

	Half term 1	Half term 2	Half term 3	Half term 4	Half term 5	Half term 6
Parental engagement	Graves Park Photo share	Christmas Play	Mini Maths Morning	Easter Cards	Share a story	Photos from trip
Educational Visit and	Graves Park end of Autumn 1 link t	n Geography	History workshop linked to Kin	gs and Queens	Visit to Botanical Garden linke	d to Plants in Science
Link to curriculum			Thorong memory to the	go ana Queens	Visit to Botamoar daracir illino	a to Fianto in objetice
area						
Personal	Where do feelings come from	Who is my friend?	Aspirations – dreams and	Personal Information (RSHE	Who's in my family	Are all families the same
Development	Who am I	What makes a good friend	goals (Jigsaw)	unit – 2 lessons)	Do families always stay the	
(RSHE & PSHE incl Online Safety)	What helps me to be happy	Should friends tell us what to do	Screen Time (RSHE unit – 1	Road safety?	same How should families treat	Online Safety - responsive
Online Salety)	1 session Online Safety review –	How do we stop bullying? (Anti bullying weeks)	lesson)	Road Salety?	each other	teaching
	Health, Wellbeing and Lifestyle	bullying weeks)	lessorij		each other	
			Privacy and Security		Online Safety- Online	
					Relationships	
English – reading	Y1		Y1		Y1	
	Applying Phonics		Applying Phonics		Applying Phonics	
	I know when to use phonic knowle		I know which parts of words ca	٠.	I hear and recognise all 40+ phonemes.	
	I read common words using phonic		I blend sounds in unfamiliar words based on known GPCs. I read words with familiar endings - s, es, ing, ed, er, est. I read words which have the prefix –un added. I read phonically decodable texts, with confidence. I divide words into syllables, for example, pocket, rabbit, carrot, thunder, sunset. Reading for Pleasure		I match all 40+ graphemes to their phonemes (Phase 3). I identify all 40+ graphemes in my reading. I know that words can have omitted letters and that an apostrophe represents the omitted letters. I find contractions in my reading. I read words with contractions. I read compound words, for example, football, playground, farmyard, bedroom.	
	I read words of more than one sylla	able that contain taught GPCs.				
	I read phonically decodable texts.					
	Reading for Pleasure					
	I know that there are different kind	ds of books.				
	I know the difference between a st					
	I can find the title, author and the i					
	I know some familiar stories.		I say what I like or dislike abou	t a book.		
	I recognise familiar story language.		I say if a story reminds me of a	nother story or something that I	Reading for Pleasure	
			have experienced.		I say whether I agree or disagr	
	Reading Accurately, with Fluency		I listen to others' ideas about a		I say whether I agree or disagr	
	I use picture clues to support my u	=	I find familiar story language in		I say why I agree or disagree v	
	I use picture cues to deepen my un I identify the characters in a story.	iderstanding.	ones I have read independentl I retell key stories orally using		I recognise repeated or patter I recognise patterned languag	5 5
	I recognise a character's feelings.		I recognise rhyming language.	narrative language.	know.	e in the poems and mymes i
	I say why a character has a feeling.		Trecognise mynning language.		I know some poems and rhym	es hy heart
	1 say willy a character has a recinig.		Reading Accurately, with Flue	ncv and with Understanding	I know some poems and mym	es by ficult.
	Y2		I use prior knowledge to under		Reading Accurately, with Flue	ency and with Understanding
	Applying Phonics		I identify unfamiliar words and	l ask about meaning.	I discuss the meaning of unfar	niliar words with others.
	I understand the importance of dec	•		rmed guesses about the meaning	I know that stories can have si	milar patterns of events.
	I understand that some words cann	not be decoded with phonic	of unfamiliar words.		I make links to other stories.	
	strategies.		I make predictions based on th	•	I make links with characters in	
	I use the graphemes taught to blen		I give an opinion about a chara		I can answer retrieval question	
	I know that phonemes may be repr	resented by different graphemes.	I know that stories can have si	milar characters.	I use information from the story to support my opinion.	



Linow that familiar words do not need to be sounded out and blended. I read these familiar words automatically and accurately without sounding or blending.			11 allu	1 12 Long term Overview	2023-24		
Reading for Pleasure - Poetry Know the difference between poetry and narrative. Lake whether the key events in the correct sequence. Lan retel a story with the key events and the characters. Lan filter the should be composed by the string of poetry. Lalk about books or poems read. I know that stories and poems can have patterned or recurring literary language. Reading Accurately, with Fluency and with Understanding I know that the purpose of reading is to make meaning. I know that the purpose of reading is to make meaning. I know that the purpose of reading is to make meaning. I know that there is a range of decoding strategies. I check that text I read makes sense. I re-read when I have lost the meaning. I flind patterned recurring literary language in poems and stories. I flind favourite words and phrases. I flind favourite word		blended. I read these familiar words automatically and accurately without sounding or blending. Reading for Pleasure know that there are different kinds of stories. I listen to or read a range of different kinds of stories. I make choices about the books I read. I know that non-fiction books are organised differently from fiction texts.		Applying Phonics I know that the same grapheme I recognise alternatives and consense. I recognise syllables in words. I know that breaking words into I know that other strategies can words.	sider which will make more syllables helps fluent decoding be used to read unfamiliar	Applying Phonics I read words of two or more syllables act I read aloud books closely matched to me knowledge, sounding out unfamiliar wo automatically and without undue hesita I read these books fluently and confider	
Emily Gravett *book and film Rosen and Katharine McEwan Raymond Briggs and Neal Layton		know the difference between poetr I know that there are different kind I listen to different kinds of poetry. I talk about books or poems read. I know that stories and poems can I language. Reading Accurately, with Fluency a I know that the purpose of reading I know that there is a range of deco I check that text I read makes sense I re-read when I have lost the mean	nave patterned or recurring literary Ind with Understanding is to make meaning. Iding strategies. Ing.	I explain why I prefer certain boo I can retell stories with the key et can retell a story with the key et I know how to find information it identify the purpose of a book of know that books and stories and times. Reading for Pleasure – Poetry I talk about the meaning of differ I recognise that a poem can tell at I learn a poem by heart. I give an opinion on books or poor I find patterned or recurring liter stories. I find favourite words and phrase Reading Accurately, with Fluence I self-correct when I have lost the I use prior knowledge and reading text. I use the context to understand the text. I use the context to understand the sak questions to clarify understore I can find the answers to retrieve poems or non-fiction texts. I recognise that a writer can have I can make predictions about po	vents in the correct sequence. events and the characters. In a non-fiction book. For a text. It is set in different places and I is story. I is story. I is a story. I	I decide how useful a non-fiction information I need. I can find the setting or time in I can discuss the setting or time. Reading for Pleasure – Poetry I recite or perform a poem ma I talk about favourite words and I know that word choice affect I can explain why a writer has a meaning. Reading Accurately, with Flue I know what the inference - 're means. I find inferences about charact I can explain inferences about thoughts. I give reasons for characters' a I recognise key ideas in a text. I can explain a writer's messag I can make predictions about he	king the meaning clear. d phrases. s meaning. chosen a word to affect mcy and with Understanding rading between the lines'- ers' feelings and thoughts. characters' feelings and ctions or behaviour. e. low characters might behave.
	Key text			Lost and Found by Oliver Jeffers	Send for a Superhero by Michael		
GUIUIOCKS diru the One bear		The Odd Egg by Emily Gravett	Goldilocks and the One Bear				



			The Journey Home by Frann	Rosie Revere, Engineer by Andrea		The Minpins by Roald Dahl and
			Preston-Gannon	Beatty and David Roberts		Patrick Benson
Writing Outcomes	Descriptive writing (character profile or setting description)	Diary (to inform)	Information text (to inform)	Poetry	Promotional Leaflet (to inform)	Character/setting description
	Story (to entertain)	Description (character)	Story (to entertain)	Letter	Newspaper (to inform)	Story
	Innovated story	Story (to entertain)		Non chronological report (to inform)	Non chronological report (to inform)	
English - writing	<u>Y1</u>		<u>Y1</u>		<u>Y1</u>	
	Composition		Composition		Composition	
	To say a sentence out loud before	I write it down. (Hold a sentence).	To plan my writing by saying v (build a sentence)	what I am going to write about.	To sequence sentences to for (Beginning/middle/ endsente	
	Handwriting		To read my own writing alou	d so it can be heard by others	each other- The cat walked do	
	To sit correctly at a table, hold a pe	encil comfortably and correctly.	and check it makes sense. '(o	ops I forgot to put a capital letter	Astrea writing grid	o get nome.) Krimiked to
	To form the digits 0-9 correctly. Ki	PI linked to Astrea writing grid	after that full sop.') Objectiv	e linked to Astrea writing grid		chronological order to recount
	<u>Y2</u>		Handwriting To form lower case letters in the correct direction, tarting and finishing in the right place. KPI linked to Astrea writing grid Y2 Composition To evaluate my writing independently with peers and with my teacher by making simple additions and corrections. (Re-		an event /experience. (Basic adverbials for when-First, Then, Next, After that)	
	Composition				Handwriting	
	To plan and discuss the content of	my writing.				
	To write, from memory, simple dic	tated sentences.			To name the letters of the alphabet in order.	
	Handwriting				To form capital letters.	
					<u>Y2</u>	
	To use some of the diagonal and horizontal strokes needed to join letters KPI		reading to check for sense; verbs used correctly).		Composition	
			To develop stamina for writing by writing for different purposes.			of their own spelling and error
				To organise my writing using presentational devices to structure text and guide the reader. KPI		n exclamation because she's double the p of stop when
				To develop the organisation of my writing according to the genre. KPI		independently and sometimes improve the effect and impac
			<u>Handwriting</u>		of my writing.	
			To use spacing between wor	ds that reflects the size of the	Handwriting	
			letters. KPI	us that reflects the size of the	To form lower case letters of another. KPI	the correct size relative to one



		u 12 Long term overview 2023-24	·
SPAG	<u>Y1</u>	<u>Y1</u>	Y1
	Spelling	Spelling	
	To see the selection of the second section in the section in the second section in the section in the second section in the section i	T	Spelling
	To spell unknown words using my phonemes.	To use suffixes -ing, -ed, -er and -est where no change is needed in the spelling of root words. KPI linked to Astrea	To use letter names to show alternative spellings of the
	<u>Punctuation</u>	writing grid.	same phonemes. KPI linked to Astrea writing grid.
	To leave spaces between words. Objective linked to Astrea writing	writing grid.	same phonemes. Krimikeu to Astrea writing grid.
	grid.	To write from memory simple dictated sentences including the	To spell words that use suffixes for plurals or 3rd person.
	<u> </u>	words taught so far.	(E.g.: adding s/es; box, fox, fix, pencil, pen). Objective linked
	To use a capital letter for the start of a sentence. Objective linked to		to Astrea writing grid
	Astrea writing grid.	<u>Punctuation</u>	
			To use the prefix un- (e.g. unkind, undo) KPI linked to Astrea
	<u>Grammar</u>	To begin to use other punctuation such as exclamation and	writing grid.
		question marks. KPI linked to Astra writing grid.	
	To use and capitalise the personal pronoun I. Objective on Astrea		<u>Punctuation</u>
	writing grid	To use full stops accurately. Objective linked to Astrea writing	To an analysis of the control of the
	To know how words can combine to make sentences. Objective	grid.	To use capital letters for the names of people, places and days of the week. (Aa) Objective linked to Astrea writing
	linked to Astrea writing grid	Grammar	grid.
	illikeu to Astrea writing griu	Granina	griu.
	To use and to join words (e.g. a list). Objective linked to Astrea	To use 'and' to join ideas within a sentence. ('I went to the	Grammar
	writing grid	park and played on the swing.') KPI linked to Astrea witing	
		grid.	To attempt to use other conjunctions.
	These are not to be used as objectives but are non-negotiables. See	<u>Y2</u>	To make sure that word choices are relevant to the context
	non-negotiable stickers.	Spelling	and I use word banks to support this.
	Johns the right than all the last	To spell longer words using suffixes such as ment, ness, ful,	To begin to use adjectives to add detail to my sentences. KPI
	and and shape Next	less, ly (Root words ending in a consonant = merriment, happiness, plentiful, penniless, happily, quickly, thoughtless).	linked to Astrea writing grid
		nappiness, pientitui, penniess, nappiny, quickly, thoughtiessy.	Y2
	Size spaces that stops	To spell many common exception words (door, because,	Spelling
		sugar, people, - see year 2 spelling list). KPI	· · · ·
	Y2 Snalling		To use apostrophes for the most common contracted words.
	Spelling	<u>Punctuation</u>	(e.g. don't, won't, I'll, I'm, won't)
	To segment spoken words into phonemes and record these as		
	graphemes.	To use capital letters for the personal pronoun I and for most	To spell words with different spellings (multisyllabic words
		proper nouns.	containing new spellings e.g.: race, ice, knock, gnat,
	<u>Punctuation</u>	0.000	typewriter, margarine, muckspreader)
		Grammar	

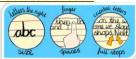


To use full stops and capital letters- most are correct. (This will be consistent across a range of dictated and independent writing) To mostly use exclamation and question marks accurately to demarcate sentences.

To leave spaces between words that reflects the size of the letters **KPI**

Grammar

My word choices are thoughtful and sometimes ambitious with specific or technical vocabulary used in non-narrative writing. To use co-ordination.



To use expanded noun phrases to describe, expand and specify. ('the delicate, blue butterfly flew off into the humid, summer sky'). KPI

To use subordination (using when, if, that or because). KPI linked to Astrea writing grid

To identify and apply my knowledge of homophones/ near homophones (There/their/they're; here/hear; guite/guiet; bare/bear; some/sum; blew/blue; knight/night)

Punctuation

To begin to use commas to separate items in a list. KPI

To use apostrophes for singular possession. KPI

Grammar

To use sentences with different forms: statements, questions, exclamations and commands. ('The colourful butterfly flew from flower to flower' 'Where do clouds come from?' 'What big eyes you have!' Sift the flour and mix the other ingredients') KPI

To use present and past tenses correctly and consistently including the progressive form. (Consistently makes the correct choice eg: 'She is drumming; she drummed, she was drumming' KPI

To use adjectives, adverbs and expanded noun phrases to add detail and specify, KPI

Maths

Arithmetic skills are taught once per week and maths meetings are taught daily. Separate detailed coverage available.

Year 1

Numbers to ten

•Represent, compare and explore numbers within 10 •One more and one less . Doubling and halving

Addition and subtraction

- Represent and explain addition and subtraction •Commutativity
- Addition and subtraction facts Shape and Pattern
- •Identify, describe, sort and classify 2-D and 3-D shapes
- Investigate repeating patterns
- •Use and follow instructional and positional language

Year 1

Numbers to 20

- •Identify, represent, compare and order numbers to 20
- •Doubling and halving •One more and one less

Addition and Subtraction

 Represent and explain addition and subtraction strategies including 'Make Ten' •Use known facts to add and subtract.

Year 1 Time

Read, write and tell the time to o'clock and half past on analogue clock •Sequencing daily activities •Whole and half turns linked to time.

Exploring calculation strategies within 20

Model, explain and choose addition and subtraction strategies

Numbers to 50

2-digit numbers - represent, sequence, explore, compare.

•Count in 2s, 5s and 10s

Year 1 Addition and Subtraction within 20

•Illustrate, explain and link addition and subtraction with equations •Apply 'Make Ten' strategy •Use language to quantify and compare difference

Fractions

Identify 1 2 and 1 4 of a shape or object •Find 12 and 14 of a quantity

Measures: Length and mass Compare and measure lengths and mass using cm and kg •Doubling and halving

Year 1 Numbers 50 to 100 and beyond

• Read, write, represent, compare and order numbers to 100 •One more / fewer. ten more / fewer •Identify number patterns

Addition and Subtraction

- Explore addition and subtraction involving 2-digit numbers and ones
- Represent and explain addition and subtraction with regrouping •Investigate number bonds within 20

Year 1 Money

Name coins and notes and understand their value

• Represent the same value using different coins •Find change

Multiplication and division Share equally into groups

- Doubling •Link halving to fractions •Add equal groups
- Explore arrays

Measures: Capacity and volume

- Compare capacities, volumes and lengths
- Explore litres •Apply



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	Year 2 Numbers within 100 Read, write, represent, partition, compare and order numbers to 100 •Explore patterns including, odds and evens, tens and ones Addition and subtraction of 2-digit numbers Apply number bonds to add and subtract •Represent and explain addition and subtraction of two 2-digit numbers. •Add three 1-digit numbers Addition and subtraction word problems Introduction to bar models as a representation •Create, label and sketch bar models	Year 2 Measures: Length Draw and measure lengths in centimetres •Use and = to compare and order lengths in metres and centimetres Graphs •Represent and interpret: pictograms, block diagrams, tables and tally charts. Multiplication and division: 2, 5, and 10 Calculate the times tables of 2, 5, and 10 by skip counting •Relate the 2 times table to doubling •Explore representations of multiplication and division •Commutativity	Describe and complete number patterns Year 2 Time Tell the time on an analogue clock: quarter past, quarter to and five minute intervals Calculate durations of time in minutes and seconds Sequence daily events Minutes in an hour and hours in a day Fractions Part-whole relationships Fractions as part of a whole or a whole set Relate to division Equivalent fractions Addition and subtraction of 2-digit numbers Illustrate, represent and explain addition and subtraction involving regrouping including 'Make Ten', 'Round and adjust' and near doubles strategies	Year 2 Money •Recognise coins and notes •Use £ and p accurately •Add and subtract amounts •Calculate change Face, shapes and patterns; lines and turns •Explore, sort and describe 2-D shapes •Lines of symmetry in 2-D shapes •Identify 2-D shapes on 3-D shapes •Compare and sort 2-D and 3-D shapes •Use language to describe position, direction and rotation to follow a route	Year 2 Numbers within 1000 Represent in different ways •Compare using symbols •Read scales Measures: Capacity and volume Read and measure temperature •Estimate, measure and understand litres and millilitres •Compare and order capacities Measures: Mass Weigh and compare masses in kilograms and grams	vear2 Exploring calculation strategies Apply addition and subtraction strategies to solve equations •Illustrate and explain addition and subtraction using column method Multiplication and division: 3 and 4 Multiplication and division facts for 3 and 4 •Relate 4 times table to doubling the 2 times tables •Describe, interpret and represent using arrays and bar models •Recognise inverse relationship
Science	The Human Body In this children look at the parts of the human body and their functions. Children then move on to study the eye in more detail, learning that scientists look closely at things to find out how they work. They will understand that light travels into our eyes which helps us to see. Children then progress to find out more about our ears, how we hear and the importance of hearing. Touch, taste and smell are studied, and children will begin to understand that our senses help us to process what is	Animals and their Needs In this unit, children will explore common animals, describing and naming them. They will build on the knowledge learnt in lesson one by looking at how scientists group animals according to their features. Children will learn that another way to group animals is based on what they eat. They will describe animals using scientific words and diagrams.	Seasons and Weather In this unit, children will learn about the four seasons, why they occur and what the weather is like for us during these seasons. We will look at weather data and how to represent it in a graph for comparison and so that we can understand weather better. Children will learn about the three main types of cloud and their links to the weather. Finally, children look at weather forecasts, the symbols used within them and how to interpret them.	Taking care of the Earth In this unit, children learn that there are different ways we damage the earth. This knowledge will be built upon in lesson two when children learn about the difference between natural and manufactured resources, and renewable and non- renewable resources. Children will explore pollution: how people create it and how it can harm the environment. Finally, children will learn that recycling is one way we can	Plants In in unit, children learn about what conditions plants need in order to grow. They will explore the parts of a plant and their function in supporting the plant. In lesson three, children will build upon this knowledge through learning that plants spread their seeds to make new plants. Lesson four will look at deciduous and evergreen trees, linking to prior knowledge about parts of plants from lesson two. Lesson five will also build on	Materials and Magnets In this unit, children will learn to recognise everyday materials, understanding that the objects around us are all made from materials. This knowledge is built upon when children will identify the properties of materials as things we can measure, see or feel. They will learn that the properties of materials make them useful for different purposes. Children to sort materials based on whether they are magnetic or not. Children



		Y1 and	1 YZ Long term Overview	2023-24		
	happening around us, helping us to be aware of the world we live in. Children will consider the role of our senses in protecting us from danger. Children will work scientifically in this unit, exploring senses and experiencing how we use them.			take care of the earth and the benefits it has for the environment	knowledge from lesson two, looking at the different plants we commonly eat and which parts of the plant they are.	will use knowledge learnt to investigate which materials would be suitable for a particular purpose
Computing	Information technology around	Digital photography.	Robot algorithms.	Pictograms.	Digital music.	Programming quizzes.
Computer Days	us.					
	Identifying IT and how its responsible use improves our world in school and beyond	Capturing and changing digital photographs for different purposes.	Creating and debugging programs, and using logical reasoning to make predictions.	Collecting data in tally charts and using attributes to organise and present data on a computer.	Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
	ONLINE SAFETY –		<u> </u>	<u> </u>	<u> </u>	
	Screen Time, Personal information	, Online Strangers, Fake News				
Art	Colour Children carry out a separate task in each lesson of this unit These are: • Creating a painting using primary colours to imitate the work of Mondrian • Creating a sunflower in the style of Van Gogh by mixing and painting a template with a secondary colour (orange) and applying collage using warm colours • Creating a colour chart which shows tints and shades of blue getting gradually lighter/darker • Painting a rough seascape using tints and shades of blue and a variety of brushstrokes	Line This unit introduces children to the element of line. It presents the idea that lines are like basic tools for artists and explores Klee's influential statements describing lines. They investigate the work of Miro, Bratescu and Klee which show how lines can be used to show different things, ranging from simple shapes and objects to representing dreams and music. They look at how artists can use different materials to make lines, not only using pencils, pens and paint but using 3D media, such as wire and string. They then produce their	Architecture This unit introduces children to the art of designing buildings. It uses famous London landmarks (St Paul's Cathedral, Westminster Abbey and The Houses of Parliament) to explore definitions for architecture and architects. Children become visually familiar with these buildings by producing line drawings of them. The purpose and features of these different buildings are then considered, providing the children with an opportunity to explore working with	Style in Art This unit introduces two separate subject areas within one unit: style in art and narrative art. Style is introduced at this early stage in the curriculum as it is a central concept in art. It is defined as 'how a piece of art looks' and this is explored by reference to particular paintings techniques: pointillism used by Seurat and short brushstrokes used by Van Gogh. Narrative art (art which tells stories) is an introduction to the wider concept of history painting	Paintings of Children The Graham Children by Hogarth provides a focus for the whole unit. The children consider the hidden messages that the group portrait conveys as well as investigating how the painting shows the difference of the lives of the Graham children in comparison to their own. Copying small sections of the painting allow the children to consider how to work from close observation, planning where lines and colours should go, colour-matching	Sculpture This unit introduces children to 3D art. Children are likely to be aware of sculpture through statues they have seen in public spaces. They start by exploring how sculptors can use different materials to make sculptures. Children compare Degas' drawings and sculptures of ballerinas. Over the course of three lessons the children then learn about the process of making a sculpture, using the work of Gormley and Hepworth to explore making models for



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Design Technology	Food - Preparing fruits and vegetables	from their work in English. Children will learn, by looking at paintings representing the story of St George and the Dragon that artists can show different characteristics and personalities by the way they draw and paint. Mechanism - Sliders and levers	at the end of the unit to reinvent the portrait in a modern way, based on the cubist photo collages of Hockney. Structures - Free standing structures
	 Designing Design appealing products for a particular user based on simple design criteria. Generate initial ideas and design criteria through investigating a variety of fruit and vegetables. Communicate these ideas through talk and drawings. Making Use simple utensils and equipment to e.g. peel, cut, slice, squeeze, grate and chop safely. Select from a range of fruit and vegetables according to their characteristics e.g. colour, texture and taste to create a chosen product. Evaluating Taste and evaluate a range of fruit and vegetables to determine the intended user's preferences. Evaluate ideas and finished products against design criteria, including intended user and purpose. Technical knowledge and understanding Understand where a range of fruit and vegetables come from e.g. farmed or grown at home. Understand and use basic principles of a healthy and varied diet to prepare dishes, including how fruit and vegetables are part of The eatwell plate. Know and use technical and sensory vocabulary relevant to the project. WC link: Science, Human Body 	Designing Generate ideas based on simple design criteria and their own experiences, explaining what they could make. Develop, model and communicate their ideas through drawings and mock-ups with card and paper. Making Plan by suggesting what to do next. Select and use tools, explaining their choices, to cut, shape and join paper and card. Use simple finishing techniques suitable for the product they are creating. Evaluating Explore a range of existing books and everyday products that use simple sliders and levers. Evaluate their product by discussing how well it works in relation to the purpose and the user and whether it meets design criteria. Technical knowledge and understanding Explore and use sliders and levers. Understand that different mechanisms produce different types of movement. Know and use technical vocabulary relevant to the project.	Designing Generate ideas based on simple design criteria and their own experiences, explaining what they could make. Develop, model and communicate their ideas through talking, mock-ups and drawings. Making Plan by suggesting what to do next. Select and use tools, skills and techniques, explaining their choices. Select new and reclaimed materials and construction kits to build their structures. Use simple finishing techniques suitable for the structure they are creating. Evaluating Evaluating Evaluating Evaluate their product by discussing how well it works in relation to the purpose, the user and whether it meets the original design criteria. Technical knowledge and understanding Know how to make freestanding structures stronger, stiffer and more stable. Know and use technical vocabulary relevant to the project. WC link: Art, Sculptures, Science, Materials and Magnets
History	Discovering History	Kings, Queens and Leaders	Parliament and Prime Ministers



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		The 'Discovering History' unit		This 'Kings, Queens &		The children will be
		introduces children to discipline		Leaders' unit provides the		introduced to historically
		of history and creates a solid		foundation for understanding		significant events that
		foundation to help our children		the changing power of the		highlight the development of
		understand what a historian is,		monarchy in Britain. It will		British democracy, including
		what an archaeologist is, and		explore how the power that		the introduction of the Bill of
		how sources and evidence help in		Kings and Queens hold has		Rights and the introduction
		uncovering facts about the past.		changed over time, from the		of the first Prime Minister:
		Our key objective for this unit is		all-powerful monarchs who		Robert Walpole. As well as
		for all pupils to understand that		could dictate how the		learning about the changing
		history is the story of the past.		country was run and		role of Parliament, and the
				managed, to the		introduction of the office of
				establishment of parliament		Prime Minister, the children
				which created a check on the		will also learn about what
				power of the King or Queen.		Parliament and the Prime
				Understanding this change		Minister do today. This
				will create a foundation for		includes looking at changes
				children who will go on to		in living memory, such as the
				understand modern society		change in government/Prime
				and politics today.		Minister/local MP.
Geography	Spatial Sense		The UK		The Seven Continents	
	In this unit Year One pupils will		During this unit children will		This unit zooms out to	
	be introduced to aerial views; the		be introduced to the name,		encompass the seven	
	first step in supporting children's		location and characteristics of		continents and five oceans of	
	conceptual understanding of		the four countries and capital		the world. Children will use	
	maps. Building on an		cities of the United Kingdom.		globes and will begin to	
	understanding of what things		They will look at the		understand that a globe is a	
	look like from an aerial		formation of the Union Jack		3D model of our Earth	
	perspective, children then look at		and identify it as the flag of		showing continents and	
	how cartographers (map makers)		the United Kingdom. They will		oceans. They will learn to	
	represent physical (natural) and		look at physical and human		recognise the north and	
	human (made by people)		features of the countries		south poles and the equator	
	features of an area on a drawn		within the UK and will use		and will begin to understand	
	map. They find out how symbols		maps to identify coastlines,		what geographic location can	
	are used on maps and how a key		hills, rivers, lakes, towns and		tell us about climate.	
	can tell us what the symbols		cities. They will identify		Throughout this unit children	
	mean. The four-point compass is		seasonal and daily weather		will be forming an	
	introduced, and children will use		patterns in the UK. Children		understanding that the world	
	some positional language to		will use maps and atlases to		is a diverse place, and	
	describe locations. They will look		locate the United Kingdom		continents can host many	
	at simple routes on a map based		and will recognise the location		different landscapes and	
	around a familiar location using		of the countries within the		living things.	
	firsthand observation to help		UK.			
	them link what they see in the					



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	world around them, to what is represented on a map.					
Music	Hey You! This unit contains all the classic teaching resources you would expect; Listen & Appraise apps, new progressive Warm-up Games, Flexible Games, new progressive improvisation resources, and a new compose tool.	Rhythm in the way we walk and banana Rap All the learning is focused around two songs: Rhythm In The Way We Walk (Reggae style) and Banana Rap (Hip Hop style). You will Listen & Appraise other styles of music and continue to embed the interrelated dimensions of music through games and singing.	In the groove This unit contains all the classic teaching resources you would expect; Listen & Appraise apps, new progressive Warm-up Games, Flexible Games, new progressive improvisation resources, and a new compose tool.	Round and Round All the learning is focused around one song: Round And Round, a Bossa Nova Latin style.	Your Imagination This unit contains all the classic teaching resources you would expect but with upgrades. These include new Listen & Appraise apps; new progressive Warm-up Games, Flexible Games and improvisation resources, and a new compose tool.	Reflect, rewind, replay This unit contains all the classic teaching resources you would expect but with upgrades. These include new Listen & Appraise apps; new progressive Warm-up Games, Flexible Games and improvisation resources, and a new compose tool.
PE – GET SET CYCLE 1	Y1 Fundamentals	Y1 Dance (lessons 1 - 6)	Y1 Gym (Lesson 1 - 6)	Y1 Dance (lessons 7 - 12)	Year 1 Yoga	Y1 Gym (Lesson 7 - 12)
CYCLE 1	In this unit pupils will explore the fundamental skills of balancing, running, changing direction, jumping, hopping and skipping. They will explore these skills in isolation as well as in combination. Pupils will be given opportunities to identify areas of strength and areas for improvement. Pupils will work collaboratively with others, taking turns and sharing ideas. This unit links to the following strands of the NC: master basic movements including running, jumping and throwing. Develop balance, agility and coordination, and begin to apply these in a range of activities. Key Skills Physical: balance, jump, hop, run, speed, agility, dodge, skip,	Pupils will explore travelling actions, movement skills and balancing. They will understand why it is important to count to music and use this in their dances. Pupils will copy and repeat actions linking them together to make short dance phrases. Pupils will work individually and with a partner to create ideas in relation to the theme. Pupils will be given the opportunity to perform and also to provide feedback, beginning to use dance terminology to do so. This unit links to the following strand of the NC: perform dances using simple movement patterns. Key Skills Physical: actions, dynamics, space, relationships Social: respect, work	In this unit pupils explore and develop basic gymnastic actions on the floor and using low apparatus. Basic skills of jumping, rolling, balancing and travelling are used individually and in combination to create movement sequences. Pupils are given opportunities to select their own actions to build short sequences and develop their confidence in performing. Pupils begin to understand the use of levels, directions and shapes when travelling and balancing. This unit links to the following strands of the NC: master basic movements as well as developing balance, agility and co-ordination. Key Skills Physical: travelling	Pupils will explore travelling actions, movement skills and balancing. They will understand why it is important to count to music and use this in their dances. Pupils will copy and repeat actions linking them together to make short dance phrases. Pupils will work individually and with a partner to create ideas in relation to the theme. Pupils will be given the opportunity to perform and also to provide feedback, beginning to use dance terminology to do so. This unit links to the following strand of the NC: perform dances using simple movement patterns. Key Skills Physical: actions,	Pupils learn about mindfulness and body awareness. They begin to learn poses and techniques that will help them to connect their mind and body. The unit looks to improve well being by building strength, flexibility, co-ordination and balance. The learning includes breathing and meditation through fun and engaging activities. Pupils work independently, with a partner and small group. This unit links to the following strands of the NC: master basic movements as well as developing balance, agility and co-ordination. Key Skills Physical: balance, strength,	In this unit pupils explore and develop basic gymnastic actions on the floor and using low apparatus. Basic skills of jumping, rolling, balancing and travelling are used individually and in combination to create movement sequences. Pupils are given opportunities to select their own actions to build short sequences and develop their confidence in performing. Pupils begin to understand the use of levels, directions and shapes when travelling and balancing. This unit links to the following strands of the NC: master basic movements as well as developing balance, agility and co-ordination. Key Skills Physical:
	co-ordination	safely, collaboration, communication	actions, shapes, balances, shape	dynamics, space, relationships	flexibility, co- ordination	travelling actions, shapes, balances,



- Social: collaboration, work safely, support others
- Emotional: determination, self regulation, honesty, perseverance
- Thinking: comprehension, select and apply skills

Y2 Fundamentals

In this unit pupils will develop the fundamental skills of balancing, running, changing direction, jumping, hopping and skipping. Pupils will be given opportunities to work with a range of different equipment. Pupils will be asked to observe and recognise improvements for their own and others' skills and identify areas of strength. Pupils will be given the opportunity to work collaboratively with others, taking turns and sharing ideas.

This unit links to the following strands of the NC: master basic movements including running, jumping and throwing. Develop balance, agility and coordination, and begin to apply these in a range of activities.

Key Skills

- Physical: run, speed, agility, dodge, balance, jump, hop, skip
- Social: collaboration, respect, take turns,

- Emotional: empathy, confidence, acceptance, determination, kindness
- Thinking: creativity, select and apply actions, copy and repeat actions, provide feedback, recall

Y2 Dance (Lessons 1-6)

Pupils explore space and how their body can move to express and idea, mood, character or feeling. They expand their knowledge of travelling actions and use them in relation to a stimulus. They will build on their understanding of dynamics and expression. They will use counts of 8 consistently to keep in time with the music and a partner. Pupils will also explore pathways, levels, shapes, directions, speeds and timing. They will be given the opportunity to work independently and with others to perform and provide feedback beginning to use key terminology.

This unit links to the following strand of the NC: perform dances using simple movement patterns.

Key Skills

 Physical: actions, dynamics, space, relationships

- jumps, barrel roll, straight roll, forward roll
- Social: respect, collaboration, sharing, work safely
- Emotional: confidence, self regulation, perseverance
- Thinking: comprehension, select and apply action, creativity

Y2 Gym (Lesson 1 – 6)

In this unit pupils learn explore and develop basic gymnastic actions on the floor and using apparatus. They develop gymnastic skills of jumping, rolling, balancing and travelling individually and in combination to create short sequences and movement phrases. Pupils develop an awareness of compositional devices when creating sequences to include the use of shapes, levels and directions. They learn to work safely with and around others and whilst using apparatus. Pupils are given opportunities to provide feedback to others and recognise elements of high quality performance.

This unit links to the following strands of the NC: master basic movements as well as

- Social: respect, work safely, collaboration, communication
- Emotional: empathy, confidence, acceptance, determination, kindness
- Thinking: creativity, select and apply actions, copy and repeat actions, provide feedback, recall

Y2 Dance (lesson 7-12)

Pupils explore space and how their body can move to express and idea, mood, character or feeling. They expand their knowledge of travelling actions and use them in relation to a stimulus. They will build on their understanding of dynamics and expression. They will use counts of 8 consistently to keep in time with the music and a partner. Pupils will also explore pathways, levels, shapes, directions, speeds and timing. They will be given the opportunity to work independently and with others to perform and provide feedback beginning to use key terminology.

This unit links to the following strand of the NC:

- Social: move safely, listen to others, collaborate
- Emotional: concentration, focus, identify feelings
- Thinking: observation, copy and repeat, recognise, create, select and apply

Year 2 Yoga

Pupils learn about mindfulness and body awareness. They begin to learn poses and techniques that will help them to connect their mind and body. The unit looks to improve well being by building strength, flexibility, co-ordination and balance. The learning includes breathing and meditation through fun and engaging activities. Pupils work independently, with a partner and small group.

This unit links to the following strands of the NC: master basic movements as well as developing balance, agility and co-ordination.

Key Skills

Physical: balance, flexibility,

- shape jumps, barrel roll, straight roll, forward roll
- Social: respect, collaboration, sharing, work safely
- Emotional: confidence, self regulation, perseverance
- Thinking: comprehension, select and apply action, creativity

Y2 Gym (Lessons 7 – 12)

In this unit pupils learn explore and develop basic gymnastic actions on the floor and using apparatus. They develop gymnastic skills of jumping, rolling, balancing and travelling individually and in combination to create short sequences and movement phrases. Pupils develop an awareness of compositional devices when creating sequences to include the use of shapes. levels and directions. They learn to work safely with and around others and whilst using apparatus. Pupils are given opportunities to provide feedback to others and recognise elements of high quality performance.

This unit links to the



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communication, encourage others Emotional: determination, honesty, perseverance Thinking: comprehension, make decisions, creativity, use tactics, recall	 Social: respect, collaboration, work safely, communication Emotional: independence, confidence, perseverance, determination Thinking: provide feedback, comprehension, reflection, observation, creativity 	developing balance, agility and co-ordination. Key Skills Physical: shapes, balances, travelling actions, shape jumps, barrel roll, straight roll, forward roll Social: leadership, work safely, respect Emotional: confidence, independence Thinking: select and apply actions, creativity	perform dances using simple movement patterns. Key Skills Physical: actions, dynamics, space, relationships Social: respect, collaboration, work safely, communication Emotional: independence, confidence, perseverance, determination Thinking: provide feedback, comprehension, reflection, observation, creativity	strength, co- ordination Social: respect, leadership, work safely, collaboration Emotional: confidence, perseverance, honesty, focus, identify feelings Thinking: create, select and apply, comprehension, decision making, reflection	following strands of the NC: master basic movements as well as developing balance, agility and co-ordination. Key Skills Physical: shapes, balances, travelling actions, shape jumps, barrel roll, forward roll Social: leadership, work safely, respect Emotional: confidence, independence Thinking: select and apply actions, creativity	
Y1 Ball Skills In this unit pupils will explore and develop their fundamental ball skills such as throwing and catching, rolling and dribbling with both hands and feet. They will look to perform these skills with increasing control and accuracy using co-ordination and balance. Pupils will have the opportunity to work independently, and collaboratively in pairs and small groups. Pupils will be able to explore their own ideas in response to tasks. This unit links to the following strands of the NC: master basic	Year 1 Sending and Receiving In this unit pupils develop their sending and receiving skills including throwing and catching, rolling, kicking, tracking and stopping a ball. Pupils will be given opportunities to work with a range of different sized balls. They will apply their skills individually, in pairs and in small groups and begin to organise and self-manage their own activities. They will understand the importance of abiding by the rules to keep themselves and others safe. This unit links to the following strands of the NC: master basic	Year 1 Invasion Invasion games are games where there are two teams and two goals. Teams try to score in the opposition's goal. Examples include football, handball, rugby, netball, basketball, hockey. In this unit, pupils develop their understanding of attacking and defending and what being 'in possession' means. They use and develop skills such as sending and receiving with both feet and hands, as well as dribbling with both feet and hands. They have the opportunity to play uneven and even sided games. They	Year 1 Net and Wall Net and wall games are games where either a net separates the players or a wall is used. The object of these games is to hit the ball over the net and into the court space or against a wall to make it difficult for a partner to return. Examples include tennis, badminton, volleyball, squash. In this unit, pupils develop their understanding of attacking and defending principles in net games such as using a ready position to defend their court and placement of a ball into space. They use	Year 1 Team Building/OAA In this unit pupils develop their teamwork skills. They work individually, in pairs and in small groups, learning to take turns, work collaboratively and lead each other. They develop key skills of communication and problem solving, They are given the opportunity to discuss and plan their ideas and reflect on their success. This unit links to the following strands of the NC: participate in team games, developing simple tactics.	Year 1 Athletics In this unit pupils will develop skills required in athletic activities such as running at different speeds, changing direction, jumping and throwing. In all athletic based activities, pupils will engage in performing skills and measuring performance, competing to improve on their own score and against others. They are given opportunities to work collaboratively as well as independently. This unit links to the following strands of the NC:	



movements including throwing and catching. Participate in team games, developing simple tactics for attacking and defending.

Key Skills

- Physical: dribble with hands, roll, throw, catch, dribble with feet, track
- Social: communication, support others, cooperation
- Emotional: perseverance, honesty, determination
- Thinking: exploration, make decisions, comprehension, use tactics

Y2 Ball Skills

In this unit pupils will develop their fundamental ball skills such as throwing, catching, rolling, hitting a target, dribbling with both hands and feet and kicking. They will look to perform these skills with increasing control and accuracy using co-ordination and balance. Pupils will have the opportunity to work independently, in pairs and small groups.

This unit links to the following strands of the NC: master basic movements including throwing and catching. Participate in team

movements including throwing and catching. Participate in team games, developing simple tactics for attacking and defending.

Key Skills

- Physical: roll, throw, catch, track, kick, receive with feet, send with racket
- Social: support others, communication
- Emotional: determination, honesty, independence
- Thinking: comprehension, select and apply skills

Y2 Sending and Receiving

In this unit pupils develop their sending and receiving skills including throwing and catching, rolling, kicking, tracking and stopping a ball. They will also use equipment to send and receive a ball. Pupils will be given opportunities to work with a range of different sized balls. They will apply their skills individually, in pairs and in small groups and begin to organise and self-manage their own activities. They will build on their knowledge of sending and receiving by applying their skills in different situations.

This unit links to the following strands of the NC: master basic movements including throwing

learn how to score points in these types of games and how to play to the rules. They work independently, with a partner and in a small group and begin to self-manage their own games, showing respect and kindness towards their teammates and opponents.

This unit links to the following strands of the NC: master basic movements including throwing and catching.
Participate in team games, developing simple tactics for attacking and defending.

Key Skills

- Physical: dribble, throw, catch, kick, receive, run, jump, change direction, change speed
- Social: supporting others, communication, co-operation, kindness
- Emotional: perseverance, confidence, honesty
- Thinking: comprehension, identifying strengths and areas for development, select and apply

Year 2 Invasion

and develop skills such as throwing, catching, tracking and hitting a ball. They learn how to score points in these types of games and how to play to the rules. They work independently, with a partner and in a small group and begin to self-manage their own games, showing respect and kindness towards their teammates and opponents.

Key Skills

- Physical: throw, catch, hit a ball, track a ball
- Social: support others, work safely, communication, co-operation
- Emotional: perseverance, independence, determination
- Thinking: comprehension, select and apply, reflection, identify areas of strength and areas for development, decision making

Year 2 Net and Wall

Net and wall games are games where either a net separates the players or a wall is used. The object of these games is to hit the ball

Key Skills

- Physical: run, jump, hit, balance, coordination
- Social: trust, communication, inclusion
- Emotional: determination, confidence
- Thinking: identify, comprehension, reflection, planning

Year 2 Team Building/OAA

In this unit pupils develop their teamwork skills. They develop key skills of communication and problem solving. They learn to discuss, plan and reflect on ideas and strategies. They lead a partner whilst considering safety. Pupils have the opportunity to show honesty and fair play. The also begin to use basic map skills.

This unit links to the following strands of the NC: participate in team games, developing simple tactics.

Key Skills

 Physical: balance, jump, run, coordination master basic movements including running, jumping and throwing. Develop balance, agility and coordination, and begin to apply these in a range of activities.

Key Skills

- Physical: run, balance, agility, co-ordination, hop, jump, leap, throw
- Social: work safely, collaboration
- Emotional: perseverance, independence, honesty, determination
- Thinking: reflection, comprehension, select and apply skills

Year 2 Athletics

In this unit pupils will develop skills required in athletic activities such as running at different speeds, jumping and throwing. In all athletic based activities, pupils will engage in performing skills and measuring performance, competing to improve on their own score and against others. They are given



games, developing simple tactics for attacking and defending.

Key Skills

- Physical: roll, track, dribble with feet, kick, throw, catch, dribble with hands
- Social: inclusion, communication, collaboration, leadership
- Emotional: independence, honesty, perseverance, determination
- Thinking: comprehension, select and apply skills, use tactics

and catching. Participate in team games, developing simple tactics for attacking and defending.

Key Skills

- Physical: roll, track, catch, receive with feet, kick, send and receive with a racket
- Social: communication, collaboration, leadership
- Emotional: honesty, determination
- Thinking: identifying how to improve, comprehension

Invasion games are games where there are two teams and two goals. Teams try to score in the opposition's goal. Examples include football, handball, rugby, netball, basketball, hockey. in this unit, pupils develop their understanding of the principles of defending and attacking for invasion games. They use and develop skills such as sending and receiving with both feet and hands, as well as dribbling with both feet and hands. They have the opportunity to play uneven and even sided games. They learn how to score points in these types of games and learn to play to the rules.

This unit links to the following strands of the NC: master basic movements including throwing and catching. Participate in team games, developing simple tactics for attacking and defending.

Key Skills

- Physical: dribble, throw, catch, kick, receive, run, jump, change direction, change speed
- Social: communication, kindness, support others, cooperation, respect, collaborate
- Emotional: empathy,

over the net and into the court space or against a wall to make it difficult for a partner to return. Examples include tennis, badminton, volleyball, squash. In this unit, pupils develop their understanding of attacking and defending principles in net games such as using a ready position to defend their court and placement of a ball into space. They use and develop skills such as throwing, catching, tracking and hitting a ball. They learn how to score points in these types of games and how to play to the rules. They work independently, with a partner and in a small group and begin to self-manage their own games, showing respect and kindness towards their teammates and opponents.

Key Skills

- Physical: throw, catch, hit, track
- Social: cooperation, respect, support others
- Emotional: perseverance, honesty
- Thinking: select and apply, reflection, decision making, comprehension

- Social: support and encourage others, communication, inclusion, trust, kindness
- Emotional: perseverance, confidence, determination, accepting
- Thinking: comprehension, identify strengths and areas for development, problem solving

opportunities to work collaboratively as well as independently. They learn how to improve by identifying areas of strength as well as areas to develop.

This unit links to the following strands of the NC: master basic movements including running, jumping and throwing. Develop balance, agility and coordination, and begin to apply these in a range of activities.

Key Skills

- Physical: run, jump for distance, jump for height, throw for distance, throw for accuracy
- Social: communication, work safely, support others
- Emotional: determination, independence
- Thinking: comprehension, observe and provide feedback, explore ideas, select and apply skills



		TT dire	perseverance, honesty, integrity, independence Thinking: creativity, select and apply, comprehension, problem solving, provide feedback			
RE	Theme Myself Religion: Christianity Pupils will learn about several different religious festivals and acquire new religious vocabulary. They will develop understanding Christian religions as identities held dear by some people, and learn about related symbols, including welcoming a new baby.	Theme Worship Religion: Christianity Pupils will learn detailed information about the stories of Christmas sand the celebrations today, gaining new vocabulary. They will discover and remember what symbols of Christmas point towards. They will find out how the bible tells the stories of Jesus and connect these stories to celebrations and songs, music and carols.	Theme Stories of Jesus Religion: Christianity Pupils will learn about some stories of Jesus, e.g. the Shepherds coming to the Manger, Healing the Ten Lepers, Calming the Storm on Lake Galilee, Feeding the 5000. They hear and learn about some stories Jesus told, e.g. The Lost Coin, the Lost Son. They learn that these stories matter to Christians because of who they believe Jesus was: God come to earth, with the power to help people in many ways.		Pupils will learn from stories of from visiting and/or studying a Muslim place of worship. They mosque, including the symbols other things that are used there the mosque on the festival of E Pupils will learn that the Prophe Muslims. They will learn that M Upon Him' (PBUH) when the m think about what makes us mal people, and why it is good to chearn that appearances are not about times when they have be they found out was good.	the Prophet Muhammad and mosque about the use of a will know about worship at a artefacts, holy books and e. Consider what happens at id Al Fitr. The Muhammad matters to cuslims usually say 'Peace Be ention the Prophet. They will be up our minds about other mange our minds. They will everything. They may think
Whole school events	KS1 Tennis Taster PM KS1 Cross Country Event	KS 1 Christmas Play				Sports Day