.g. take 6 steps turn to the right etc. Beebots
- *Local landmarks for Ashford - designer outlet, tank, Willesborough windmill, St Mary's church, station, Stour centre, Eureka business park, Eurostar. Can the children map/find them on a basic map?
- *Surrounding area - Wye crown. Why do people visit here?

English - cross curricular links

- *Local area leaflet
- *Advert - why should you visit Ashford?
- Yr 1 - The Gruffalo
- Yr 2 - Jack and the beanstalk

Art / DT

- *See stunning start below (designing a house).

Assessment:

What makes us proud of Ashford?

*Local study. Physical/human features. Directions - symbols
Maps, atlases and globes*

PSHCE

- *Class charter / rules
- *Getting to know you - how to build another me

PE

Curling/ boccia
Football

Science

Yr 1 - seasonal change
Yr 2 - All living things and their habitat

French

Yr 2 - Colours and days of the week

RE

Yr 1 - What does it mean to belong to a faith community?
Yr 2 - How and why do we celebrate special and sacred times?

Stunning start - Look at different types of houses in Ashford. Design a house, print sticks (timber) foil (metal) and sponge painting (bricks)
Marvellous middle - Visit Ashford library or church (signs and symbols of church), have lunch in the memorial gardens.
Epic ending - assessment week - advert - why should we visit Ashford?

Extended school curriculum

Visiting the church/library in Ashford