

Key Stage 1 Long Term Programme

	Core					Foundation							
	CLL	English	Maths	PSHE (including RSHE)	PE (including dance & swimming)	Science (White Rose)	Computing	Geography	History	RE	Art & Design	Music	Design & Technology
YEAR 1													
Autumn 1	Communication Language and Literacy Phonics is taught daily using Monster Phonics. Learners are read to throughout the day There is a daily class story Write Dance is taught as appropriate for individuals and groups of learners	Fiction Repetitive language Book: "Press Here" by Herve Tullet	Measure	Find out about different types of jobs	Throwing and catching Dance	Me and my small world	Making choices <i>SMSC</i>	Place Knowledge Identifying familiar places		Being Special. Where do we belong? F4 <i>SMSC</i>	Drawing (collage) <i>Line, shape, colour, texture</i> Artist: Henri Matisse	Exploring Sounds – KAPOW – EYFS Scheme <i>(ENGAGEMENT LEARNERS – CHARANGA – ANYONE CAN PLAY - Introducing Instruments)</i>	
Autumn 2		Rhyme / Poetry	Number Principles	Explore different types of relationships <i>SMSC</i>	Gymnastics – balance Dance	What's in my basket?	Making things work		Events Beyond Living Memory The sequence of time	Why does Christmas matter to Christians? 1.2 <i>SMSC</i>		Music and Performance – Christmas Performance <i>(ENGAGEMENT LEARNERS – CHARANGA – ANYONE CAN PLAY - Exploring Instruments)</i>	Design, make, evaluate & technical knowledge Building Structures Design and build a box
Spring 1		Fiction Traditional Tales	Shapes	Identify and express a range of feelings <i>SMSC</i>	Striking skills (tennis) Dance	Senses	Staying Safe	Human and Physical Geography Plants in my area		Why is the word God so important to Christians? F3 <i>SMSC</i>	Painting <i>Colour, pattern, texture</i> Artist: Wassily Kandinsky.	Celebration Music – KAPOW – EYFS Scheme <i>(ENGAGEMENT LEARNERS – CHARANGA – ANYONE CAN PLAY - Choosing Instruments)</i>	
Spring 2		Non-fiction Instructions	Number Principles	Know who can help us to stay safe <i>SMSC</i>	Dance - body pattern Dance	Let's go outside	Creative computing		The lives of significant people Mary Seacole	Why does Easter matter to Christians? 1.3 <i>SMSC</i>		Music and Movement – KAPOW – EYFS Scheme <i>(ENGAGEMENT LEARNERS – CHARANGA – ANYONE CAN PLAY – Introducing Sway)</i>	Food & Nutrition What is healthy food? – prepare healthy dishes
Summer 1		Fiction Narrative	Grouping and sharing	Explore healthy foods	Invasion Games – football Dance	What's changed?	Communicating	Locational Knowledge Exploring places in a town		Who is a Muslim and how do they live? 1.6 (Double Unit) <i>SMSC</i>	Sculpture <i>Shape, form, space</i> Sculptor: Anthony Gormley	Musical Stories – KAPOW – EYFS Scheme <i>(ENGAGEMENT LEARNERS – CHARANGA – ANYONE CAN PLAY – Introducing March)</i>	
Summer 2		Non-Fiction Non-Chronological reports	Number Principles	Be kind to people and animals <i>SMSC</i>	Athletics running Dance	Night and day	Using a computer		Changes in Living Memory Royalty <i>SMSC</i>			Music and Performance – Summer Show <i>(ENGAGEMENT LEARNERS – CHARANGA – ANYONE CAN PLAY – Introducing Loud and Quiet)</i>	Exploring materials Design and make a nest

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		CLL	UOW	H&WB		UOW				H&WB	C&TA		
YEAR 2		English	Maths (White Rose)	PSHE (including RSHE)	PE (including dance & swimming)	Science (White Rose)	Computing	Geography	History	RE	Art & Design	Music	Design & Technology
Autumn 1	Communication Language and Literacy Phonics is taught daily using Monster Phonics. Learners are read to throughout the day There is a daily class story Write Dance is taught as appropriate for individuals and groups of learners	Fiction Narrative The Naughty Bus – Jan Oke	Match, compare, sort	Belong to a community <i>SMSC</i>	Target throwing Dance	<i>Changes in winter</i>	Making things work	Human and Physical Geography Weather		Which places are special and why? F5 <i>SMSC</i>	Painting <i>Colour, pattern, line</i> Artist: Brian Pollard	Exploring Sounds – KAPOW – EYFS Scheme <i>(ENGAGEMENT LEARNERS – CHARANGA – ANYONE CAN PLAY - Introducing Instruments)</i>	
Autumn 2		Rhyme / Poetry	Number principles	Explore how we change from baby to adult	Gymnastics – moving and travelling Dance	<i>Let it flow</i>	Making Choices <i>SMSC</i>		Significant Historical Events Guy Fawkes	Why does Christmas matter to Christians? 1.2 <i>SMSC</i>		Music and Performance – Christmas Performance <i>(ENGAGEMENT LEARNERS – CHARANGA – ANYONE CAN PLAY - Exploring Instruments)</i>	Food & Nutrition Where does my food come from? <i>SMSC</i>
Spring 1		Fiction Traditional Tales	Measure and pattern	Develop strategies to manage feelings <i>SMSC</i>	Yoga Dance	From desert to jungle	Staying safe <i>SMSC</i>	Place knowledge India		Which stories are special and why? <i>SMSC</i>	Drawing <i>Colour, line, shape, pattern</i> Artist: Pop Art – Roy Lichtenstein, Andy Warhol	Celebration Music – KAPOW – EYFS Scheme <i>(ENGAGEMENT LEARNERS – CHARANGA – ANYONE CAN PLAY - Choosing Instruments)</i>	
Spring 2		Non-fiction Instructions	Number principles	Stay safe when out and about <i>SMSC</i>	Obstacle courses Dance	Watch it grow	Making patterns		Significant People My family <i>SMSC</i>	Why does Easter matter to Christians? 1.3 <i>SMSC</i>		Music and Movement – KAPOW – EYFS Scheme <i>(ENGAGEMENT LEARNERS – CHARANGA – ANYONE CAN PLAY –Introducing Sway)</i>	Using mechanical systems Wheels - design and make a car
Summer 1		Fiction Narrative	Shapes	Keep ourselves well in the sun	Invasion games – seated volleyball Dance	Animal detectives	Creative computing	Locational knowledge Exploring the World and maps		Who is a Jew and how do they live? 1.7 (Double Unit) <i>SMSC</i>	Sculpture <i>Shape, form, space, colour</i> Artist: Georgia O’Keeffe	Musical Stories – KAPOW – EYFS Scheme <i>(ENGAGEMENT LEARNERS – CHARANGA – ANYONE CAN PLAY – Introducing March)</i>	
Summer 2		Non-Fiction Non-Chronological reports	Number principles	Understand kind and unkind behaviours <i>SMSC</i>	Athletics – jumping Dance	Pushes and pulls	Using a computer		Significant People Mary Anning			Music and Performance – Summer Show <i>(ENGAGEMENT LEARNERS – CHARANGA – ANYONE CAN PLAY – Introducing Loud and Quiet)</i>	Selecting from a range of materials Design and make a vessel that floats