BARNES PRIMARY SCHOOL CURRICULUM MAP YEAR GROUP: 1

		AUTUMN		SPRING		SUMMER Title of Learning Theme: Africa	
	THEME	Title of Learning Theme: Homes		Title of Learning Theme: Spring 1 – Kings, Queens and Spies Spring 2 – Pirates, Plans and Adventures			
	ENGLIS	Texts studied:	Texts studied:	Texts studied:	Texts studied:	Texts studied:	Texts studied:
	н	The Three Little Pigs Otherwise – visual literacy unit of work	The Gruffalo by Julia Donaldson Stuck by Oliver Jeffers	Farmer Duck by Martin Waddell Queen Elizabeth 1 (non-fiction) Writing outcomes:	The Night Pirates by Peter Harris	Too Much Talk by Angela Shelf Medearis	The Jumblies by Edward Lear
соке сикисицим		Writing outcomes: Making a wanted poster for the Big Bad Wolf, focusing on using capital letters, finger spaces, full stops and adjectives. Writing their own 'Otherwise' book, focusing on using full stops, capital letters, adjectives and prepositions.	Writing outcomes: Writing a character description about the Gruffalo, focusing on using adjectives and connectives. Writing outcomes: Writing a different version of Stuck, focusing on using different sentence starters and adjectives.	Rewriting the story of Farmer Duck, focusing on using better words than 'said', fronted adverbials and repetition. Writing an information book about Queen Elizabeth 1 (QE1).	Writing outcomes: Letter writing- Writing a letter to the main characters (Tom and Captain Patch), focusing on using questions.	Writing outcomes: Making a book about the story Too Much Talk, focusing on using speech marks and exclamation marks.	Writing outcomes: Writing 2 new stanza's based on the form and style of Edward Lear's classic poem.
	PHONI	Focus: Key 100 word spelling test including common exception words. Recap Phase 3 Phase 4 cvcc, ccvc, ccvcc, cccvccc words polysyllabic words	Focus: Phase 5 ai, ay, a_e ee, ea, ey, e_e, ie ie, igh, i_e oa, oe, o_e ue, ew, u_e	Focus: Key 100/200 word spelling test including common exception words. Phase 5 trigraphs ur, ir, er oo, wh, ph or, aw, au	Focus: Phase 5 ow, ou, ve oo, ew, u_e oi, oy er, ea, tch wh, /zh/	Focus: Key 100/200 word spelling test including common exception words. Phase 5 Compound words Prefix un Suffix –ing, -ed, -er, - est, Alternative pronunciations Alternative y nk	Focus: Phase 5 Phonics Screening Alternative pronunciations Homophones Phase 5 revision

MATHS	Identify and represent	Counting in 2's.	Count in multiples of 2s, 5s and 10s	Count, read and write numbers	Count, read and write	Represent their work
	numbers using			to 100 in numerals; count in	numbers to 100 in	(practical resources,
	objects and pictorial	Recognise and name	Halving and doubling numbers up to 20 and	multiples of 2s, 5s and 10s.	numerals; count in	pictograms, bar charts,
	representations	common 2-D and 3-D	beyond.		multiples of 2s, 5s and	tally chart, venn diagram
	including the number	shapes, including:			10s	and carroll diagram).
	line	2-D shapes [for example,		Count to and across 40,		
		rectangles (including	Count to and across 40, forwards and	forwards and backwards,	Count to and across	Respond to questions
	Count to and across	squares), circles and	backwards, beginning with 0 or 1, or from	beginning with 0 or 1, or from	100, forwards and	about how they have
	10 (to 10), forwards	triangles]	any given number	any given number	backwards, beginning	sorted data and why and
	and backwards,				with 0 or 1, or from any	about the information
	beginning with 0 or 1,	Add and subtract one digit	Read, write and interpret mathematical	We are learning to add 2 single	given number	shown e.g. how many
	or from any given	and two digit numbers	statements involving addition (+),	digits by making 10 first		more children like
	number	using objects, pictorial	subtraction (–) and equals (=) signs			swimming than football?
		representations and the		We are learning to regroup	Solve one-step	
	Count, read and write	number line.	Represent and use number bonds and	tens and ones	problems that involve	Add and subtract one-
	numbers to 100 (to		related subtraction facts within 40		addition and	digit and two-digit
	10) in numerals	Represent and use number		We are learning to add a 2 digit	subtraction, using	numbers to 100, including
		bonds and related	Add and subtract one-digit and two-digit	and 1 digit number by making	concrete objects and	0
	Given a number,	subtraction facts within 20	numbers to 40, including 0	10 first	pictorial	
	identify 1 more and 1	Write mathematical			representations, and	Solve one-step problems
	less	statements involving (+), (-	Time (hours, minutes, seconds)	We are learning to add a 2 digit	missing number	that involve addition and
) and (=) signs	sequence events in chronological order	and 1 digit number by making	problems such as 7 = ?	subtraction, using
	Use the language of:		using language [for example, before and	10 first	- 9.	concrete objects and
	equal to, more than,		after, next, first, today, yesterday,			pictorial representations,
	less than (fewer),	Solve one-step problems	tomorrow, morning, afternoon and evening]		Count, read and write	and missing number
	most, least	that involve addition and	Barrania and an Iran and all and	NA	numbers to 100 in	problems such as 7 = ? -
	Dand andita	subtraction, using	Recognise and use language relating to	Measure and begin to record	numerals; count in	9.
	Read and write	concrete objects and	dates, including days of the week, weeks,	the following:	multiples of 2s, 5s and	Calus and atom much large
	numbers from 1 to 20	pictorial representations,	months and years	lengths and heights	10s	Solve one-step problems
	in numerals and	and missing number	Tall the time to the hour and half next the	mass/weight	Civan a numbar	involving multiplication and division, by
	words	problems such as 7 = ? - 9.	Tell the time to the hour and half past the hour and draw the hands on a clock face to	capacity and volume	Given a number, identify 1 more and 1	calculating the answer
	Represent and use		show these times	Compare, describe and solve	less	using concrete objects,
	number bonds and		Show these times	practical problems for:	1622	pictorial representations
	related subtraction		Partitioning two and three digit numbers	lengths and heights [for	Identify and represent	and arrays with the
	facts within 20		into hundreds, tens and ones.	example, long/short,	numbers using objects	support of the teacher
	racts within 20		into nundreus, tens and ones.	longer/shorter, tall/short,	and pictorial	support of the teacher
	Read, write and		Recognise, describe, continue and make	double/half	representations	Recognise, find and name
	interpret		number sequences.	mass/weight [for example,	including the number	a half as 1 of 2 equal parts
	mathematical		number sequences.	heavy/light, heavier than,	line, and use the	of an object, shape or
	statements involving		Count, read and write number to 100 in	lighter than]	language of: equal to,	quantity
	addition (+),		numerals.	capacity and volume [for	more than, less than	recognise, find and name
	subtraction (-) and			example, full/empty, more	(fewer), most, least	a quarter as 1 of 4 equal
	equals (=) signs			than, less than, half, half full,	(rewery, most, reast	parts of an object, shape
	equals () signs			quarter]		or quantity
	Add and subtract one-			4-2		an quantity
	digit numbers to 10					Recognise and know the
	a.g.:a					value of different
	Describe position,					denominations of coins
	direction and					and notes
	movement, including					
	whole, half and					
	quarter turns (PE)					
		1	1	1	İ	

SCIENC	Topic: Materials	Topic: Light and Dark and	Topic: Animals	Topic: Ourselves	Topic: Growing Plants	Topic: Sound and
	•	Seasonal Change	·	·		Hearing
E	Key learning points:		Key learning points:	Key learning points:	Key learning points:	
		Key learning points:				Key learning points:
	Distinguish between		Identify and name a variety of common	Identifying body parts;	Identify parts of a plant	
	an object and the	Name light sources;	animals including fish, amphibians, reptiles,	describe humans and other	e.g. stem, root, leaf,	Recognise and describe
	material form which it	understand that darkness	birds and mammal; name animals that are	animals; locating different	flower; name some	sounds; relate hearing to
	is made; identify and	is the absence of light;	carnivores, herbivores and omnivores;	body parts; understanding the	common plants;	their ears; make sound
	name a variety of	understand that the sun is	describe ad compare the structure of	senses and sense organs;	recognise that plants	observations; describe
	everyday materials,	a light source; compare	common animals. Visit to London Zoo.	understanding the difference	need water and light to	how objects generate
	including wood,	and describe light sources;		between living and non-living;	grow; recognise that	sound; understand that
	plastic, glass, metals,	understanding the danger		characteristics of living and	they can investigate the	they can hear sound with
	water and rock;	at looking directly at the		non-living things; explaining	conditions that plants	their ears; describe what
	describe the simply	sun; understanding		why we should show sensitivity	need for growth e.g.	happens when they
	physical properties of	reflection.		to living things.	light, water, soil;	move away from sound
	a variety of everyday				describe differences	sources; make
	materials; compare				between plants grown	observations or
	and group together a	Observe changes across			in light and in darkness;	measurements relating
	variety of materials	the four seasons; observe			suggest how to find out	to sounds; recognise that
	based upon their	and describe weather			about what plants need	when sounds are
	properties.	associated with the			in order to grow well;	generated by objects,
		season. (This is revisited			explain why we should	something moves or
		during each season).			show sensitivity to	vibrates.
					plants. Identify and	
					name a variety of common and wild	
					plants including deciduous and	
					evergreen. Visit to Kew	
					Gardens.	
					Gardens.	

ting Word Processor General keys e.g. Enter/return, space bar, backspace, Caps Lock. Create a word document, changing font style, size and colour. Learn how to save a document and what saving a document means. Learn how to print a document. Learn how to print a locument. The print a document operation in the print a locument in the print a locument. The print a locument in the print a locument in the print in t	Recapping what a command is and creating algorithms. Learning about the different devices that need algorithms (programs) to	Creating books "All about Year 1" to read with the Reception children coming up to Year 1. - Adding and manipulating text
- General keys e.g. Enter/return, space bar, backspace, Caps Lock. - Create a word document, changing font style, size and colour. - Learn how to save a document and what saving a document means. - Learn how to print a document. - Ceate a word document, changing font style, size and colour. - Learn how to save a document means. - Learn how to print a document. - Create a word document, changing font style, size and colour. - Learn how to save a document means. - Learn how to print a document. - Create a word document, changing font style, size and colour. - Mading potures and resizing - Adding captions - Adding interesting facts about QE1 or QV - Learning what PowerPoint is used for and how to create a PowerPoint presentation. - Typing a title/creating a title page - Changing the background colour - Adding additional slides - Adding captions - Adding interesting facts about QE1 or QV - Presenting to the class.	creating algorithms. Learning about the different devices that need algorithms	with the Reception children coming up to Year 1. - Adding and
Enter/return, space bar, backspace, Caps Lock. - Create a word document, changing font style, size and colour. - Learn how to save a document and what saving a document means. - Learn how to print a document. - Learn how to print a document. - Create a word document means. - Learn how to print a document. - Create a word document means. - Learn how to print a document. - Create a word document, changing font style, size and colour. - What shoul d we do if somet hing goes wrong when when we may the fortant and what saving a document. - Changing the background colour - Adding additional slides - Adding additional slides - Adding aptions - Adding captions - Adding interesting facts about QE1 or QV. - Learning what PowerPoint is used for and how to create a PowerPoint presentation. - Typing a title/creating a title page - Changing the font style, size and	algorithms. Learning about the different devices that need algorithms	children coming up to Year 1. - Adding and
backspace, Caps Lock. - Create a word document, changing font style, size and colour. - Learn how to save a document and what saving a document means. - Learn how to print a document. - Learn how to print a document. - Changing font style, size and colour. - Learn how to save a document means. - Learn how to print a document. - Changing the font style, size and colour. - Changing tont content or being contacted? - Adding additional slides - Adding pictures and resizing - Adding captions - Adding captions - Adding captions - Adding interesting facts about QE1 or QV - Learning what PowerPoint is used for and how to create a PowerPoint presentation. - Typing a title/creating a title page - Changing the font style, size and	different devices that need algorithms	- Adding and
changing font style, size and colour. - Learn how to save a document and what saving a document means Learn how to print a document. - Learning what PowerPoint is used for and how to create a PowerPoint presentation. - Typing a title/creating a title page - Changing the font style, size and	that need algorithms	
What colour. Learn how to save a document and what saving a document means. Learn how to print a document. Learn how to print a document. What shoul d we do if somet hing goes wrong when using a colour or colour. What shoul d we do if somet hing goes wrong when colour or colour. What shoul d we do if somet hing goes wrong when colour or colour. What shoul d we do if somet hing goes wrong when colour or colour. What shoul d we do if somet hing goes wrong when colour or colour. What shoul d we do if somet hing goes wrong when colour or colour. Typing a title/creating a title page colour or colour. Typing a title/creating a title page colour or colour. Typing a title/creating a title page colour or colour or colour. Typing a title/creating a title page colour or colour or colour. Typing a title/creating a title page colour or colour.	algorithms	manipulating text
- Learn how to save a document and what saving a document means Learn how to print a document. - Learn how to print a do if somet hing goes wrong when using the fort style, size and - Adding captions - Adding interesting facts about QE1 or QV - Learning what PowerPoint is used for and how to create a PowerPoint presentation Typing a title/creating a title page - Changing the font style, size and	•	- Changing the
document and what saving a document means. Learn how to print a document. Learn how to create a PowerPoint is used for and how to create a PowerPoint presentation. Typing a title/creating a title page Changing the font style, size and	(P. Ob. a) to	 Changing the background
- Learn how to print a document. - Learn how to print a document. - Learn how to print a document. - Learning what PowerPoint is used for and how to create a PowerPoint presentation. - Typing a title/creating a title page - Changing the font style, size and	function.	- Adding new pages
hing goes wrong when - Learning what PowerPoint is used for and how to create a PowerPoint presentation. Typing a title/creating a title page - Changing the font style, size and	Learning that	 Adding new pages Using the IPad
goes wrong when using - Changing the font style, size and	algorithms are programs but in	camera to take
when - Typing a title/creating a title page Using - Changing the font style, size and	human language.	photographs
using - Changing the font style, size and	Learning about de-	- Adding pictures to
	bugging.	the book pages
tecini	Unplugged activities –	 Adding pictures
ology - Recapping how to save a document. ? - Learning how to retrieve a saved	planning a route	from the internet
Who document	for the BeeBot,	 Inserting audio
can	measuring the distance of '1	clips
we tell?	move' and creating	Inserting video clips.
	an algorithm for	miser ting video clips.
	the Bee Bot.	
Algorithms E-safi	fety (1 Lesson)	
l l l l l l l l l l l l l l l l l l l	ngers online	
ng e	Why do we need to be careful when	
about	talking to strangers	
l I I I I I I I I I I I I I I I I I I I	online?	
langu l	Is everyone who they say they are?	
age.	How can we tell?	
- Learni	Who can we tell	
ng what	when concerned	
a	about content or being contacted?	
comm and is	-	
and		
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ng planti		
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differ		
ent app		
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cter		
to reach		
differ		

GEOGR	Learning theme: Homes around the world	Learning theme: Pirates, Plans	Learning theme: Africa
		and Adventures – maps and	
APHY	Content: Looking at homes around the world and	plans	Content: Using maps to locate Africa; visit to The
	where they are on a world map; sending 'Owen the		Horniman Museum.
	Owl' around the world to find out information about	Content: Creating 3D maps of	
	different homes.	the playground; making birds	Key skills developed: Name and locate the world's
		eye views maps, a treasure	seven continents and five oceans; understand
		hunt around Barnes following a	geographical similarities and differences through
	Key skills developed: Name and locate the world's	map.	studying a small area of the UK and a small area in
	seven continents and five oceans, name and locate		Africa
	the four countries and capital cities of the UK;	Key skills developed: Use	
	identify seasonal and daily weather patterns in the	simple compass directions, use	
	UK; identify the location of hot and cold areas in	locational and directional	
	relation to the Equator and North and South Poles	language to describe the	
		location of features and routes	
		on a map, use aerial	
		photographs and plan	
		perspectives, devise simple	
		maps and keys.	
DESIGN	Learning theme: Homes	Learning theme: Pirates, Plans	Learning theme: Africa
		& Adventures	
TECHN	Content: Design and make an ideal bedroom for a		Content: Cookery week
	Content: Design and make an ideal bedroom for a character	Content: Making a pirate ship	·
OLOGY	character		Key skills developed: understand and apply the
	character (English "Otherwise" book – design and make a front	Key skills developed: Draw a	·
	character (English "Otherwise" book – design and make a front cover for the pupils' own book, using a sliding	Key skills developed: Draw a design of a boat; investigating	Key skills developed: understand and apply the principles of nutrition and learn how to cook.
	character (English "Otherwise" book – design and make a front	Key skills developed: Draw a design of a boat; investigating the effectiveness of different	Key skills developed: understand and apply the principles of nutrition and learn how to cook. ART: Make and decorate a model African mud hut
	character (English "Otherwise" book – design and make a front cover for the pupils' own book, using a sliding mechanism).	Key skills developed: Draw a design of a boat; investigating the effectiveness of different materials; learning to join	Key skills developed: understand and apply the principles of nutrition and learn how to cook.
	character (English "Otherwise" book – design and make a front cover for the pupils' own book, using a sliding mechanism). Key skills developed: Generate ideas and recognise	Key skills developed: Draw a design of a boat; investigating the effectiveness of different materials; learning to join different materials effectively;	Key skills developed: understand and apply the principles of nutrition and learn how to cook. ART: Make and decorate a model African mud hut
	character (English "Otherwise" book – design and make a front cover for the pupils' own book, using a sliding mechanism). Key skills developed: Generate ideas and recognise basic features of a bedroom; design a purposeful	Key skills developed: Draw a design of a boat; investigating the effectiveness of different materials; learning to join different materials effectively; measuring, marking and	Key skills developed: understand and apply the principles of nutrition and learn how to cook. ART: Make and decorate a model African mud hut
	character (English "Otherwise" book – design and make a front cover for the pupils' own book, using a sliding mechanism). Key skills developed: Generate ideas and recognise basic features of a bedroom; design a purposeful and functional plan based on design criteria; model	Key skills developed: Draw a design of a boat; investigating the effectiveness of different materials; learning to join different materials effectively; measuring, marking and cutting out different materials;	Key skills developed: understand and apply the principles of nutrition and learn how to cook. ART: Make and decorate a model African mud hut
	character (English "Otherwise" book – design and make a front cover for the pupils' own book, using a sliding mechanism). Key skills developed: Generate ideas and recognise basic features of a bedroom; design a purposeful and functional plan based on design criteria; model their ideas through drawing and talking; select and	Key skills developed: Draw a design of a boat; investigating the effectiveness of different materials; learning to join different materials effectively; measuring, marking and cutting out different materials; talking about own product and	Key skills developed: understand and apply the principles of nutrition and learn how to cook. ART: Make and decorate a model African mud hut
	character (English "Otherwise" book – design and make a front cover for the pupils' own book, using a sliding mechanism). Key skills developed: Generate ideas and recognise basic features of a bedroom; design a purposeful and functional plan based on design criteria; model their ideas through drawing and talking; select and use a range of tools and materials whilst making;	Key skills developed: Draw a design of a boat; investigating the effectiveness of different materials; learning to join different materials effectively; measuring, marking and cutting out different materials; talking about own product and that of others and	Key skills developed: understand and apply the principles of nutrition and learn how to cook. ART: Make and decorate a model African mud hut
	character (English "Otherwise" book – design and make a front cover for the pupils' own book, using a sliding mechanism). Key skills developed: Generate ideas and recognise basic features of a bedroom; design a purposeful and functional plan based on design criteria; model their ideas through drawing and talking; select and use a range of tools and materials whilst making; assemble and join components precisely (levers,	Key skills developed: Draw a design of a boat; investigating the effectiveness of different materials; learning to join different materials effectively; measuring, marking and cutting out different materials; talking about own product and that of others and communicating likes and	Key skills developed: understand and apply the principles of nutrition and learn how to cook. ART: Make and decorate a model African mud hut
	character (English "Otherwise" book – design and make a front cover for the pupils' own book, using a sliding mechanism). Key skills developed: Generate ideas and recognise basic features of a bedroom; design a purposeful and functional plan based on design criteria; model their ideas through drawing and talking; select and use a range of tools and materials whilst making; assemble and join components precisely (levers, rotating mechanisms and sliders); evaluate their	Key skills developed: Draw a design of a boat; investigating the effectiveness of different materials; learning to join different materials effectively; measuring, marking and cutting out different materials; talking about own product and that of others and communicating likes and dislikes; learn about the work	Key skills developed: understand and apply the principles of nutrition and learn how to cook. ART: Make and decorate a model African mud hut
	character (English "Otherwise" book – design and make a front cover for the pupils' own book, using a sliding mechanism). Key skills developed: Generate ideas and recognise basic features of a bedroom; design a purposeful and functional plan based on design criteria; model their ideas through drawing and talking; select and use a range of tools and materials whilst making; assemble and join components precisely (levers,	Key skills developed: Draw a design of a boat; investigating the effectiveness of different materials; learning to join different materials effectively; measuring, marking and cutting out different materials; talking about own product and that of others and communicating likes and	Key skills developed: understand and apply the principles of nutrition and learn how to cook. ART: Make and decorate a model African mud hut
	character (English "Otherwise" book – design and make a front cover for the pupils' own book, using a sliding mechanism). Key skills developed: Generate ideas and recognise basic features of a bedroom; design a purposeful and functional plan based on design criteria; model their ideas through drawing and talking; select and use a range of tools and materials whilst making; assemble and join components precisely (levers, rotating mechanisms and sliders); evaluate their	Key skills developed: Draw a design of a boat; investigating the effectiveness of different materials; learning to join different materials effectively; measuring, marking and cutting out different materials; talking about own product and that of others and communicating likes and dislikes; learn about the work	Key skills developed: understand and apply the principles of nutrition and learn how to cook. ART: Make and decorate a model African mud hut

ART	Learning theme: Homes		Learning theme: Kings, Queens and Spies		Learning theme: Africa	
	Railway Cottag Key skills: Choose observation; sharing ide range of materials and image; paint, mix a watercolours; describe their wor Content: Creative jou Focus and key skills: Th the Fortnight' who we and evaluate their art w inspired piece of art. Th process focused (This	and record from direct eas and meanings by using a processes; design and make and choose appropriate thoughts and feelings about rk and others. Arrials – the work of artists are children have an 'Artist of learn about in class, look at rork and then create our own his work is independent and continues throughout each term).	Content: Drawing self-portraits; thinking about why there are more portraits of people long ago than there are today; understanding why people chose to be painted with objects; developing an awareness of which marks are important for drawing a face. Key skills: Ask and answer questions concerned with initiating own work and develop ideas and make reflective observations concerning starting points, design and make images; draw a self portrait using a pencil, ensuring the features are in the correct place; choose colours that are appropriate to create a suggested idea; draw clothed figures from the past; make different marks using pencils and pens; assess own and others' accomplishments, expressing what they feel about them; contrast ideas, methods and approaches to own work and that of others; adapt work to their own views.		Key skills: Explore pos materials and processes visual/tactile qualities of work's progress; learning about materials and proc design); designing and m they might alter in presen	ing mud huts using clay estibilities of a variety of and investigate, combine of materials and match to g the coil technique (Learn esses used in art, craft and aking artefacts; note what t work or develop in future ork;
PHYSIC	Focus: Gymnastics	Focus: Gymnastics	their own views. Focus: Dance	Focus: Dance	Focus: Games	Focus: Dance and Games
AL EDUCA TION (INDOO R)	Jumping - (star, pencil, pike, tuck, half turn, full turn and landing jumps) Balances – different point balances, learning balances to represent different homes (detached, flats, bungalows, semi detached, terraced – linked to learning theme Homes) Travelling – exploring different ways of travelling e.g. high, fast, slow Describe position, direction and movement, including whole, half and quarter turns	Jumping - (star, pencil, pike, tuck, half turn, full turn and landing jumps) Balances – different point balances, learning balances to represent different homes (detached, flats, bungalows, semidetached, terraced – linked to learning theme Homes) Travelling – exploring different ways of travelling e.g. high, fast, slow	Tudor dancing (linked to learning theme Kings, Queens and Spies). Focus: Growing and Changing (linked to	Directions (forwards and backwards, north, south, east and west) and coming up with their own Pirate adventure dance (linked to learning theme Pirates, Plans and Adventures).	Rolling games, throwing games and collaborative games.	Learning an African dance (linked to learning theme Africa) and practising games for Sports Day.
NAL,	rocu	3. i eciiiigs	Science, Ourselves)			and staying healthy

	HEALT H,		Family and Care			
	CITIZEN		Turniny and care			
	SHIP &					
	SOCIAL					
	EDUCA					
	TION					
	(PHCSE					
)					
	RELIGI	Focus: Light	Focus: Special Thing			ions and festivals
	ous	Why is light important?	Bringing in special obje	ects.	Wed	ddings
	EDUCA	What role does it have for different religions?	Are all precious things expensive?	? Special places		
	TION	Visit to the local church				
		Making Stained Glass Windows				
1		Making Christingles				
		aB eeB.co				