

## Y1/2 Long term Planning Cycle A 2025/2026

	Autumn 1 Heroes	Autumn 2 Continent Clean Up	Spring 1 Ice	Spring 2 Fire	Summer 1 Near and Far	Summer 2 At the seaside
English	<b>English Text:</b> Ready for PVP <b>Reading practice:</b> Little Wandle <b>Class Readers:</b> Couch Potato Meet the Microbes An Emotional Menagerie Can I Build Another Me?	<b>English Text:</b> Captain Snappy – Character description <b>Reading practice:</b> Little Wandle <b>Class Readers:</b> Clean Up Nellie and the Plastic Island Adventure Mice – Otter Chaos The Big Book of Boats Once Upon a Raindrop	<b>English Text:</b> How to be an Extreme Explorer – Instructions <b>Reading practice:</b> Little Wandle <b>Class Readers:</b> Lost Clive Penguin The Search for the Arctic Jellyfish Flow with the Snow Penguin Huddle Emperor of the Ice The Small Sparkling Raindrop	<b>English Text:</b> Vlad and the Great Fire of London – Recount letter <b>Reading practice:</b> Little Wandle <b>Class Readers:</b> Who was Samuel Pepys? The Bakers Boy and the Great fire of London The Great Fire of London 350 <sup>th</sup> Edition	<b>English Text:</b> African Savannah – Setting description <b>Reading practice:</b> Little Wandle <b>Class Readers:</b> Greg the Sausage Roll Michael Rosen's book of very silly poems Midsummer's Night Dream - Shakespeare	<b>English Text:</b> Seaside – postcard Non-chronological report about the seaside <b>Reading practice:</b> Little Wandle <b>Class Readers:</b> The Lighthouse Keeper's Lunch Don't Trust a fish The whale who wanted more Dolphin Boy Who rules the rock pools? The Owl and the Pussycat Poetry
Maths	Place Value (within 20)  Addition and Subtraction (within 20)  KIRFS: Y1 – number bonds to 6 and 7 Y2 – number bonds to 20	Place Value (within 100)  Shape - recognise 2d and 3d shapes. Identify vertices, edges and faces. KIRFS: Y1 – tell the time, o'clock and half past (analogue clock). Y2 –tell the time to 15-minute intervals (analogue clock).	Addition and Subtraction (Year 1 – within 20) (Year 2 - within 100)  Multiplication and Division Year 1 – count in 2s, 5s and 10s. Year 2 – 2x table, 5x table and 10x table. KIRFS: Y1 – doubles and halves to 10.	Money Y1 – recognise and add coins to 20p. Y2 – recognise and add coins and notes. Find change.  Fractions Year 1 – $\frac{1}{2}$ and $\frac{1}{4}$ of shapes and amounts. Year 2 – $\frac{1}{2}$ , $\frac{1}{4}$ , $\frac{1}{3}$ and $\frac{3}{4}$ of amounts and shapes.  KIRFS: Y1 – number bonds for 8.	Length and Height  Statistics  KIRFS: Y1 – number bonds to 9. Y2 –10 times table and related division facts.	Time - recap telling the time (analogue clock). Days of the week and months of the year.  Mass, Capacity and Temperature  KIRFS: Y1 – number bonds to 10. Y2 –5x table and related division facts.

			Y2 –doubles and halves to 20.	Y2 –2 x table and related division facts.		
Science	<p>Animals including Humans</p> <p>Notice that animals including humans have offspring which grow into adults – lifecycles</p> <p>Find out about the basic needs of animals including humans for survival.</p> <p>Describe the importance for humans of exercise, eating the right amounts of food and hygiene</p>	<p>WORKING SCIENTIFICALLY: To conduct a variety of Investigations.</p> <p>Focus on Seasonal changes in depth-</p> <p>Observe changes across the four seasons, particular focus on Autumn and Winter.</p> <p>Observe and describe weather associated with the seasons and how day length varies.</p>	<p>Living things and their habitats</p> <p>To explore living, non-living and never lived.</p> <p>Habitats, conditions and their environments.</p>	<p>Use of everyday materials</p> <p>Identify and compare suitability materials</p> <p>Change in the state of materials</p>	<p>Plants</p> <p>To observe and describe how seeds and bulbs grow into mature plants</p> <p>Conditions for plant growth.</p> <p>WORKING SCIENTIFICALLY: To conduct a variety of Investigations.</p>	<p>Living things and their habitats</p> <p>Match animals and plants to their habitats. Including mini beasts, seaside and rock pool creatures</p> <p>Identify food chains</p>
History	<p>To learn about the lives of significant individuals in the past who have contributed to national and international achievements.</p> <p>Significant event – nursing/healthcare</p> <p>Significant figures Florence Nightingale Mary Seacole</p>		<p>To learn about the lives of significant individuals in the past who have contributed to national and international achievements.</p> <p>Significant event - Discovery of Antarctica</p> <p>Significant figure Captain Robert Falcon Scott Sir Ernest Shackleton</p>	<p>To learn about events beyond living memory that are significant nationally or globally.</p> <p>Significant event- The Great Fire of London</p> <p>Significant figure -Samuel Pepys</p>		

Geo	Observe seasonal Changes	Locational Knowledge Maps, atlases, world's continents and oceans  Human and Physical features  Location of hot and cold areas of the world	Observe seasonal changes  Build on the locational knowledge from last half term and now include North and South Pole.		Place Knowledge  Human and physical features  Compare UK to a Non-European country Kenya	Place Knowledge Hunstanton Physical and human features of coastal location Observe seasonal Changes
D&T	Food – Preparing fruit and vegetables Design and make a healthy dish for a patient in hospital - fruit salad or fruit kebab.		Textiles – Templates and joining techniques Design an item of clothing to be worn in cold weather or penguin hand puppet	Mechanisms – Wheels and axles Design and make an emergency service vehicle		
Art	Cross-hatching, hatching, blending – techniques Portraits	Artist - Hundertwasser Identify key themes in his work. Experiment with motifs from his work. Create a Hundertwasser inspired piece of art.			African artist NC*1-4  Sculpture create a paper Mache mask	Artist/ designer study – William Morris / Owen Jones (pattern-making) Press printing I.e. fish, shell
Computing	Introduction to PM (Y1) 3 lessons Creative Computing (Y1) 4 lessons	2BeSafe (Managing Online Information) Creating Pictures (Y2) 5 lessons 2BeSafe (Self-Image and Identity)	2BeSafe (Privacy & Security) Spreadsheets (Y2) 6 lessons	2BeSafe (Online Reputation) Animated Stories (Y1) 6 lessons	Coding (Y1) 6 lessons	Coding (Y2) 6 lessons
RE	<b>What is Gods job?</b> Investigating the roles of God through stories and sacred texts, children look at the things God does and what this means to different people.	<b>Why she we care for other people?</b> Investigating the roles of God through stories and sacred texts, children look at the things God does and what this means to different people.	Coming soon...	Coming soon...	Coming soon...	Coming soon...

PSHCE	<b>Beginning and belonging</b> Building strong relationships Learning how to deal with new situations Knowing who I can ask for support	<b>Family and Friends</b> What makes a good friend? How is my family important to me? <b>Anti-bullying</b> What is bullying? What are the different types of bullying? How can we respond if bullying happens?	<b>Working Together</b> What am I good at? Developing communication and team work skills <b>Financial capability</b> Where does money come from and what do we need it for? What might my family spend their money on?	<b>Managing safety and risk</b> Being able to identify risky situations. How to stay safe around water Sun safety	<b>Healthy lifestyles</b> How to stay healthy? The importance of exercise and healthy eating.	<b>RSE</b> Naming parts of our bodies Understanding what our body can do Learning about personal hygiene
PE	<b>Fitness</b> - Pupils will develop agility, balance co-ordination, speed and stamina. <b>Ball skills</b> - fundamental ball skills such as throwing, catching, rolling, hitting a target and dribbling.	<b>Gymnastics</b> - basic gymnastic actions on the floor and low apparatus. <b>Invasion games</b> - games involving 2 teams and 2 goals.	<b>Team building</b> – teamwork skills, working individually, in pairs and small groups. <b>Sending and receiving</b> - develop sending and receiving skills including throwing and catching, rolling, kicking and tracking a ball.	<b>Yoga</b> - mindfulness and body awareness. <b>Target games</b> - sending an object towards a target. Understanding principles of defending and attacking. Developing underarm and overarm throwing techniques.	<b>Dance</b> - explore travelling actions, movement skills and balancing. <b>Net and Wall Games</b> - games involving a net or wall to separate players. Developing skills of throwing, catching, hitting and tracking a ball.	<b>Athletics</b> – developing skills such as running at different speeds, changing directions, jumping and throwing. <b>Striking and Fielding games</b> - develop understanding of defending (fielding) and attacking (batting).
Music	Hey You Learn about the different between pulse, rhythm and pitch.	Rhythm in the way we walk Exploring rhythm and rap through reggae and hip-hop music Production songs	In the groove Explore different styles of music – blues, Baroque, Latin, Bhangra, Folk and funk	I want to play in a band Sing, play, improvise and compose to a rock song.	Hands, Feet, heart Explore south African music Pulse, Rhythm and Pitch	Rewind, reflect, replay Listen and appraise classical music Improvisation using voices and instruments
Enrichment	Visit from a doctor and/or nurse (parent)	Production	Visit the Scott Polar Research Institute in Cambridge	Wow day – dress up and sharing session for Great fire of London	Wow day African art and music day	Visit to Hunstanton and Sea life centre