



Falkner House Reception to Year 3 Curriculum Overview Combined 2026/2027

Colour Code	Key
Black	Taught at both schools
Blue	Taught at boys' school
Red	Taught at girls' school
Green	Taught to some groups of children but not all

2026/2027	Reception	Year 1	Year 2	Year 3
English	Phonics sounds recognition and initial application. Inc: oral blending, simple decoding and encoding phonetically plausible words. Taught on an individual/group basis. Reading, poetry, exposure to a wide range of literature including fairy tales and poems, simple composition, sentence construction, full stops, capital letters, handwriting, drama, speaking and listening.	Phonics and spelling follow the FH assessment tracker. Inc: recognition of digraphs and trigraphs, encoding more complex words, using alternative sounds. Taught on an individual/group basis. Reading, poetry, creative writing (includes character writing and setting descriptions, news articles, persuasive writing), writing instructions, dictation-spelling, sentence and story construction, handwriting, initial, middle and final blends, speaking and listening, set texts including fiction & non-fiction, aural comprehension, library and drama. Grammatical concepts introduced - capital letters, punctuation, conjunctions, singular and plural nouns, verbs, adjective, compound words.	Reading, poetry, comprehension, factual texts, creative writing, sentence construction, dictation, spelling, handwriting, library and drama. Phonics and spelling follow the FH assessment tracker. Taught on an individual/group basis. Further grammatical concepts introduced (as well as old concepts revisited) - commas, apostrophes, suffixes, prefixes, compound words, adverbs, progressive form of verbs, synonyms, homophones, vowels and consonants.	Reading, poetry, comprehension, creative writing, spelling, handwriting, dictation, library and drama. Further grammatical concepts introduced (as well as old concepts revisited) - pronouns, adverbs, noun phrases, fronted adverbials and adverbial phrases, inverted commas, coordinating conjunctions, subordinating conjunction
Maths	Number - recognising, writing, ordering and counting up and back to 10 and 30. Counting reliably and in different contexts. Using numicon to find number patterns - odd/even numbers up to 10/ over 10, ordinal numbers, 1 more/1 less, doubling and halving numbers under 10 and up to 20. Introducing place value with tens and ones. Counting aloud in ones, twos fives and tens without using multiplication. Using language to compare numbers: bigger, smaller, more, less. Partitioning numbers to lead to simple Addition and Subtraction with two 1 digit numbers and a 2 digit numbers from a 1 digit number/ 2 digit number - practical and written number sentences and oral word problems, sharing, number bonds to 10 and 20. Using a numberline, introducing the inverse through number families, using the inverse for missing number problems. Money - recognising the value of UK coins and notes, using numicon to add 1p, 2p and 5p and higher value coins. Shape and space - positional language, recognise and draw 2D shapes, halving shapes, patterns, introduce 3D shapes, symmetry, corners. Measurement - weight, capacity, length. Using vocabulary - greater, bigger, smaller heavier and lighter to compare quantities. Practical work using	Number - odd and even (investigative work adding odds and evens) , estimating, counting, patterns. Place Value – two digit up to 3-digit Addition and Subtraction – doubles, near doubles, halving, number bonds to 10 and 20, 50, 100, 10 more/less, 1 more/less, inverse, adding and subtracting one digit and two-digit, three-digit, numbers and crossing tens/ hundreds. Multiplication and Division – repeated addition/subtraction, making groups and sharing, counting in twos, threes, fives & tens, using the inverse. Money- operations using coins & notes. Time - telling the time quarterly, telling the time to five minutes and adding/subtracting time, plus understanding about days, months and seasons. Statistics - tally charts, venn diagrams, pictograms and block diagrams. Fractions – recognising halves, quarters, thirds, finding a fraction of an amount. Properties of shapes - 2D and 3D including looking at lines of symmetry, recognising right angles. Position and Direction -describing turns, movement, compass. Measurement - using non-standard units at first and then using standard units in length and height, mass, capacity, reading scales. Problem solving – developing problem solving skills.	Place Value to three digits,(with an understanding of the relationship between the ones, tens and hundreds columns) Addition and Subtraction - adding and subtracting a two digit number to/from a one digit number and crossing ten (adding and subtracting three digit numbers using a variety of methods and showing understanding of the carrying and exchanging involved when using a formal column method) Multiplication and Division including counting in twos, fives, tens, threes, fours and sixes (the ability to understand the process of multiplication and division and apply knowledge to worded problems as necessary/to multiply a two digit number by a one digit number/to understand what is happening when objects are grouped or shared in relation to division/to recognise factors and multiples of a number/to have a good understanding that multiplication is repeated addition) Money (all four) operations using coins and notes Time - telling the time to five minutes plus understanding about days, months and years (converting hours to minutes and minutes to hours/using a timeline to find durations of time) Statistics - tally charts, pictograms and block diagrams. Fractions - finding halves, quarters and thirds	Place value: 3 digits (to to 4 and 5 digits; rounding to nearest 10 and 100 Addition and Subtraction: adding and subtracting numbers up to 3 digits, (to 4) using mental strategies and formal written methods where appropriate; estimating and using the inverse to check answers Multiplication and Division: recall and use facts for 2x, 3x, 4x, 5x, 6x, 7x, 8x, 9x and 10x multiplication tables including two-digit numbers times one-digit numbers using mental and formal written methods Money: add and subtract amounts to give change. Place value of decimals, adding and subtracting decimals. Time: analogue and digital (12 hour and 24 hour) to the nearest minute and compare durations of events; understand about seconds, days, months, years Fractions: recognise, find and write unit fractions and non-unit fractions of shape and number; count up and down in tenths; add and subtract fractions with the same denominator Algebra: missing number problems Using Measure: measure, compare, add and subtract lengths, mass and volume/capacity, perimeter Shape: draw, make and name 2D and 3D shape Angle: recognise as property of shape or a description of a turn; identify right angles, horizontal, vertical, perpendicular and parallel lines Statistics: use of bar charts,

	standard and non - standard units, using a ruler and a balance, reading scales. Time - order and sequence events and measure short periods of time using non-standard units. Read the time to the hour and half past, quarter past/ quarter to . Understanding seasons, months, days, weeks and years. Data - collecting and interpreting data, tally charts, pictograms and drawing bar charts .		and counting in fractions (finding fractions of amounts, comparing unit and non-unit fractions) Properties of shapes - 2D and 3D including looking at lines of symmetry (recognising nets of 3D shapes, identifying lines of symmetry in irregular and regular 2D shapes,recognising right angles) Position and Direction -describing turns and movement (recognising right angled turns) Measurement - using standard units in length and height, mass, capacity and temperature (and know which unit of measurement to choose)	pictograms and tables to solve problems Problem solving: one and two step (three step)
IT			PowerPoint, illustration techniques, audio recording, programming, animation, iMovie, use of templates and formatting.	Research techniques, PowerPoint, illustration, manipulation of tables & images within documents, video creation, animation using Scratch.
Science	Space and planets Growth including life cycles London including landmarks and transport Case studies of: - UK and Europe - American continents - Asian continent Fruit and vegetables Natural world experiments e.g. freezing & melting Natural World – animals and dinosaurs	The Body - senses Animals – Invertebrates and Vertebrates Plants	Materials –, exploring, testing and comparing various materials Space Electricity - Battery vs mains power, safety, simple circuits Our local environment - young gardeners	Materials –rocks, soils and fossils Properties and uses of rocks, rock families, soils and fossils. Light and Shadows - light sources, darkness, shadows and reflections Forces, Magnets and Springs Plants Parts of plants, germination, water transport, flowers and seeds - helping them grow Animal study – birds Human Body
History	Burns Night Guy Fawkes Cutty Sark	Ice Explorers The Ancient Greeks – TBC @ FHG Inventors	Early Britain (includes Romans) Explorers The Plague and Great Fire Egyptians British royalty - Charles 1 11 and 111 - coronations and royal regalia and facts.	Romans Victorians Anglo Saxons and Vikings Aztecs
Geography		Case studies and map skills: - Oceans and Seas - Weather and Climate - UK	Rainforests Earthquakes, volcanoes Rivers Worldle - countries, capitals and flags. Seven Wonders of the world	Earthquakes, volcanoes Scandinavian Countries North America including central America and Mexico Glaciers and fjords Rainforests
Art	Painting, drawing, clay, scissor manipulation, model making, use of various media and colour. DT - cross curricula linkage with use of various construction kits, design, planning and models.	Cross curricular linkage with painting, clay, scissor manipulation, model making, use of various media, collage, free design, planning and sewing.	Cross curricular linkage with painting, clay, colour, understanding of paints, design, building and planning models, joining and combining materials, cutting, photography and sewing.	Cross curricular linkage with painting, collage, 3D-work, pattern design and texture, clay and photography and simple construction. Drawing and shading
History of Art	Different topic / artist / painting each week / half term			
RE	Bible stories: Jonah Noah Good Samaritan David and Goliath Lazarus Festivals: - see below	Bible stories & Parables: Joseph The Good Samaritan Saul on road to Damascus Creation Story , Adam and Eve , Noah’s Ark , Tower of Babel , John the Baptist Places of Worship Festivals: - see below	Bible stories: The Creation Story, Adam and Eve Noah’s Ark, The Tower of Babel, Abraham, Jacob and Esau the twin sons of Isaac, Jacob’s sons, Joseph, Moses, Daniel , Saul/Paul . Festivals: Easter, Lent , Shrove Tuesday , Passover , Ash Wednesday , Ascension Day , Holy Week , Pentecost , Candlemas , Epiphany Identifying places of worship in locality – church, mosque, synagogue, mandir Features of a church: bells, font, altar. Islam (birth of Islam, 5 pillars, prayers, Hajj, Ramadan) Festivals: - see below Features of places of worship – mosque, temple, synagogue Pilgrimages	Old Testament stories: From Genesis onwards - Theme Timeline Corresponding history (inc. Judaism) Moses David and Goliath Religious stories through Art 10 Commandments, Golden Calf, One God v. many (Aztecs/ Hindus) Joseph and the plagues Festivals: - see below
PHSE	Please see further details on the school website –PHSE policy and syllabus.			

Music	Introduction to basic theory such as a bar, beat or pulse Introducing musical phrases. Build and develop a sense of pulse and pitch through using chimes, percussion instruments, dancing and movement to the beat and through learning songs from different culture and backgrounds.			
	Basic rhythm and pitch matching through singing and playing instruments. Tapping and playing the pulse. Matching the teacher’s pitch, listening to lyrics, sitting tall and opening the mouth to sing well. Learning short songs, rhymes, and musical games to develop an internal sense of pulse, rhythm, and pitch. Introducing children to Baroque composers as well as the relevant repertoire, genre and instruments through listening exercises and interactive stories. Establishing the ability to differentiate pitch, identify between rhythms, musical dynamics and some introductory italian terminology. English folk songs, songs and instruments from Africa. Solo singing, singing in a round, singing in two part parallel harmony. Singing melodies within a C to C compass. Tapping the pulse, walking in time to music, playing instruments to the pulse, copying a rhythm of crotchets and quavers on instruments. Recognising instruments by sound: wood or metal.	Encouraging confident performing through singing, dancing and playing class instruments. Clapping rhythms and playing on instruments. Finding their “best voice” in listening to the quality of pitch and learning more and more to sing in tune in preparation for school concerts and events. Introducing children to Classical composers as well as the relevant repertoire, genre and instruments through listening exercises and interactive stories. A module on the instruments and sections of a Western classical orchestra. Continue to strengthen aural skills in differentiating between pitch, new rhythms and dynamics. American folk songs, Welsh folk songs, songs and instruments from Europe. Singing in other languages, singing songs with a wider-ranging melody (up to D). Learning verse-chorus form. Reading crotchets and quavers using rhythm names. Using tonic solfege to determine the notes of a melody on glockenspiel. Singing rounds and in two part parallel harmony. Recognising instruments by sound.	Build on music theory, especially rhythm. Encouraging confident performing through singing, dancing and playing class instruments. Finding their “best voice” in listening to the quality of pitch and learning more and more to sing in tune in preparation for school concerts and events. Introducing children to Romantic composers as well as the relevant repertoire, genre and instruments through listening exercises and interactive stories. An in depth module on Opera and Musicals. Continue to strengthen aural skills in differentiating between pitch, new rhythms and dynamics. Scottish folk songs, songs and instruments from Asia. Exploring the sound-world of Eastern music. Singing with more volume and with a wider ranging melody (down to A). Rhythm composition using instruments, group work, interactive singing games. Reading rhythms in 6/8 time. Using rhythm names to transcribe the rhythm of a melody. Listening to unfamiliar Eastern instruments and recognising them by sound.	Build on music theory, especially pitch. Encouraging confident performing through singing, dancing and playing class instruments. Finding their “best voice” in listening to the quality of pitch and learning more and more to sing in tune in preparation for school concerts and events. Introducing children to the History of World music module with a focus on Latin American music encompassing its influential genres and instruments. Continue to strengthen aural skills in differentiating between pitch, new rhythms and dynamics. Irish folk songs, medieval/Tudor music and instruments. Exploring the sound-world of medieval music, beginning an exploration of music history. Learning metre through medieval dance: 2/4, 3/4, 6/8. Pitch and tonic solfa games, translating a melody into tonic solfege. Memorising longer lyrics, writing a new verse to a song.
PE	Multi skills: whistle games, orientation, estimating & predicting, travelling large/small ball / striking skills Athletics Cross country Gymnastics Martial Arts Dance	Multi skills: whistle games, orientation, estimating & predicting, travelling large/small ball / striking skills Athletics Cross country Gymnastics Martial Arts Dance	Multi skills: whistle games, orientation, estimating & predicting, travelling large/small ball / striking skills Athletics Cross country Dance Gymnastics Martial Arts Rugby Football Cricket Swimming Dance	Multi skills: whistle games, orientation, estimating & predicting, travelling large/small ball / striking skills Athletics Cross country Dance Gymnastics Martial Arts Rugby Football Cricket Swimming Dance Netball
Spanish				Introduction to Spanish Name, colours and numbers, the body, friends.
Myths & Legends	Introduction to myths and legends - mostly Greek and Roman, some African fables, Norse and Irish			Greek and Roman

Variable Topics

The extent of coverage of the topics below will vary year by year:

Topic	Date
Burns Day	25th January
St Patrick’s Day	17th March
St Georges Day	23rd April
Anzac Day	25th April
US Independence Day	4th July
Bastille Day	14th July
Guy Fawkes	5th November
Remembrance Day	11th November
Religious Festivals	Eid Diwali Lunar New Year Passover Yom Kippur Lent Easter Christmas Ramadam