

The Leys Primary and Nursery School

Long term Plan 2025-2026 Year: 2

Values	Inclusivity Respect	Empathy Determin	ation Aspiration	Empowerment	
The Leys' learning pathways	EYFS Explore familiar and unfamiliar roles and experiences. KS1 Explore new experiences with confidence. LKS2 Explore the world around me, increasing my knowledge and understanding. UKS2 Explore and challenge my learning in order to promote independence and resilience.	EYFS Communicate in a two way conversation. KS1 Communicate my thoughts and feelings in a calm, verbal way LKS2 Communicate verbally, confidently and in writing with increased clarity. UKS2 Communicate clearly and confidently both verbally and in writing.	EYFS Understand my feelings and respond to the feelings of others. KS1 Understand how my actions impact others. LKS2 Understand how my actions affect myself and others around me. UKS2 Understand my strengths and areas for development within our school community.	EYFS Solve problems independently with resilience. KS1 Solve problems independently with resilience in friendships and academics. LKS2 Solve problems regarding school life independently with resilience and seek support openly UKS2 Solve a wide range of problems across the curriculum, both	EYFS Care for myself, others and the world around me. KS1 Care for myself, others and the wider environment. LKS2 Care for myself, others and the wider world. UKS2 Care and understand how to promote the physical and mental wellbeing of myself and others and the world we live in.

				independently and collectively as a team.	
Global Goals	 No poverty Zero hunger Good health and well-being Quality education 	5. Gender equality 6. Clean water & sanitation 7. Affordable and clean energy 8. Decent work and economic growth	9. Industry, infrastructure and innovation 10. Reduced inequalities 11. Sustainable cities and communities	12. Responsible consumption and production 13. Climate action 14. Life below water 15. Life on land	16. Peace, justice, and strong institutions 17. Participation for the goals
SMSC/British Values	Social Moral Spiritual Cultural Spiritual - Explore beliefs and a imagination and creativity; refl Moral - Recognise right and wr Social - Use a range of social sk resolve conflict; engage with the Cultural - Appreciate cultural in accept, respect and celebrate of	experience; respect faiths, fee ect. cong; respect the law; underst tills; participate in the local co ne 'British values' of democrat onfluences; appreciate the role	tand consequences; investigations in the consequences; in the cons	te moral and ethical issues; of viewpoints; participate, volur spect and tolerance.	fer reasoned views. nteer and cooperate;
	British Values Education Democracy The rule of Law Individual Liberty Mutual respect for and	d tolerance of those with diffe	erent faiths and beliefs and fo	or those without faith	

	AUTUMN 4/9 - 19/12	(14 wks)	SPRING 5/1-27/3 (11 w	vks)	SUMMER 13/4-22/7	(14 wks)
School Events Theme days Community events	PSHE Personal Development/British Values/RE Focus: 4/9-5/9 Behaviour Curriculum focus: 4-26/9 Class Author Week: 8/9- 12/9 International Day of Democracy: 15/9 National Poetry Day (performance poetry): 2/10 Global Friday: 10/10	Anti-Bullying Week: 10/11-14/11 including Odd Sock day: 12/11 World Kindness day: 13/11 STEAM week: Maths Focus 17-21/11 (How many Jellybeans?) Enterprise Day: 28/11 Take One Book from: 2-12/12 - Christmasaurus- Tom Fletcher Global Friday: 12/12 Christmas Jumper and dinner Day 17/12	Peter Pan performance 7th January. National Handwriting day: 23/1 Global Friday: 30/1 Children's Feel Good Week: 2-6/2 including Time to Talk day 6/2 Internet Safety Week: 9-13/2	Mock SATs Y6: 23- 26/3 Mother Language Day: 27/2 World Book Day: 5/3 STEAM week: Science Focus 9/3-13/3 Easter Poetry - 19/3 (world poetry day-21/3) Global Friday: 20/3 Church visit KS2 Easter: 26/3	Earth Day: 22/4 St George's Day: 23/4 KS2 SATs w/c 11-14/5 Global Friday: 15/5 Walk to School and Healthy living week: 18-14/5 Sports day - 21 or 22/5	Careers Month: June STEAM week:1- 5/6 link to careers? King's birthday 12/6/26 Take One Book from: 15-26/6- The Journey Home by Frann Preston- Gannon Global Friday: 3/7 World Cup - 10/7 Book Swap day: 15/7
Charity Events	Harvest - Assembly 7/10	Poppy Appeal: 3-11/11 Children in Need: 21/11				National Give Something Away day: 15/7
FOL Events	Disco 17/10 Non uniform day 23/10	KS1/Reception Movie Night- 21/11) Enterprise Day 28/11 Refreshments at Nativities (Dec) Junior Performances-15/12		Non Uniform Day- 27/3 Disco- 20/3	Non Uniform Day - 22/5	Summer Disco - 12/6

Pupil Parliament	Session 1 26/9 Wellbeing 11	am	Session 2 6	5/2 11am	Session	Session 3 5/6 11am	
Pupil Cabinet	Cabinet vote in class w/c 15/9 1st meeting -	2nd meeting -	3rd meeting -	4th meeting -	5th meeting -	6th meeting -	
Class trip/visitor	Shepreth wildlife park 17th October						
TOPIC Big Question		Poles apart Why do different animals live in different places?		Fire nged since the Great ondon?		ew it thing made?	
Global Goals	3. Good health and well-being	3. Good health and well-being 14. Life below water	3. Good health and well-being 12. Responsible consumption and production 14. Life below water	3. Good health and well-being 13. Climate action	1. No poverty 2. Zero hunger 3.Good health and well-being 4.Quality education	8.Decent work and economic growth 9. Industry, innovation and infrastructure 12. Responsible consumption and production	
British Values							
Diversity Awareness	Black history	Anti Bullying week Children in Need	Social structure of society during this period	World book day- celebrating different authors	Clothing industry	Dream job	
PERSONAL, SOCIAL, HEALTH and ECONOMIC education	Heads Up Kids - 12x30 mi Emotions Language Team work Resilience	ins lessons	Computer safety Image sharing Computer safety documentary	Our world Living in our world Working in our world	Keeping/staying healthy Healthy eating Brushing teeth	Keeping/Staying safe	

Hazard watc Is it with	afe to play	F ● H S	makes perfect Helping someone in need
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	AUTUMN		SPRING		SUMMER	
ENGLISH	Class Author Week: Why are we named after this author? Biography based on class Author. Text-Hibernation-Non-chronological report Key Skills Use of the suffixes -er, - est in adjectives and the use of -ly in Standard English to turn adjectives into adverbs Subordination (using when, if, that, because) and coordination (using or, and, but) How the grammatical patterns in a sentence indicate its function as a statement, question, exclamation or command	Text - How to make a bird feeder- Instructions Key skills Use of the suffixes -er, -est in adjectives and the use of -ly in Standard English to turn adjectives into adverbs Subordination (using when, if, that, because) and coordination (using or, and, but) Expanded noun phrases for description and specification [for example, the blue butterfly, plain flour, the man in the moon] How the grammatical patterns in a sentence indicate its function as a statement, question, exclamation or command	Text-The Great Fire of London-Diary entries Key skills Subordination (using when, if, that, because) and coordination (using or, and, but) Expanded noun phrases for description and specification [for example, the blue butterfly, plain flour, the man in the moon] How the grammatical patterns in a sentence indicate its function as a statement, question, exclamation or command Correct choice and consistent use of present tense and past tense throughout writing	Text-If I were in charge of the world- poetry Key skills Commas to separate items in a list Week 1-2 Sentence Stacking Lessons-To write effective lines for a poem Week 3-Independant Write-write a poem 'If I were in charge of the school'	Text-George and the dragon- narrative- Legend Key skills Formation of nouns using suffixes such as –ness, –er and by compounding [for example, whiteboard, superman] Subordination (using when, if, that, because) and coordination (using or, and, but) Expanded noun phrases for description and specification [for example, the blue butterfly, plain flour, the man in the moon] How the grammatical patterns in a sentence indicate its function as a statement, question, exclamation or command	Text-The Day the Crayons Quit The children must write a persuasive letter to persuade the items to return to the classroom. Key Skills Formation of adjectives using suffixes such as – ful, –less Subordination (using when, if, that, because) and coordination (using or, and, but) Expanded noun phrases for description and specification [for example, the blue butterfly, plain flour, the man in the moon] How the grammatical patterns in a sentence

Correct choice and consistent use of present tense and past tense throughout writing

Use of capital letters, full stops, question marks and exclamation marks to demarcate sentences

Week 3-5- <u>Sentence</u> <u>Stacking Lessons</u>- To write effective sentences for a non-chronological report on hibernation.

Week 6-7- Independant
WriteBBC Clips about
hedgehogs. This one
explains how the changing
seasons
affect hedgehogs:
https://www.bbc.co.uk/bit
esize/clips/zq9rkqt
Write a fact file about
hedgehogs.

Take One Book from 3/12/24 - The Christmasaurus (Picture book) by Tom Fletcher Use of the progressive form of verbs in the present and past tense to mark actions in progress [for example, she is drumming, he was shouting]

Use of capital letters, full stops, question marks and exclamation marks to demarcate sentences. Commas to separate items in a list

Apostrophes to mark where letters are missing in spelling and to mark singular possession in nouns [for example, the girl's name]

Week 1-3- <u>Sentence</u> <u>Stacking Lessons-</u>To write effective sentences for our diary.

Week 4-Independant
Write-write a diary as a
firefighter in the Great
Fire of London or as a
modern day firefighter.

Correct choice and consistent use of present tense and past tense throughout writing

Use of the progressive form of verbs in the present and past tense to mark actions in progress [for example, she is drumming, he was shouting]

Use of capital letters, full stops, question marks and exclamation marks to demarcate sentences

Week 1-3- <u>Sentence</u>
<u>Stacking Lessons-</u>
To write effective
sentences for our story.

Week 4-Independant
Write-Same
characters/Different plot:
George and the dragon
join forces to become a
united team to overcome
an evil
monster that has emerged
from the sea.

indicate its function as a statement, question, exclamation or command

Correct choice and consistent use of present tense and past tense throughout writing

Use of capital letters, full stops, question marks and exclamation marks to demarcate sentences

Week 1-3- <u>Sentence</u> <u>Stacking Lessons</u>-To write effective sentences for a persuasive letter.

Week 4- Independant Write-The children must write a persuasive letter to persuade the items to return to the classroom.

<u>Texts-Plants</u> <u>Information Text</u>

Key skills
Formation of adjectives
using suffixes such as –
ful, –less

Subordination (using when, if, that, because) and coordination (using or, and, but)

			Expanded noun phrases for description and specification [for example, the blue butterfly, plain flour, the man in the moon]
			How the grammatical patterns in a sentence indicate its function as a statement, question, exclamation or command
			Correct choice and consistent use of present tense and past tense throughout writing
			Use of the progressive form of verbs in the present and past tense to mark actions in progress [for example, she is drumming, he was
			shouting] Use of capital letters, full stops, question marks and exclamation marks to demarcate sentences Commas to separate
			Apostrophes to mark where letters are missing in spelling and to mark singular possession
			Week 1-3- <u>Sentence</u>

						Stacking Lessons-To write effective sentences for an information text. Week 4-Independant Write-Go on a local walk to discover different tree types and take photographs. Find out key facts about these trees. Build an informative text organised into evergreen and deciduous.
MATHEMATICS	Place Value	Addition & Subtraction	Measurement - Money	Measurement - Length &	Fractions	Statistics
	Numbers to 20	10 more, 10 less	Count money - pence	Height	Recognise, find, name and	Interpret and construct
	Count objects to 100 by	Add and subtract 10s	Count money - pounds (notes	Measure in centimetres	write fractions 1/3, 1/4, 1/2 and 3/4	simple pictograms, tally
	making 10s	Add two 2-digit numbers (not	and coins)	Measure in metres	of a length, shape, set of objects or quantity.	charts, block diagrams and simple tables.
	Recognise tens and ones	across a 10)	Count money - pounds and	Compare lengths and	Recognise the equivalence of	Ask and answer simple
	Use a place value chart	Add two 2-digit numbers	pence	heights	2/4 and ½	questions by counting the
	Partition numbers to 100	(across a 10)	Choose notes and coins	Order lengths and heights		number of objects in each category and sorting the
	Write numbers to 100 in	Subtract two 2-digit numbers (not across a 10)	Make the same amount	Four operations with lengths and heights	Measurement - Time	categories by quantity.
	words	<u>'</u>	Compare amounts of money	lengths and neights	Compare and sequence	Ask and answer questions
	Flexibly partition numbers to	Subtract two 2-digit numbers (across a 10)	Calculate with money		intervals of time.	about totalling and comparing categorical data.
	100	Mixed addition and	Make a pound	Measurement - Mass, Capacity & Temperature	Tell and write the time to five	Family
	Write numbers to 100 in expanded form	subtraction	Find change	Compare mass	minutes, including quarter past/to the hour and draw the	Geometry - Position &
	10s on the number line to 100	Compare number sentences	Two-step problems	Measure in grams	hands on a clock face to show these times.	Direction
	10s and 1s on the number line	Missing number problems		Measure in kilograms		Order and arrange
	to 100		Multiplication & Division		Know the number of minutes in an hour and the number of	combinations of mathematical objects in
	Estimate numbers on a	Geometry - Shape	Recognise equal groups	Four operations with mass	hours in a day.	patterns and sequences.
	number line	Recognise 2-D and 3-D shapes	Make equal groups	Compare volume and capacity		Use mathematical
	Compare objects	Count sides on 2-D shapes	Add equal groups	Measure in millilitres		vocabulary to describe
L			Aud edual Broahs			position, direction and

	Compare numbers Order objects and numbers Count in 2s, 5s and 10s Count in 3s Addition & Subtraction Bonds to 10 Fact families – addition and subtraction bonds within 20 Related facts Bonds to 100 (tens) Add and subtract 1s Add by making 10 Add three 1-digit numbers Add to the next 10 Add across a 10 Subtract across 10 Subtract from a 10 Subtract a 1-digit number from a 2-digit number (across a 10)	Count vertices on 2-D shapes Draw 2-D shapes Lines of symmetry on shapes Use lines of symmetry to complete shapes Sort 2-D shapes Count faces on 3-D shapes Count edges on 3-D shapes Count vertices on 3-D shapes Sort 3-D shapes Make patterns with 2-D and 3-D shapes	Introduce the multiplication symbol Multiplication sentences Use arrays Make equal groups — grouping Make equal groups — sharing The 2 times-table Divide by 2 Doubling and halving Odd and even numbers The 10 times-table Divide by 10 The 5 times-table Divide by 5 The 5 and 10 times-tables	Measure in litres Four operations with volume and capacity Temperature		movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise).
SCIENCE	Living things and Identify that most living the which they are suited and habitats provide for the backinds of animals and plant on each other. Identify and animals in their habitatic microhabitats. To describe how animals of	dings live in habitats to describe how different asic needs of different s, and how they depend d name a variety of plants ats, including	Using everydad ldentify and compare the of everyday materials, incomplastic, glass, brick, rock, for particular uses. Find out how the shapes of from some materials can squashing, bending, twist	suitability of a variety cluding wood, metal, paper and cardboard of solid objects made be changed by	Plants Observe and describe how seeds and bulbs grow into mature plants. Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.	Animals, including humans Know that animals including humans have offspring which grow into adults and that they can be born in different ways and

	plants and other animals, using the idea of a simple food chain, and identify and name the different sources of food. Scientist - Jane Goodall STEAM WEEK		Scientist - John McAdam STEAM WEEK		Scientist - Jane Colden	look different to their adult. Know what the basic needs are of animals including humans and know what they need to survive. Identify why it is important to be healthy and hygienic. Scientist - David Attenborough
COMPUTING	1) Spreadsheets	2) Presenting ideas	3) The internet	4) Route explorers	5) Coding	6) Questioning
	Understanding cells and columns	Using and making mind maps	Defining the World Wide Web	Considering direction and distance	Understanding algorithms	Asking the right question to collect or present data
	Inserting images with values	Using mind maps as a presentation tool.	Recognising browsers and websites	Creating commands Building an	Introducing sequencing Coding interaction	Keeping a tally
	Using totalling tools	David Attenborough – Natural historian and	Connecting to the internet	algorithm	between objects	Using 2Count to present the data
	Creating graphs Dan Bricklin – Co- creator of the first	why? Although not a computer scientist, his	Vint Cerf – One of the "fathers of the internet."	Seymour Papert – Creator of the LOGO programming language.	Using timers Debugging	Using a branching database
	spreadsheet program, VisiCalc. Why? Known as the	work is a brilliant example of how ideas and knowledge can be shared powerfully using	Why? He played a key role in developing the protocols that became the foundation of the	Why? He believed children learn best by exploring through	Grace Hopper – Computer scientist and U.S. Navy rear admiral.	Alan Turing – Mathematician and computing pioneer.
	"father of the	digital media.	internet we use today.	coding and created	Why? She was a pioneer	Why? He developed

	spreadsheet," his invention transformed how data is managed and analysed.			tools to help them do just that.	in developing computer programming languages and helped invent the first compiler, making coding more accessible. She's also known for popularising the term "debugging" after removing a moth from a computer!	the idea of machine intelligence and is famous for the "Turing Test," which asks whether a computer can think like a human—a perfect match for the theme of questioning and thinking logically.
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	AUTUMN	SPRING	SUMMER
HISTORY	The gunpowder plot War and Remembrance The gunpowder plotmost children will be able to: • Show an awareness of the differences in ways of living in 1605 compared to the present. • Imagine and recreate the experiences of people involved in the Gunpowder Plot through drama, role play activities and their writing. • Talk about how the Gunpowder Plot has had an impact on national life in the present day. War and Remembrancemost children will be able to: • explain the significance of Walter Tull in history and talk about his life; • recall key facts about the First World War and the experiences of soldiers and animals in the trenches; • use primary sources such as photographs to decide	Fire of London Children can explain how and why London was different in the 17th century. • Children can explain and order the key events of the Great Fire of London. • Children can explain how and why the fire spread and finally stopped and what changed afterwards. • Children can explain that we know about the Great Fire because of historical sources, such as Samuel Pepys' diary and begin to understand that some sources are more helpful than others.	Significant explorers most children will be able to: order reasons (in order of importance) as to why people might be considered to be significant; compare the ways in which we can find out about the recent past and also about explorers from long ago; use prompts to describe the key events and achievements in the lives of the explorers studied make some simple comparisons between explorations in the recent and more distant past; talk about some of the ways that we remember significant explorers, discussing how sometimes views about these significant people can change over time.

	what are facts, what opinions can be formed from the evidence, and identify questions they have from studying them; • explain the importance of women working on the Home Front during the First World War; • talk about the significance of Remembrance Day, when it happens and why		
GEOGRAPHY	What a Wonderful World Name and locate the world's seven continents and five oceans Locate UK Sensational Safari Study the human and physical geography of a small area in a contrasting non-European country (Kenya)	Magical mapping Name different types of maps and explain some key features of maps. Draw a simple sketch map of the school and local area. Name the four points of a compass. Plan a simple route around the local area using key vocabulary. Identify map symbols. Use an atlas to locate the four countries of the UK, capital cities and other key places. Use an atlas to locate the seven continents of the world. Use an atlas to locate the five major oceans of the world. Use aerial photographs to 'view from above' and recognise basic human and physical features Ask geographical questions — Where is it? What is this place like? How near/far is it?	Let's go to China Understand where China is located in the world and find China on a world map or globe. Draw a map of China and locate the capital city, some main cities and oceans. Understand what some aspects of Chinese life are like. Compare key features of the capital city, Beijing with another capital city, London. Describe the differences and similarities between schools in China and the UK Begin to understand what 'culture' means and begin to describe aspects of their own culture Begin to understand some of the types of farming in China, particularly how rice is grown. Use an atlas to accurately locate places and landmarks in China. To ask geographical questions - Where is it? What is this place like? How far/near is it?most children will be able to: Describe where China is located in relation to other places in the world. Draw a map of China with some physical and human features. Describe human and physical features of

			China and begin to give a location of some of these features. Define 'culture' and give a range of aspects of their own culture. Understand the importance of farming in China and explain how rice is grown and produced. Ask geographical questions to find out about places and begin to give reasoning.
ART and DESIGN	Explore and Draw Focus: Drawing Knowledge	Be an Architect Focus: Drawing and Sketchbooks Knowledge	Expressive Painting Focus: Colour Knowledge
	Understand that we can use different media (sometimes combined in one drawing) to capture the nature of things we find. Understand that we can hold our drawing tools in a variety of ways, experimenting with pressure, grip and speed to affect lines. Understand that we can combine collage with other disciplines such as drawing, printmaking and making. Skills Visit the local environment, collect natural objects, explore composition and qualities of objects through arranging, sorting & representing. Photograph. Use drawing exercises to focus an exploration of observational drawing (of objects above) combined with experimental mark making, using graphite, soft pencil, handwriting pen. Work with care and focus, enjoying making drawings which are unrushed. Explore quality of line, texture and shape. Create final collaged drawings (see column 5 "collage") which explore composition. Make a new sketchbook (Elastic Band of Hole Punch)	Understand the role of an architect. Understand when we make sculpture by adding materials it is called Construction. Skills Use drawing exercises to focus an exploration of observational drawing (of objects above) combined with experimental mark making, using graphite, soft pencil, handwriting pen. Explore the qualities of different media. Make visual notes about artists studied. Use the Design through Making philosophy to construct with a variety of materials to make an architectural model of a building, considering shape, form, colour, and perspective. Consider interior and exterior. Use Design through Making philosophy to playfully construct towards a loose brief. Document work using photography considering lighting and focus. Make films thinking about viewpoint, lighting & perspective.	Understand that some painters use expressive, gestural marks in their work, often resulting in abstract, expressionist painting. Understand that the properties of the paint that you use, and how you use it, will affect your mark making. Understand that primary colours can be mixed together to make secondary colours of different hues. Understand the concept of still life. Skills Explore colour mixing through gestural mark making, initially working without a subject matter to allow exploration of media. Experiment with using home made tools. Create an arrangement of objects or elements. Use as the focus for an abstract still life painting using gestural marks using skills learnt above.

	OR make Spaces and Places inside a bought sketchbook. Explore the qualities of different media. Make close observational drawings of small objects, drawn to scale, working slowly, developing mark making. Make visual notes about artists studied. Use the observational drawings made (see column 1 "drawing"), cutting the separate drawings out and using them to create a new artwork, thinking carefully about composition. Work into the collage with further drawing made in response to the collaged sheet. Collage with drawings to create invented forms. Combine with making if appropriate.		
DESIGN and TECHNOLOGY	Healthy eating and preparing fruits and vegetableshealthy skewers. Project- Fruit and vegetable skewers Designing Design appealing products for a particular user based on simple design criteria, taking into account the preferences of the user. Generate initial ideas and design criteria through investigating a variety of fruit and vegetables rating and commenting on the textures and tastes. Communicate these ideas through talk, drawings and star ratings 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	Mechanisms- wheels and axles Project- Simple vehicles Designing Generate initial ideas and simple design criteria through talking and using their own experiences. Develop and communicate ideas through drawings and mock-ups. Making Select from and use a range of tools and equipment to perform practical tasks such as cutting and joining to allow movement and finishing. Select from and use a range of materials and components such as paper, card, plastic and wood according to their characteristics. Evaluating Explore and evaluate a range of products with wheels and axles. Evaluate their ideas throughout and their	Textiles- templates and joining techniques. Project- Puppet making Designing Design a functional and appealing product for a chosen user and purpose based on simple design criteria. Generate, develop, model and communicate their ideas as appropriate through talking, drawing, templates, mock-ups and information and communication technology. Making Select from and use a range of tools and equipment to perform practical tasks such as marking out, cutting, joining and finishing. Select from and use textiles according to their characteristics. Evaluating Explore and evaluate a range of existing

	determine the intended understand where a rang come from e.g. farmed or Understand and use basic	d products against design d user and purpose. understanding e of fruit and vegetables grown at home. principles of a healthy and nes, including how fruit and e Eatwell Guide.	products against the original criteria. Technical knowledge and understanding Explore and use wheels, axles and axle holders. Distinguish between fixed and freely moving axles. Know and use technical vocabulary relevant to the project.		textile products relevant to the project being undertaken. • Evaluate their ideas throughout and their final products against original design criteria. Technical knowledge and understanding • Understand how simple 3-D textile products are made, using a template to create two identical shapes. • Understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling. • Explore different finishing techniques e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons. • Know and use technical vocabulary relevant to the project.	
MUSIC	Pulse, Rhythm and Pitch Using body percussion (e.g. clapping, tapping, walking) to maintain a steady beat and to perform copycat rhythms accurately, led by a teacher, containing minim, crotchet and quaver lengths. Performing pitched patterns on tuned instruments and by singing. Performing word-	Playing in an Orchestra Using body percussion (e.g. clapping, tapping, walking) to maintain a steady beat and to perform copycat rhythms accurately, led by a teacher, containing minim, crotchet and quaver lengths. Performing pitched patterns on tuned instruments and by singing. Performing word-pattern	Inventing a Musical Story Using body percussion (e.g. clapping, tapping, walking) to maintain a steady beat and to perform copycat rhythms accurately, led by a teacher, containing minim, crotchet and quaver lengths. Performing pitched patterns on tuned instruments and by singing. Performing word-	Recognising Different Sounds Using body percussion (e.g. clapping, tapping, walking) to maintain a steady beat and to perform copycat rhythms accurately, led by a teacher, containing minim, crotchet and quaver lengths. Performing pitched patterns on tuned instruments and by singing. Performing word-	Exploring Improvisation Using body percussion (e.g. clapping, tapping, walking) to maintain a steady beat and to perform copycat rhythms accurately, led by a teacher, containing minim, crotchet and quaver lengths. Performing pitched patterns on tuned instruments and by	Our Big Concert Using body percussion (e.g. clapping, tapping, walking) to maintain a steady beat and to perform copycat rhythms accurately, led by a teacher, containing minim, crotchet and quaver lengths. Performing pitched patterns on tuned instruments and by singing.

	pattern chants to recognise rhyme patterns. Singing songs and saying rhythmic words in unison as a class. Improvising a simple answer to a played melody. Recognising a time signature and using this to begin grouping notes together in sets of 4, showing this by varying the type of body percussion used (e.g. knee tapping 1st note and clapping next 3 notes).	chants to recognise rhyme patterns. Singing songs and saying rhythmic words in unison as a class. Improvising a simple answer to a played melody. Recognising a time signature and using this to begin grouping notes together in sets of 2 or 4, showing this by varying the type of body percussion used (e.g. knee tapping 1st note and clapping next 3 notes).	pattern chants to recognise rhyme patterns. Singing songs and saying rhythmic words in unison as a class. Improvising a simple answer to a played melody. Recognising a time signature and using this to begin grouping notes together in sets of 2 or 4, showing this by varying the type of body percussion used (e.g. knee tapping 1st note and clapping next 3 notes).	pattern chants to recognise rhyme patterns. Singing songs and saying rhythmic words in unison as a class. Improvising a simple answer to a played melody. Recognising a time signature and using this to begin grouping notes together in sets of 2 or 4, showing this by varying the type of body percussion used (e.g. knee tapping 1st note and clapping next 3 notes).	singing. Performing word- pattern chants to recognise rhyme patterns. Singing songs and saying rhythmic words in unison as a class. Improvising a simple answer to a played melody. Recognising a time signature and using this to begin grouping notes together in sets of 2 or 4, showing this by varying the type of body percussion used (e.g. knee tapping 1st note and clapping next 3 notes).	Performing word- pattern chants to recognise rhyme patterns. Singing songs and saying rhythmic words in unison as a class. Improvising a simple answer to a played melody. Recognising a time signature and using this to begin grouping notes together in sets of 2,3 or 4, showing this by varying the type of body percussion used (e.g. knee tapping 1st note and clapping next 3 notes).
RELIGIOUS EDUCATION	Unit 13 - What is the 'good news' that Christians say Jesus brings? Part 1	Unit 14 - What is the 'good news' that Christians say Jesus brings? Part 2	Unit 15 - Who is Muslim and how do they live? Part 1	Unit 16 - Why does Easter matter to Christians?	Unit 17 - Who is Muslim and how do they live? Part 2	Unit 18 - What makes some places special to believers?
FRENCH	Children in Key Stage 1 build on this - To learn formal and informal greetings in French - To say their name and how they are feeling - To say the numbers to 10 and colours - Learning to listen carefully and repeat what is heard with improving accuracy. Language Angels - Les Salutations, numbers, colours, days, months completed through French Fridays					

PE	Fundamental Movement Skills 2 & Target Games 3	Invasion Game Skills 1 & Net and Wall Game Skills 2	Gymnastics - Stretching, Curling and Arching &	Gymnastics - Pathways: Straight, Zigzag and Curving &	Personal Challenges & Athletics 2 Show a sense of	Striking and Field Game Skills 2 & Create your own
			Yoga	Dance - Fire of London	anticipation ready to	Unit (Summer
	Jump in a variety of	Get into a good ready	Create a sequence with	Demonstrate zig zag	work	Games)
	ways over increasing	position to receive an	seamless transitions	and straight pathways	React Quickly	Strike a moving ball
	distances	object Pass the ball from	between stretches and	in my sequence work	Demonstrate	Stop a moving ball
	Land safely from	my chest	curls Arch my body	Perform with control	agility,balance,coordi	over decreasing
	increasing heights	Change direction	Stretch whilst in	and adaptations to my	nation	distances
	Combine a run and a	confidently and	balance	original work	Jump in a variety of	Bowl overarm with
	jump	competently	Create a sequence	Work at all 3 levels	ways	good fluency
	Travel backwards safely	Move around safely in a	which flows and	Create a sequence in	Coordinate a run	Demonstrate the
	at moderate speed	limited space	involves arching and	zig zag pathways	with a jump	school games values
	Share space	Keep my head up and	stretching	Demonstrate variety in	Discover and develop	Chase and retrieve a
	considerately	travel with control whilst	Stretch and curl whilst	my movements	different styles of	ball, turning and
	Evade others	dribbling a ball	performing a variety of	Perform with a clear	jumping	throwing with
	Move safely with	Push pass a hockey ball	gymnastic movements	starting and finishing	Leap,jump,hop	reasonable accuracy
	awareness of others	Receive a hockey ball	Perform a sequence	position. Perform a	Show determination	Build good
	Attack and defend Punt	Dribble a ball with my	with clear starting and	sequence of moves in a	and perseverance	knowledge of game
	a ball over increasing	feet with good control	finishing positions	curved pathway	Run for a period of	rules
	distances	Stop a ball on the run by		Improve my work by	time, maintaining a	Demonstrate good
	Jump for height and	trapping it	Pose like a variety of	acting upon feedback	good pace	sporting conduct
	distance		jungle creatures	Travel backwards and		during games
	Jump from an active	Send and receive a ball	Control my breathing	sideways as part of a	Show a greater sense	Use a variety of
	position	with some degree of	pattern	sequence Link my	of anticipation to	techniques to stop a
		accuracy	Work imaginatively	movements together	begin work	moving ball
	Coordinate the action of	Move quickly into good	Work without	well Perform a variety	React quickly to a	
	striking with either foot	positions to catch	inhibitions	of moves on floor and	variety of different	
	Strike a ball with	Strike a ball with some	Bend, stretch and reach	apparatus using	scenarios	
	increasing accuracy with	degree of accuracy	Pose depicting Mother	different pathways	Demonstrate agility,	
	both feet	Send a ball with	Earth Breathe in 3 parts	Make my sequences	balance and	
	Strike a ball at a moving	increasing accuracy Keep	Work quietly focusing	flow	coordination over	
	target	a short rally going with a	on what I am doing in	Run and jump through	increasing periods of	
	Strike with increasing	partner	the moment	90, 180 and 270	time	

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accuracy	Develop a good grip and	degrees	Discover and develop	
Choose correctly when	stance	Turn elegantly	different styles of	
it is best to throw	Begin to strike with more		jumping achieving	
underarm and when to	consistency and accuracy	Communicate	greater distances and	
throw overarm with	on the forehand	effectively with a	heights	
greater consistency	Return a ball after one	partner	Throw with a run up	
Throw a ball overarm	bounce that has been	Use pictures to create	demonstrating good	
with some accuracy at	a thrown to me by a	shapes, movements	accuracy	
target over increasing	partner	and actions to replicate	Show good self and	
distances	Move fluently around the	the Fire of London	peer assessment	
Receive a ball	court	Work with a partner		
consistently well unde	r	effectively Remember		
pressure		and perform a basic		
i i		sequence of movement		
		when led by a teacher		
		and a peer		
		Identify what good		
		looks like		
		Use Fire of London		
		vocabulary		
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