Term 1a	Term 1b	Term 2a	Term 2b	Term 3					
	English								
Troll Swap by Leigh Hodgkinson Reading comprehension: • Discuss the sequence of events in books and how items of information are related • Make inferences on the basis of what is being said and done • Answer and ask questions • Predict what might happen on the basis of what has been read so far • Participate in	The Owl Who Was Afraid of the Dark by Jill Tomlinson Reading comprehension: • Discuss the sequence of events in books and how items of information are related • Read non-fiction books that are structured in different ways • Draw on what is already known or on background information and vocabulary provided by the teacher • Make inferences on the basis of what is	The Dragon Machine by Helen Ward Reading comprehension: • Check the text makes sense • Make inferences on the basis of what is being said and done • Answer and ask questions • Predict what might happen on the basis of what has been read so far Writing outcome: To write a story based upon the	Major Glad, Major Dizzy by Jan Oke Reading comprehension: Read non-fiction books that are structured in different ways Discuss and clarify the meaning of words Answer and ask questions Predict what might happen on the basis of what has been read so far • Explain and discuss their understanding of books, poems and	The Last Wolf by Mini Grey Reading comprehension: Listen to, discuss and express views about a wide range of books at a level beyond that which can be read independently Become familiar with and re-tell a wider range of traditional tales Recognise simple recurring literary language Draw on what is already known and	Grandad's Secret Giant by David Litchfield Reading comprehension: • Discuss the sequence of events in books and how items of information are related. • Make inferences on the basis of what is being said and done • Ask and answer questions • Predict what might happen on the basis of what has been read so far. • Listen to, discuss and express views about				

discussion about books, poems and other works • Explain and discuss their understanding of books, poems and other material Writing outcome: To write a story based upon the model text using the pupils' ideas for characters Greater depth writing outcome: To write a story about any two contrasting characters who swap places.	• Answer and ask questions Writing outcome: To write a fact sheet about owls using information gathered from the text Greater depth writing outcome: To have greater choice in how to represent the information for example, in the choice of layout and sub-headings used.	model text using own ideas for a change of character and machine Greater depth writing outcome: To write the story in first person from new character's point of view to allow for description of emotions and viewpoint throughout the story.	other material Writing outcome: To write a recount of historical events from the text from Major Glad's point of view Greater depth writing outcome: Include in the diary how Major Dizzy felt. What did Major Glad notice about him?	on background information and vocabulary provided by the teacher • Predict what might happen on the basis of what has been read so far Writing outcome: To write a letter in role persuading characters to save the trees Greater depth writing outcome: To write a letter as themselves persuading local people to save the trees.	a wide range of books at a level beyond that which can be read independently. Writing outcome: To write own version of the story with a focus on morals and acceptance of others Greater depth writing outcome: To write own version of the story including the point of view of the giant character.	
Maths						
Place Value:	Shape:	Multiplication &	Fractions:	Time:	Position and	

compare, and order numbers to 100. Use a place value chart. Partition numbers to 100. Count in 2s, 5s, 10s and 3s. Addition and Subtraction: Recall number bonds; add/subtract 1s and 10s Use number lines, making 10, partitioning Solve missing number problems	Recognise and name 2-D and 3-D shapes Count sides, vertices, edges, faces. Identify symmetry Sort and make patterns. Money: Recognise and use symbols for pounds and pence Combine amounts to make a value. Solve addition and subtraction problems involving money.	Division: Make and add equal groups. Use × and ÷ symbols Solve problems using arrays, grouping, sharing. Understand 2, 5, and 10 times tables. Length and Height: Measure using cm and m. Compare and order lengths. Solve problems involving length using all four operations	Recognise and find ½, ¼, ¾, ⅓ of shapes and quantities. Understand unit and non-unit fractions. Recognise equivalence (e.g., ½ = 2/4) Count in fractions. Mass, Capacity and Temperature: Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels	Tell the time to hour, half past, quarter past/to, 5-minute intervals. Know minutes in an hour, hours in a day Sequence events and compare durations Statistics: Interpret and construct tally charts, pictograms, block diagrams, tables Ask and answer questions about data	Direction: Use language of position (left/right, above/below) Describe movement and turns (clockwise/anticlock wise, quarter/half turns) Algebra: Recall and use addition and subtraction facts to 20 Add and subtract 1-digit and 2-digit numbers Use understanding of number facts to 10 to derive number bonds to 100 Use addition and subtraction to solve
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			Compare and order lengths, mass, volume/capacity and record the results using >, < and =		problems Use the inverse relationship between addition and subtraction to solve problems and to check working
		Globa	ıl Skills		
Global skills developme	lobal skills development Global skills development		Project: Making a positive difference to	Global skills development	
Give clear instructions, s or experiment.	such as for a game	See different points of view		animals	Try something new,
Know when and how to	ask for and aivo	Participate in free play		Reflect on how actions affect others.	without concern for the outcome.
help.	usk for and give	Give clear instructions, such as for a game or			
Reflect on how actions o	affect others	experiment.		Discuss reasons for choices.	Reflect on how actions affect others
Discuss what would be a	a fair way of actina	Know when and how to	o ask for and give help.	Discuss how to	Complete a task
Discuss what would be a fair way of acting in different situations		Reflect on how actions	affect others.	accomplish a project	without instructions
Give clear instructions, s or experiment	such as for a game	Discuss what would be a fair way of acting in different situations.		with friends. See different points	of how to do s Discuss what would be a fair way of
Complete a task without how to do so	t instructions of	Give clear instructions, experiment	such as for a game or	of view. Develop interests to	acting in different situations

Distinguish fact from opinion Discuss how to accomplish a project with friends	Complete a task without instructions of how to do so Distinguish fact from opinion	explore.	See different points of view. Give clear instructions, such as for a game or
Project: Creating a nature space Develop interests to explore.	Discuss how to accomplish a project with friends		experiment. Discuss what would
Discuss reasons for choices.			be a fair way of acting in different situations.
Discuss how to accomplish a project with friends.			Project: Personal growth Distinguish fact from opinion.
			Develop interests to explore.
			Discuss reasons for choices.
			Try something new, without concern for the outcome.
			Discuss reasons for choices.

	Wellbeing						
Taking care of the body: I look after my body	Taking care of relationships: Positive people	Taking care of the body: I look after my body	Taking care of the mind: A calm mind is happy	Taking care of relationships: Positive people	Taking care of the self and the world: All about teamwork		
Understand why they need sleep. Explain what a balanced diet consists of. Understand why they need to move their bodies regularly . Taking care of the mind: A calm mind is a happy mind Be curious about feelings and emotions and begin to name them. Identify and use helpful	Discuss what makes a good friend. Discuss the positive qualities of a good team. Identify adults in and out of school that they trust. Taking care of the self and the world: All about teamwork Discuss why humans feel good when they belong to a group. Use teamwork in group activities. Describe the positive	Explain what a balanced diet consists of. Understand why they need to move their bodies regularly	Be curious about feelings and emotions and begin to name them. Identify and use helpful self-soothing strategies. Use simple relaxation techniques to help them feel calm.	Discuss what makes a good friend. Discuss the positive qualities of a good team.	Discuss why humans feel good when they belong to a group. Use teamwork in group activities. Describe the positive qualities of friends and classmates.		

self-soothing strategies. Use simple relaxation techniques to help them feel calm.	qualities of friends and classmates						
		Sustai	nability				
Caring for the commo	ns in our school	Connecting with life in	my community	Let's stop waste	Let's stop waste		
Caring for the commons in our school Map the commons in their school and on their school grounds Measure the health of a commons in their school Generate questions and ideas that will help them to improve the health of a commons in their school over time Use what they have learned about the commons in their school to understand and care for another commons. Connecting with life in my community Map the relationships of the life-support systems in their school community Plan and conduct an experiment to test the natural limits that keep living things health copies the way nature would solve that problem Take care of another living thing over time.		xperiment to test the p living things healthy solve a problem that would solve that	Explain where all the materials people make and use come from originally Reflect on their thinking when they waste and when they conserve energy and materials.	Collect data on the waste their school produces, and use it to explain the causes of waste in their school Plan and put a solution in place to reduce or eliminate waste in their school (food, paper, bottles, etc.)			
	Humanities						
Thailand and the UK	Disasters That Shaped the World	Continents and Oceans	Explorers and Inventors from Around the World	Caring for Our Planet	How People Travelled and Traded		

Name and locate countries, cities, and landmarks. Understand geographical similarities and differences.	Enquiry question: What can we learn from disasters in the past? Historical focus: Events beyond living memory; cause and consequence.	Name and locate 7 continents and 5 oceans. Use world maps, atlases, and globes.	Enquiry question: How have explorers and inventors changed our world? Historical focus: Significant individuals; global history.	Identify environmental issues. Communicate findings using maps and diagrams.	Enquiry question: How has travel and trade connected people across history? Historical focus: Chronological and global connections.		
	Science						
Biological science: Living and Growing Identify how humans obtain the right types and amounts of nutrition, and use exercise and hygiene to be healthy. Know that animals have young that grow into adults. Record results and data to help answer	Biological science: Growing Plants Communicate ideas in a variety of ways. Explore how seeds and bulbs grow into plants. Record results and data to help answer questions. Identify patterns in data. Explore what plants	Biological science: Habitats and Food Chains Record results and data to help answer questions. Describe the life processes of all living things. Communicate ideas in a variety of ways. Find out about habitats and how they support the	Chemical science: Uses of Materials Explore the simple physical properties of some materials. Communicate ideas in a variety of ways. Make an object to suit a particular use. Use simple equipment to test questions. Sort materials into	Physical science: Day and Night Explain why the Sun appears to move across the sky. Explore how the spinning of the Earth gives us day and night. Identify patterns in data. Communicate ideas in a variety of ways.	Review Identify how humans obtain the right types and amounts of nutrition, and use exercise and hygiene to be healthy. Identify patterns in data. Communicate ideas in a variety of ways. Explore how seeds and bulbs grow into		

questions. Identify how humans obtain the right types and amounts of nutrition, and use exercise and hygiene to be healthy. Communicate ideas in a variety of ways.	need for life and growth and investigate how water is transported in plants. Use simple equipment to test questions.	animals and plants that live there. Use simple equipment to test questions. Describe simple food chains using the terms carnivores, herbivores, and omnivores. Humans can have a positive and negative impact on habitats and the environment. Identify patterns in data.	groups. Record results and data to help answer questions. Investigate how the shapes of solid objects made from some materials can be changed. Identify patterns in data. Sort materials into groups.	Investigate the formation of shadows. Use simple equipment to test questions.	plants. Record results and data to help answer questions. Find out about habitats and how they support the animals and plants that live there. Use simple equipment to test questions. Describe simple food chains using the terms carnivores, herbivores, and omnivores. Explore the simple physical properties of some materials. Make an object to suit a particular use.
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					Investigate how the shapes of solid objects made from some materials can be changed. Explore how the spinning of the Earth gives us day and night.
		A	Art		
Famous Faces Focus Area: Portraiture & Artists	Colour and Mood Focus Area: Painting & Expression	Thai Stories Through Art Focus Area: Mixed Media & Storytelling	Myths and Monsters Focus Area: Drawing & Imagination	From 2D to 3D Focus Area: Sculpture	Recycled Art Focus Area: Construction & Sustainability
		Physical	Education		
Invasion games students will learn to send and receive a ball using their feet and begin to link skills such as dribbling and passing. They will	Gymnastic Students will focus on performing basic actions with control and consistency at different speeds.	Athletics activities Students will work on developing power, agility, coordination, and balance through a variety of activities. They will practise throwing and	Net/wall games Students will begin to hit and return a ball using their hands and racquets with growing consistency. They will	Striking and fielding games Students will develop their hitting skills using a variety of bats and practise hitting and running to score points in	Outdoor and Adventurous Activities Students will use searching skills to find items from clues and pictures, working together in

start to select and use simple tactics while working with others to build basic attacking play, developing teamwork and control in small-sided activities.	They will challenge themselves to improve strength and flexibility while developing body management through a variety of floor exercises. Using core strength, students will learn to link recognised gymnastic shapes and actions, such as ball shape, star shape, tall shape, and back support, into simple sequences.	handling different objects such as beanbags, hoops, and balls, and learn to move over and around obstacles with control. Students will also focus on improving running and jumping skills, including jumping for height and distance, while reflecting on their performance and the benefits of maintaining a healthy, active lifestyle.	play modified games that involve throwing, catching, and sending the ball over a net, while developing agility and coordination and applying these skills during game play.	games. They will explore different ways to score runs in simple hit, catch, and run activities, and begin to work cooperatively as a team to field effectively.	pairs to navigate space. They will also develop problem-solving abilities and improve their motor skills through a range of practical challenges.
		Com	puting		
Digital Literacy - Recognising uses of IT. 1. Understand what makes a computer a computer.	IT - Intro to animation. 1. Add a background and objects to a frame (including text)	IT - Ebook Creation. 1. Add a book cover with title, author, colour and image. 2. Add multiple pages based on a theme.	Computer Science - Develop Programming.	Computer Science - Programming with Scratch Jr. 1. Program movements. 2. Program outputs for audio or text.	Digital Literacy - E-Safety. 1. What are the dangers of sharing photos online? 2. People online are not always who they say they are.

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 2. Understand computers store and follow instructions. 3. Spot digital technology in school. 4. Understand how different technology helps us. - Digital art. 1. Use lines and fill tools to make interesting patterns. 2. Add a variety of shapes (outlines and fill) and label them with text. 3. Re-create graphics using pixels with different colours. 	2. Copy/clone a frame and move objects to create an animation, including flipping objects. 3. Create an animation with multiple objects moving simultaneously. 4. Create screen-recording animation (optional, requires iPad). 5. Create stop-motion animation with photos (optional, requires iPad). 6. Create animated drawings of characters by cropping photos and adjusting points of movement. - Intro to data handling. 1. Understand what data is and collect it as a tally.	3. Add text on different pages. 4. Add images on different pages to match the theme/text. 5. Add voice recordings to match the text and theme.	1. Create and debug simple programs by selecting code blocks, placing them in the correct sequence and executing a program. 2. Use logical reasoning to predict the behaviour of simple programs. 3. Simplify a program by using a loop.	3. Find errors in a program. 4. Program inputs. 5. Program selection/conditions (if one sprite hits another).	3. Trusting information online. 4. Using the Internet responsibly. 5. Being respectful. - Internet Research. 1. Understand how a web-page displays information in different ways; text, images, videos and interactive elements. 2. Use a web-page to answer questions.

	2. Use software to label a pictogram and add data to each column. 3. Edit a table with correct titles and numbers. 4. Use software to create a bar chart/pie chart/line chart suitable for the data. 5. Interpret a pictogram/bar chart/line chart.				
Rhythm and Tempo Focus on rhythm and tempo. Pupils will be able to play a given rhythm at a given tempo remaining in time with the beat	Introduction to articulation and improvisation Pupils will be able to add in accents on certain beats and recognise this. Pupils will be able to improvise rhythms and	Introduction to composition and polyrhythms Pupils will be able to compose a rhythm that can be played in time with the beat and perform this whilst other rhythms are being played. Introduction to	Introduction to pitch Introduction to pitch. Pupils will learn how to describe different pitches and how they can elicit different emotions.	Bells unit Using knowledge from tempo and rhythm pupils will work together as a class to perform a piece of music	Continuation of the Bells unit Pupils will be able to memorise a short piece of music as an ensemble - counting and waiting their turn

	play in time	polyrhythms						
Thai								
อ่านออกเสียงคำ โดย ใช้หลักการประสม คำและการจำรูปคำ การอ่านจับใจความ จากสื่อต่างๆ เช่น - นิทาน - เรืองสัน พยัญชนะ สระ วรรณยุกต์ เลขไทย	ฟังคำสั่งง่ายๆและปฏิบัติ ตามได้อย่างเหมาะสม บอกความหมายของ คำคล้องจองและข้อ ความสั้นๆ ตอบคำคามเกี่ยวกับ เรืองทีอ่าน - เล่าเรืองย่อ จากเรืองทีอ่าน การอ่านสะกดคำ แยก ส่วนประกอบของคำ	การมีปฏิสัมพันธ์กับ เรื่อง ที่อ่าน เช่น การ แสดง ความคิดเห็น การนำไปใช้ การคิด วิเคราะห์ ฯลฯ หนังสือทีนักเรียน สนใจ และเหมาะสมกับ วัย หนังสือวรรณกรรม สำหรับเด็ก และ เยาวชน การประสมคำด้วยสระ เสียงต่างๆ	สะกดคำและบอก ความ หมายของคำ เรียบเรียงคำเป็น ประโยค ได้ มาตราตัวสะกดที่ตรงแม่ มาตราตัวสะกดที่ไม่ตรงแม่	ระบุข้อคิดที่ได้จาก การ อ่านหรือการพึง วรรณคดี และ วรรณกรรมที่เหมาะ สมกับวัยเพื่อนำไปใช้ ใน ชีวิตประจำวัน บอกข้อคิดจากการอ่าน การพึงนิทาน เรืองสั้น วลีและประโยค	เล่ารายละเอียดเกี่ยวกับ เรืองที่ฟังและดูทั้งที่ เป็นความรู้ และความ บันเทิง พูดแสดงความคิด เห็น และความรู้ สึกจาก เรื่อง ทีฟังและดู คำคล้องจอง เรื่องสั้นง่ายๆ ปริศนาคำทาย			
Mandarin								
 今天星期一。 (Today is Monday) 几点了?(What time is it?) 铅笔、橡皮。 (Stationery) 桌子、椅子。 (My classroom) 中国中秋节文化。(Chinese Mid-Autumn) 	 老虎、大象。 (Animals) 大小、多少。 (Big or small) 糖果、蛋糕。 (Snacks) 万圣节文化。 (Halloween festival culture.) 	 四十一到一百。(Numbers) 今天九月一号。(Date) 祝你生日快乐!(Happy birthday!) 中国春节文化。(Chinese spring festival culture.) 	 我家有五口人。 (Family) 你是哪国人? (Nationality) 我可以吃饭吗? (Request) 清明节文化。(The tomb sweeping day festival culture.) 	 我穿校服。(Clothes) 复习。(Review) 端午节文化。(The dragon boat festival culture.) 				

festival		
culture.)		