



St Martin's CE (Aided) Primary School

School Curriculum

Tier 2: Long Term Planning

Years 1, 2 and 3

Cycle 1

Please be aware that these plans are constantly reviewed and adapted to meet the needs of the children with the school.

Years 1, 2 and 3 – Cycle 1

Autumn 1: The Magic Toymaker

Hook:

Outcome:

	1	2	3	4	5	6
English	Inspiration: A Range of Different Toys		Inspiration: A Range of Different Toys		Inspiration: Visit to Milestones	
	Reading: stories about toys Writing: descriptions of toys		Reading: a range of non-fiction texts Writing: a simple non-fiction text to inform		Reading: a range of recounts Writing: a recount to inform S and L: ask and respond to questions	
Maths	A1			B1		
Science	Yr 1 only - Seasonal Changes Autumn		Materials Yr 3 only - Forces and Magnets			Materials Advice to the toymaker
R.E.				Living Difference Rules and Values		
Geography						
History	Favourite toys	Grandparents toys	Comparing past and present toys		Leaflet about toys	
Computing	Computer agreement	IT skills Logging on, accessing the internet, etc.		Digital Literacy Internet research (link to history) E-safety Use of favourites		
Art and Design		Sculpture Design and make a clay toy				Design a Christmas card
D.T.				Sewing Design, make and evaluate a puppet		
Music	Toys Dynamics and Tempo					
P.E.	Games: Playground Games Gymnastics: Floor Work					
P.S.H.C.E	Class Charter	Health and Wellbeing How Do I Feel?				
Visits/Visitors		Grandparent to talk about their childhood toys		Milestones		

Years 1, 2 and 3 – Cycle 1

Autumn 2: Where We Come From

Hook:

Outcome:

	1	2	3	4	5	6
English	Inspiration: Photos of Our School at Different Points in Time			Inspiration: Programming Robots		
	Reading: a range of explanations Writing: an explanation of how St Martin's School has changed			Reading: a range of instructions Writing: instructions to travel round the school S and L: instructions to a robot (link to computing)		
Maths	C1			D1		
Science					Yr 1 only - Seasonal Changes Winter	
R.E.				Living Difference Journey's End		
Geography	Walk around school Journey sticks	Using photos to investigate the school site	Linking photos and maps	Using maps to situate the school	Journeys from home to school	
History	History of St Martin's How has the school changed?		History of East End War memorial			
Computing	Digital Literacy Internet research (link to art)		Computer Science Bee Bots			
Art and Design	Local Artists Link to Artex		Drawing Pencil skills	Drawing Crayon, charcoal, chalk and pastel skills	Drawing Observations drawings	Drawing Evaluating their work
D.T.						
Music	Lest We Forge Dynamics and Texture			Songs for the Christmas Nativity Pitch		
P.E.	Dance: Creative Dance (link to Christmas Production) Games: Invasion Games (rugby, netball and basketball)					
P.S.H.C.E	Relationships Working Well Together					
Visits/Visitors			War memorial			

Years 1, 2 and 3 – Cycle 1

Spring 1: Gruffalo And Friends

Hook:

Outcome:

	1	2	3	4	5	6
English	Inspiration: Julia Donaldson			Inspiration: Room On A Broom		
	Reading: a range of narratives and poems by Julia Donaldson Writing: to entertain (riddles)			Reading: Room on a Broom Writing: an alternative ending to the story to entertain S and L: drama to explore different endings		
Maths	A2			B2		
Science	Animals, including Humans					
R.E.	Living Difference Remembering: Jewish Passover					
Geography		Create maps showing the journeys of the Gruffalo				
History						
Computing				Digital Literacy (link to maths) Yr 1 and 2 only - Graphing Packages Yr 3 only - Spreadsheets		
Art and Design				Textiles Picture inspired by Julia Donaldson stories		
D.T.	Structures (Yr 3 only – electrical element) Design, make and evaluate a home for a character from a book studied					
Music	Stories with Music Timbre					
P.E.	Gymnastics: Apparatus Games: Net and Wall Games (tennis and badminton)					
P.S.H.C.E	Health and Wellbeing My Body					
Visits/Visitors		Farm				

Years 1, 2 and 3 – Cycle 1

Spring 2: Once Upon A Time

Hook:

Outcome:

	1	2	3	4	5	6
English	Inspiration: Growing Beans			Inspiration: Jack and the Beanstalk		
	Reading: a range of non-fiction texts on plants Writing: a text on growing plants to inform			Reading: a range of stories with fantasy settings Writing: an innovation of a story to entertain/share S and L: orally tell an fantasy narrative through role-play		
Maths	C2			D2		
Science	Yr 1 only - Seasonal Changes Spring		Plants			
R.E.				Living Difference Sad and Happy		
Geography						
History						
Computing		Digital Literacy Using art packages to create pictures E-safety Sharing digital photos			Digital Literacy Using an art package to make a Easter card	
Art and Design	Artex					
D.T.						
Music	Jack and the Beanstalk Pitch					
P.E.	Dance: Creative Dance Games: Invasion Games (football and hockey)					
P.S.H.C.E	Relationships Other People's Feelings (The Giant's Garden)					
Visits/Visitors		Living Rainforest				

Years 1, 2 and 3 – Cycle 1

Summer 1: Uganda

Hook:

Outcome:

	1	2	3	4	5	6
English	Inspiration: African Poetry		Inspiration: Handa’s Surprise		Inspiration: Fruit Salad	
	Reading: a range of simple rhymes and patterned stories Writing: patterned poems to entertain S and L: listen to and respond to a range of poems		Reading: a range of stories from other cultures Writing: narratives to entertain S and L: role play story/re-tell story		Reading: a range of instructions Writing: to instruct how to make a fruit salad Sand L: listen to, follow and give clear instructions	
Maths	A3			B3		
Science	Living Things and their Habitats					
R.E.				Living Difference Authority (key events in Jesus’ life)		
Geography	Identify continents and oceans on a map GB and Uganda on a map	Ugandan towns Uganda villages	Physical geography of Ugandan town	Human geography of a Ugandan town	Life in Uganda	Similarities and Difference
History						
Computing	Computer Science Bee Bots (link to maths)			Digital Literacy Email		
Art and Design	Sculpture Design and make an Ugandan object					
D.T.				Cooking Design, make and evaluate a fruit salad		
Music	African Music Structure and Duration					
P.E.	Dance: African Dance Games: Athletic Activities Yr 3: Swimming					
P.S.H.C.E	Wider World Bukuya School					
Visits/Visitors	Dodie (Uganda visits)					

Years 1, 2 and 3 – Cycle 1

Summer 2: Castles

Hook:

Outcome:

	1	2	3	4	5	6
English	Inspiration: George and the Dragon		Inspiration: Highclere Castle Trip		Inspiration: Five Senses	
	Reading: George and the Dragon Writing: character descriptions (with a focus on sentence level skills) S and L: re-enact the story using story language		Reading: a range of non-fiction texts about castles Writing: to inform about castles using non-fiction features Sand L: verbally sequence events		Read: a range of poems Writing: simple poems to entertain S and L: listen to range of poems and respond to them, perform poems	
Maths	C3			D3		
Science	Yr 1 only - Seasonal Changes Summer		Seasonal Changes Summary of seasons	Seasonal Changes Summary of length of day	Seasonal Changes Summary of weather	
R.E.				Understanding Christianity Creation		
Geography						
History	Castles, Kings and Queens	Elizabeth I	Elizabeth II	Richard II	Poster, leaflets or booklets about Highclere castle	
Computing	Computer Science Simulation Programme (exploring castles)					
Art and Design		Drawing and Painting Portraits				
D.T.	Technical Knowledge Investigate making structures stronger, stiffer and more stable and hinges		Moving Mechanisms Design, make and evaluate a castle with a moving drawbridge			
Music	Weather Dynamics and Tempo					
P.E.	Yr 3 only: Swimming Games: Striking and Fielding (rounders and cricket) Games: Athletic Activities			Sports Day	Yr 3 only: Swimming Games: Striking and Fielding (rounders and cricket) Games: Athletic Activities	
P.S.H.C.E	Health and Wellbeing Keeping Safe in School			Achievements this year (child view for report)	Looking forward to next year (concerns and expectations)	Targets for next year
Visits/Visitors		Highclere Castle				