



# **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:** clip from Toy Story

**Outcome:** descriptions of different toys

	1	2	3	4	5	6
<b>English</b>	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	
<b>Maths</b>	A1			B1		
<b>Science</b>	Yr 1 only - Seasonal Changes Autumn		Materials Yr 3 only - Forces and Magnets			Materials Advice to the toymaker
<b>R.E.</b>				Living Difference Bread as a Symbol		
<b>Geography</b>						
<b>History</b>	Favourite toys	Grandparents toys	Comparing past and present toys		Leaflet about toys	
<b>Computing</b>	Computer agreement	IT skills Logging on, accessing the internet, etc.		Digital Literacy Internet research (link to history) E-safety Use of favourites		
<b>Art and Design</b>		Sculpture Design and make a clay toy				Design a Christmas card
<b>D.T.</b>				Sewing Design, make and evaluate a puppet		
<b>Music</b>	Toys Dynamics and Tempo					
<b>P.E.</b>	Games: Playground Games Gymnastics: Floor Work					
<b>P.S.H.C.E</b>	Class Charter	Health and Wellbeing How Do I Feel?				
<b>Visits/Visitors</b>		Grandparent to talk about their childhood toys		Milestones		

**Years 1, 2 and 3 – Cycle 1**

**Autumn 2: Where We Come From**

**Hook:** walk around local village

**Outcome:** display of work linked to Remembrance Day

	1	2	3	4	5	6
<b>English</b>	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)		
<b>Maths</b>	C1			D1		
<b>Science</b>					Yr 1 only - Seasonal Changes Winter	
<b>R.E.</b>				Living Difference Jesus' Birthday		
<b>Geography</b>	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	
<b>History</b>	History of St Martin's How has the school changed?		History of East End War memorial			
<b>Computing</b>	Digital Literacy Internet research (link to art)		Computer Science Bee Bots			
<b>Art and Design</b>	Local Artists Link to Artex		Drawing Pencil skills	Drawing Crayon, charcoal, chalk and pastel skills	Drawing Observations drawings	Drawing Evaluating their work
<b>D.T.</b>						
<b>Music</b>	Lest We Forge Dynamics and Texture			Songs for the Christmas Nativity Pitch		
<b>P.E.</b>	Dance: Creative Dance (link to Christmas Production) Games: Invasion Games (rugby, netball and basketball)					
<b>P.S.H.C.E</b>	Relationships Working Well Together					
<b>Visits/Visitors</b>			War memorial			

## Years 1, 2 and 3 – Cycle 1

### Spring 1: Gruffalo And Friends

**Hook:** stories by Julia Donaldson

**Outcome:** our own stories based on what we have read

	1	2	3	4	5	6
<b>English</b>	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		
<b>Maths</b>	A2			B2		
<b>Science</b>	Animals, including Humans					
<b>R.E.</b>	Living Difference Remembering: Jewish Passover					
<b>Geography</b>		Create maps showing the journeys of the Gruffalo				
<b>History</b>						
<b>Computing</b>				Digital Literacy (link to maths) Yr 1 and 2 only - Graphing Packages Yr 3 only - Spreadsheets		
<b>Art and Design</b>				Textiles Picture inspired by Julia Donaldson stories		
<b>D.T.</b>	Structures (Yr 3 only – electrical element) Design, make and evaluate a home for a character from a book studied					
<b>Music</b>	Stories with Music Timbre					
<b>P.E.</b>	Gymnastics: Apparatus Games: Net and Wall Games (tennis and badminton)					
<b>P.S.H.C.E</b>	Health and Wellbeing My Body					
<b>Visits/Visitors</b>		Farm				

**Years 1, 2 and 3 – Cycle 1**

**Spring 2: Once Upon A Time**

**Hook:** exploring the plants in the nature area

**Outcome:** beans (and other plants we have grown)

	1	2	3	4	5	6
<b>English</b>	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		
<b>Maths</b>	C2			D2		
<b>Science</b>	Yr 1 only - Seasonal Changes Spring		Plants			
<b>R.E.</b>				Living Difference Sad and Happy		
<b>Geography</b>						
<b>History</b>						
<b>Computing</b>		Digital Literacy Using art packages to create pictures E-safety Sharing digital photos			Digital Literacy Using an art package to make a Easter card	
<b>Art and Design</b>	Artex					
<b>D.T.</b>						
<b>Music</b>	Jack and the Beanstalk Pitch					
<b>P.E.</b>	Dance: Creative Dance Games: Invasion Games (football and hockey)					
<b>P.S.H.C.E</b>	Relationships Other People's Feelings (The Giant's Garden)					
<b>Visits/Visitors</b>		Living Rainforest				

**Years 1, 2 and 3 – Cycle 1**

**Summer 1: Uganda**

**Hook:** messages from Bukuya School

**Outcome:** fruit salads

	1	2	3	4	5	6
<b>English</b>	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	
<b>Maths</b>	A3			B3		
<b>Science</b>	Living Things and their Habitats					
<b>R.E.</b>				Living Difference Rules and Values		
<b>Geography</b>	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
<b>History</b>						
<b>Computing</b>	Computer Science Bee Bots (link to maths)				Digital Literacy Email	
<b>Art and Design</b>	Sculpture Design and make an Ugandan object					
<b>D.T.</b>				Cooking Design, make and evaluate a fruit salad		
<b>Music</b>	African Music Structure and Duration					
<b>P.E.</b>	Dance: African Dance Games: Athletic Activities Yr 3: Swimming					
<b>P.S.H.C.E</b>	Wider World Bukuya School					
<b>Visits/Visitors</b>	Dodie (Uganda visits)					

**Years 1, 2 and 3 – Cycle 1**

**Summer 2: Castles**

**Hook:** pictures of different castles

**Outcome:** information texts about castles

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>English</b>	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	
<b>Maths</b>	C3			D3		
<b>Science</b>	Yr 1 only - Seasonal Changes Summer		Seasonal Changes Summary of seasons	Seasonal Changes Summary of length of day	Seasonal Changes Summary of weather	
<b>R.E.</b>				Understanding Christianity Creation		
<b>Geography</b>						
<b>History</b>	Castles, Kings and Queens	Elizabeth I	Elizabeth II	Richard II	Poster, leaflets or booklets about Highclere castle	
<b>Computing</b>	Computer Science Simulation Programme (exploring castles)					
<b>Art and Design</b>		Drawing and Painting Portraits				
<b>D.T.</b>	Technical Knowledge Investigate making structures stronger, stiffer and more stable and hinges		Moving Mechanisms Design, make and evaluate a castle with a moving drawbridge			
<b>Music</b>	?					
<b>P.E.</b>	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	
<b>P.S.H.C.E</b>	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
<b>Visits/Visitors</b>		Highclere Castle				