

Long Term Planning Year 1 & 2 Cycle B

(For Maths and English use both)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Maths	Number & Place Value Addition & Subtraction Multiplication & Division Fractions Measurement Geometry: properties of shape Statistics	Number & Place Value Addition & Subtraction Multiplication & Division Fractions Measurement Geometry: properties of shape Statistics	Number & Place Value Addition & Subtraction Multiplication & Division Fractions Measurement Geometry: properties of shape Geometry: position, direction, motion Statistics	Number & Place Value Addition & Subtraction Multiplication & Division Fractions Measurement Geometry: properties of shape Geometry: position, direction, motion Statistics	Number & Place Value Addition & Subtraction Multiplication & Division Fractions Measurement Geometry: properties of shape Geometry: position, direction, motion Statistics	Number & Place Value Addition & Subtraction Multiplication & Division Fractions Measurement Geometry: properties of shape Geometry: position, direction, motion Statistics
English	<u>Word Reading</u> <u>Reading Comprehension</u> <u>Handwriting</u> <u>Vocabulary, grammar & punctuation</u> <u>Transcription/Spelling</u> <u>Composition</u> - <u>Fiction</u> : writing narratives-stories with familiar settings - <u>Non-Fiction</u> : Instructions & recounts		<u>Word Reading</u> <u>Reading Comprehension</u> <u>Handwriting</u> <u>Vocabulary, grammar & punctuation</u> <u>Transcription/Spelling</u> <u>Composition</u> - <u>Fiction</u> : writing narratives-Traditional stories, stories from other cultures; - <u>Non-Fiction</u> : Expanations and non-chronological reports,		<u>Word Reading</u> <u>Reading Comprehension</u> <u>Handwriting</u> <u>Vocabulary, grammar & punctuation</u> <u>Transcription/Spelling</u> <u>Composition</u> - <u>Fiction</u> : writing narratives: Extended stories, stories by significant children's authors; different stories by the same author, Writing poetry - <u>Non-Fiction</u> : Letters & non-chronological reports, dictionary work	
Science	-Uses of everyday materials	-Investigations	-Animals, including humans	Investigations	-Plants	-All living things & their habitats
Investigation skills throughout each term						
History	-What do we know about the Great Fire of London? National significance of event		'A Street through Time' comparing shops, old photos of Ch-le-St, Beamish old town?		'Christopher Columbus v Neil Armstrong'- comparing aspects of life in different time periods	
Geography		-'The Weather' seasonal & daily weather patterns in the UK		- 'An Island Home' aerial photos, recognise landmarks, devise maps, use basic symbols as a key-N.S.E.W		'Weather around the world' hot & cold areas of world, Equator/N & S poles, Continents & 5 oceans. Use maps, atlases & globes
Art	-Collage & Textiles Art Express Unit 4 Artists: Max Ernst, Paul Klee	-Painting Art Express Unit 2 Artists: Munch, Matisse, Kandinsky,			-Digital Media Art Express Unit 6 Artists: Edvard Munch, Francis Bacon.	

		Malevich, Ruth Daniels, Mark Quinn, Cms				
DT				-Winding Mechanisms (Winding up)	-Construct a moving vehicle/computer aided design (Vehicles)	-Create a moving puppet/computer aided design (Puppets)
ICT	Obj 6 (*e-safety): Pupils should be taught to: use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. *This objective (e-safety) should be referred to and revisited throughout the year. Lesson Ideas: -Twinkl Computer Skills Yr1 -Twinkl Using the Internet Yr2 -Website: Safer Internet for 5-7.	Obj 1: Pupils should be taught to: understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Lesson Ideas: - Twinkl Programming with Scratch Jnr Yr1 1.2 Moving Around Maps -Keeping safe online	Obj 2: Pupils should be taught to: create and debug simple programs Lesson Ideas: -Twinkl Preparing for Turtle Logo Yr2 PM Uit 2.1 Coding	Obj 3: Pupils should be taught to: use logical reasoning to predict the behaviour of simple programs Lesson Ideas: -Twinkl Turtle Logo & Scratch Yr2 PM Unit 1.7 Coding	Obj 4: Pupils should be taught to: use technology purposefully to create, organise, store, manipulate and retrieve digital content Lesson Ideas: -Twinkl Word Processing Skills Yr1 -Twinkl Painting Yr1 -Twinkl Using & Applying Yr1 -Twinkl Computer Art Yr2 -Twinkl Using & Applying Skills Yr2 Twinkl Presentation Skills	Obj 5: Pupils should be taught to: recognise common uses of information technology beyond school Lesson Ideas: Twinkl Computer Art Y2
PE	-Swimming -Dance	-Swimming -Games	-Swimming -Gymnastics	-Swimming -Dance	-Swimming -Games	-Swimming -Athletics
Music	-Feel the Pulse Music Express Unit African Traditional music	- Charanga Scheme unit Hands Feet Heart	-Taking Off Music Express Unit	-Charanga scheme unit -Listening to music, -notation skills	-Rain, rain go away Music Express Unit	-Charanga Scheme Unit Reflect, rewind and replay
RE	-Why is the Bible special to Christians?	What can we learn from the story of St Cuthbert?	How and why is light important at Christmas?	What does it mean to belong in Christianity?	How do Christians celebrate Easter?	How do Buddhists show their beliefs?
PSHE	-Know what keeps us healthy -Growing old -Harmful substances		-Choices & Behaviours (British Values)	-Similarities & Differences (British Values)	-Looking after our environment	

