

KIRKBY AND GREAT BROUGHTON Long Term Plan Y1/2

	AUTUMN		SPRING		SUMMER				
	People who help us	Moon Zoom	On Safari	Houses & Homes	Journeys and Transport	Seaside			
History	The lives of significant individuals in the past who have contributed to national achievements. Compare aspects of life in different periods. Florence Nightingale and how hospitals have changed.	The lives of significant individuals in the past who have contributed to national and international achievements Neil Armstrong & Tim Peake study		Changes within living memory revealing aspects of change in national life. Changes to houses and homes over the years	Significant historical events and people and in our locality. James Cook - boats George Stephenson - trains	Significant historical places and in our locality. Seaside's then and now- visit Victorian seaside location Saltburn			
Geography	Consider professions in our locality and link to human & physical features of our locality.	, and the same same same same same same same sam	Human & physical geography – locate hot & cold areas of the world in relation to the Equator and the North & South Poles. Study world habitats-compare contrasting oversea locations – polar region & African Savanna		Geographical skills and fieldwork – use world maps, atlases and globes to identify countries, continents and oceans. Use simple compass directions& language to read maps and plan journeys. Plan journeys & travel	Human & physical geography – identify seasonal and daily weather patterns in the UK. Use basic geographical vocabulary to refer to key physical and human features. Study contrasting UK locations (Saltburn/Katie M island home)			
RE	Who am I? What does it mean to belong?	Why does Christmas matter to Christians? (Understanding Christianity - Incarnation)	What do Christians believe God is like? (Understanding Christianity -God)	Why does Easter matter to Christians? (Understanding Christianity - Salvation)	What is the good news Christians believe Jesus brings? (Understanding Christianity -Gospel)	Who is Jewish and how do they live?			
Science	Materials		Animals including Humans		Plants	Living things and their habitats (Y2)			
	Seasonal Changes								
			Seasona	l Changes					
Art and design	Printing - healthy food printing Drawing/Painting – portrait of Florence Nightingale	Painting - Van Gogh Starry night	Seasona Sculpture – Michella Reader Collage – animal skin/fur	Drawing – buildings and sketching techniques	Textiles – wheel weaving	Drawing – Landscapes Painting – colour mixing for landscape painting			
	Drawing/Painting – portrait of	Painting - Van Gogh Starry night Design, Make & Evaluate principles. Technical knowledge – explore and use mechanisms wheels & axles.	Sculpture – Michella Reader	Drawing – buildings and sketching	Textiles – wheel weaving Design, Make & Evaluate principles. Technical knowledge – explore and use mechanisms wheels & axles.	Painting – colour mixing for landscape			
Design	Drawing/Painting – portrait of Florence Nightingale Cooking & nutrition –	Design, Make & Evaluate principles. Technical knowledge – explore and	Sculpture – Michella Reader	Drawing – buildings and sketching techniques Design, Make & Evaluate principles. Technical knowledge – build	Design, Make & Evaluate principles. Technical knowledge – explore and use	Painting – colour mixing for landscape painting Design, Make & Evaluate principles. Technical knowledge – explore and			
Design	Drawing/Painting – portrait of Florence Nightingale Cooking & nutrition – Healthy Snacks and balanced diet	Design, Make & Evaluate principles. Technical knowledge – explore and use mechanisms wheels & axles. Design & make a Moon Buggy from	Sculpture – Michella Reader	Drawing – buildings and sketching techniques Design, Make & Evaluate principles. Technical knowledge – build structures.	Design, Make & Evaluate principles. Technical knowledge – explore and use mechanisms wheels & axles. Design & make an Emergency vehicle	Painting – colour mixing for landscape painting Design, Make & Evaluate principles. Technical knowledge – explore and use mechanisms wheels & axles. Design & make a Punch and Judy			
Design Technology	Drawing/Painting – portrait of Florence Nightingale Cooking & nutrition – Healthy Snacks and balanced diet Create healthy smoothies	Design, Make & Evaluate principles. Technical knowledge – explore and use mechanisms wheels & axles. Design & make a Moon Buggy from construction materials Learn and perform songs for Christmas	Sculpture – Michella Reader Collage – animal skin/fur Exploring instruments and symbols - making and changing sounds with	Drawing – buildings and sketching techniques Design, Make & Evaluate principles. Technical knowledge – build structures. Design and make a home structure. Listen with concentration and understanding to a range of high-	Design, Make & Evaluate principles. Technical knowledge – explore and use mechanisms wheels & axles. Design & make an Emergency vehicle from recycled materials Exploring timbre tempo and dynamics -	Painting – colour mixing for landscape painting Design, Make & Evaluate principles. Technical knowledge – explore and use mechanisms wheels & axles. Design & make a Punch and Judy puppet using textiles Learn and perform songs for end of			
Design Technology Music	Drawing/Painting – portrait of Florence Nightingale Cooking & nutrition – Healthy Snacks and balanced diet Create healthy smoothies Exploring pitch – high and low sounds Games: basic movements -running, jumping, throwing and catching.	Design, Make & Evaluate principles. Technical knowledge – explore and use mechanisms wheels & axles. Design & make a Moon Buggy from construction materials Learn and perform songs for Christmas nativity. Games: Participate in team games, developing simple tactics for attacking	Sculpture – Michella Reader Collage – animal skin/fur Exploring instruments and symbols - making and changing sounds with instruments Gymnastics: balance, agility, co- ordination. Dance: perform dances using simple	Drawing – buildings and sketching techniques Design, Make & Evaluate principles. Technical knowledge – build structures. Design and make a home structure. Listen with concentration and understanding to a range of high-quality live and recorded music. Gymnastics: balance, agility, coordination. Dance: perform dances using simple	Design, Make & Evaluate principles. Technical knowledge – explore and use mechanisms wheels & axles. Design & make an Emergency vehicle from recycled materials Exploring timbre tempo and dynamics - sounds and instruments Games: Participate in team games, developing simple tactics for striking & fielding.	Painting – colour mixing for landscape painting Design, Make & Evaluate principles. Technical knowledge – explore and use mechanisms wheels & axles. Design & make a Punch and Judy puppet using textiles Learn and perform songs for end of year presentation. Games: basic movements -running, jumping, throwing and catching.			
Design Technology Music	Drawing/Painting – portrait of Florence Nightingale Cooking & nutrition – Healthy Snacks and balanced diet Create healthy smoothies Exploring pitch – high and low sounds Games: basic movements -running, jumping, throwing and catching. (Parachute Games)	Design, Make & Evaluate principles. Technical knowledge – explore and use mechanisms wheels & axles. Design & make a Moon Buggy from construction materials Learn and perform songs for Christmas nativity. Games: Participate in team games, developing simple tactics for attacking and defending (football)	Sculpture – Michella Reader Collage – animal skin/fur Exploring instruments and symbols - making and changing sounds with instruments Gymnastics: balance, agility, co- ordination. Dance: perform dances using simple movement patterns.	Drawing – buildings and sketching techniques Design, Make & Evaluate principles. Technical knowledge – build structures. Design and make a home structure. Listen with concentration and understanding to a range of high-quality live and recorded music. Gymnastics: balance, agility, coordination. Dance: perform dances using simple movement patterns.	Design, Make & Evaluate principles. Technical knowledge – explore and use mechanisms wheels & axles. Design & make an Emergency vehicle from recycled materials Exploring timbre tempo and dynamics - sounds and instruments Games: Participate in team games, developing simple tactics for striking & fielding. (Rounders)	Painting – colour mixing for landscape painting Design, Make & Evaluate principles. Technical knowledge – explore and use mechanisms wheels & axles. Design & make a Punch and Judy puppet using textiles Learn and perform songs for end of year presentation. Games: basic movements -running, jumping, throwing and catching. (Athletics)			

	AUT	AUTUMN		SPRING		SUMMER	
	Amazing Me	Childhood in the Past	All Things London	Music Around the World	The Scented Garden	Creepy Crawlies	
History	Changes within living memory. Our individual & family history including our life timelines & family trees.	Changes within living memory revealing aspects of change in national life. Toys/games Our school's history	Events beyond living memory that are significant nationally. The Great Fire of London Our Royal Family				
Geograph	Use simple fieldwork and observational skills to study the geography of our school and its grounds and the key human and physical features of its surrounding environment. Devise simple maps with a key. Study of our own location and locality	Geographical knowledge & skills – use aerial photos and plan perspectives to recognise basic human & physical features. Identify & compare changes to the human & physical features of our school and its surroundings over time.	Locational Knowledge – name, locate and identify four countries & capital cities of the UK and its surrounding seas. Study of London & a contrasting capital city.	Locational knowledge – name and locate the world's seven continents and five oceans. Place knowledge – geographical sims & diffs of UK and a non-European country. Study of Brazil, its music and culture	Place knowledge – geographical sims & diffs of UK and a non-European country. Rainforests and plants in different locations. Compare to local land use & crop farming		
RE	Who do Christians say made the world? (Understanding Christianity -Creation)	Why does Christmas matter to Christians? (UC -Incarnation Y2 Digging Deeper)	What makes some places sacred to believers?	Why does Easter matter to Christians? (UC-Salvation)	How should we care for the world and for others, and why does it matter?	Who is Jewish and how do they live?	
Science	Animals incl	Animals including Humans		Materials		Living things and their habitats (Yr2)	
Art and do	esign Drawing – Self-portraits Printing – self-portraits (Styrofoam printing)	Drawing - Observational drawings Painting – Jackson Pollock	Collage - Silhouette collage Textiles – union jack bunting (dyeing/fabric paints)	Carnival masks Carnival decorations	Drawing - Observational drawings Textiles - Felt flowers Flower pressing	Sculpture – clay minibeast sculptures Collage – Henri Matisse	
Design Technolog	Design, Make & Evaluate principles. Technical knowledge — explore and use mechanisms hinges. Design & create a Memory Box		Cooking and nutrition. Bake bread	Design, Make & Evaluate principles. Technical knowledge – build a structure. Design & make a musical instrument	Cooking and nutrition. Know where our food comes from. Create healthy dishes using the produce we have grown.	Design, Make & Evaluate principles. Technical knowledge – explore sliders Design & make a pop up minibeast book.	
Music	Exploring sounds – identify, change and use sounds	Learn and perform songs for Christmas nativity.	Exploring pulse and rhythm – difference between pulse and rhythm:	from recycled materials. Listen with concentration and understanding to a range of high-quality live and recorded music.	Exploring duration – longer and shorter sounds	Learn and perform songs for end of year presentation.	
PE	Games: basic movements -running, jumping, throwing and catching. (Parachute Games)	Games: Participate in team games, developing simple tactics for attacking and defending (tag rugby)	Gymnastics: balance, agility, co- ordination. Dance: perform dances using simple movement patterns.	Gymnastics: balance, agility, co- ordination. Dance: perform dances using simple movement patterns.	Games: Participate in team games, developing simple tactics for striking & fielding. (cricket)	Games: basic movements -running, jumping, throwing and catching. (Athletics)	
PSHE inc S	Me & my relationships	Keeping myself safe	My healthy lifestyle	My healthy lifestyle	Me & my future	Becoming an active citizen	
Computin	Programming	Digital literacy	Data	Media skills	Impact of technology	Programming	
Extra links/activ	Baby photos		Royal Tea Party celebration	Music from around the world		School Trip to Preston Park and Butterfly world. Buy caterpillars and watch them turn into butterflies.	