



## Holy Family Catholic Primary School, Cronton

### MFL (French) - Curriculum Plan



	<u>Autumn</u>	<u>Spring</u>	<u>Summer</u>
<b><u>EYFS</u></b>	Outdoor Toys	Name and feelings	Fruits
	Wild animals	Zoo animals	At the seaside
	Moving/instructions	Body/shapes	School snacks
	Journeys	Brown Bear	At the beach
<b><u>Year 1</u></b>	Journeys	Body	Growing things
	Toys	Farm animals	Sea creatures
<b><u>Year 2</u></b>	Mini beasts	Clothes	Fruit and food items
	Space and planets	Family	weather
<b><u>Year 3</u></b>	Greetings/Farewells	Animals	Fruits and Vegetables, Recall numbers, Colours
	Colours/Culture/Days of the week/Months of the year	Culture/Numbers	Food and drink
<b><u>Year 4</u></b>	Personal information, Recall numbers	Epiphany in France, Family members, recall personal information, Simple sentences to describe a face.	Recall body parts, adjectives to describe an animal.
	Revisit/extend colours, Revisit/extend classroom commands and directions	Revisit face parts, body parts, movement commands	Weather, ice cream flavours
<b><u>Year 5</u></b>	Recall personal information, introduce myself, introduce another person, talk about feelings and opinions	Recall nouns for fruit and vegetables, expand knowledge of fruit and vegetables	Personal identify nouns, beach bag items, sentence starters
	Recall familiar places in town/shops, places	Clothes, adjectives of size and colour, fancy dress outfit.	Beach bag items, sentence starts, activities at the seaside, conjunctions and opinions and reasons.
<b><u>Year 6</u></b>	Recall personal information, talk about myself and feelings, physical descriptions, simple daily routines	Sports nouns cognates and semi cognates, likes and dislikes	Snacks and drinks, euros and recall numbers, roleplay at the café/in the hotel, breakfast foods, asking and understanding a simple menu.
	House and home, describe a house	Funfair ride nouns, opinions and adjectives, description of a theme park, favourite things.	Revisit and extend roleplay language to create a café sketch and perform, nature