WGPS Termly Planner – Cycle A

Years 1 and 2

Subject Area	<u>Autumn</u> Time Riders Space Travel	<u>Spring</u> Extreme Survival Pole to Pole	<u>Summer</u> Your Majesty Traditional Tales
Trips & Visits	South Downs Planetarium & Science Centre <u>or</u> Wonderdome Planetarium Year 2: Diwali Workshop	Dapper's Lane Woods, Angmering	Kings, Queens and Castles Workshop: One Day Creative
Special Events	Year 1: Grandparents' Day Year 1: Christingle Year 2: Diwali		
Community	Harvest Nativity		
English	See separate WGPS English long-term plan		
Maths	Year 1: Place Value between 10 and 20 Addition and subtraction within 10 Shape Year 2: Place Value Addition and subtraction Multiplication and division	Year 1: Addition and subtraction within 20 Place value within 50 Measurement – length and height; weight and volume Year 2: Multiplication and division Measurement – time; length Statistics Fractions	Year 1:Multiplication and divisionFractionsGeometry - position and directionPlace value within 100Measurement - money; timeYear 2:FractionsGeometry - position and directionShapeMeasurement - mass and capacity

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Science	Year 1: Everyday Materials Year 2: Uses of Everyday Materials	Year 1: Plants/Seasonal Changes Link to class trees. Year 2: Living Things and Their Habitats/Plants	Year 1: Animals, including Humans Link to school pets. Year 2: Animals, including Humans Link to school pets.
Art & Design	 To use drawing and clay sculpture to develop and share their ideas, experiences and imagination. To develop a wide range of art and design techniques in using colour, line pattern and form. To learn about the work of a range of artists, (Peter Thorpe and Yayoi Kusuma) describing their similarities and differences. Year 1 Mixing secondary colours Copy and create patterns Carving clay, using tools and rolling pin Year 2 Using a colour wheel Use a range of pencils; drawing lightly to perfect form Making simple joins with clay. Start using a rolling pin guide to create even, flat shapes. 	 To use painting and drawing to develop their ideas, experiences and imagination. To develop a wide range of techniques in using colour, shape, space and texture. Learn about a range of artists, (Van Gogh) craft makers and designers, making links in their own work. Year 1 Add sand, glue, sawdust for texture. Use different brush sizes and types. Add black to darken and white to lighten colours Year 2 Confident in selecting brushes and why (e.g thin for detail) Mix and match colours to artefacts and objects. Confidently can mix secondary colours and starting to mix different tones. Understand warm and cold colours. 	Use a range of materials creatively to design and make products. To develop a wide range of techniques in using texture. Learn about a range of artists, (Faith Ringold) craft makers and designers, making links in their own work. Year 1 - Cut, glue and trim material. - Running Stitch started on binca. Year 2 - Mix materials to create texture. - Know how to thread a needle - Running Stitch on binca.

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Computing	 Year 1 Computing Systems and Networks Technology around us: Recognising technology in school and using it responsibly. Creating Media Digital painting: Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally. Year 2 Computing systems and networks Information technology around us: Identifying IT and how its responsible use improves our world in school and beyond. Creating Media Digital photography: Capturing and changing digital photographs for different purposes. 	Year 1 Programming A Moving a robot:Writing short algorithms and programs for floor robots, and predicting program outcomes.Data and information Grouping data: Exploring object labels, then using them to sort and group objects by properties.Year 2 Data and information Pictograms: Collecting data in tally charts and using attributes to organise and present data on a computer.Programming A Robot algorithms: Creating and debugging programs, and using logical reasoning to make predictions.	Year 1 Creating media Digital writing: Using a computer to create and format text, before comparing to writing non- digitalProgramming B Programming animations: Designing and programming the movement of a character on screen to tell stories.Year 2 Programming algorithms and programs that use events to trigger sequences of code to make an interactive quiz.Creating media Making music: Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.
Design and Technology	<u>Cooking and nutrition</u> (<u>Astronaut's diet</u>) Designing appealing products for a user; investigating fruit and vegetables and generating ideas; communicating	Mechanisms (Explorer car) Generate ideas and simple design criteria. • Develop and communicate ideas through drawings and mock-ups.	Structures (Castles/ fairy tale houses) Generating design ideas; developing modelling and explaining using talk, mock-ups and drawings. • Planning making, selecting tools and

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	 through talk and drawings. Selecting a range of fruits and vegetables; using simple utensils and equipment. Tasting and evaluating user's preference; evaluating ideas and finished products against original criteria. Understand where ingredients come from and the basis of a healthy and varied diet. 	 Select a range of tools and equipment and materials to perform practical tasks. Explore wheels and axles and evaluate their ideas and products against original criteria. 	new and recycled materials; using finishing techniques. • Exploring existing freestanding structures; evaluating their own products against original criteria. • Know about strengthening structures.
Geography	Geographical Skills and Fieldwork Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features Year 1: Devise a simple map. Use locational and directional language [for example, near and far; left and right], to describe the location of features and	Locational Knowledge Year 2: Name and locate the world's seven continents and five oceans Geographical Skills and Fieldwork Year 2: Use world maps, atlases and globes to identify the countries,	<u>Locational Knowledge</u> <u>Year 1:</u> Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas <u>Geographical Skills and Fieldwork</u> Year 1: Use world maps, atlases and
	routes on a map Year 2: Devise a simple map and use and construct basic symbols in a key. Use simple compass directions (North, South, East and West) to describe the location of features and routes on a map	continents and oceans studied at this key stage <u>Human and Physical Geography</u> <u>Year 1:</u> Identify seasonal and daily weather patterns in the United Kingdom <u>Year 2:</u> Identify hot and cold areas of the world in relation to the Equator and the North and South Poles	 Human and Physical Geography Use basic geographical vocabulary to refer to: key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop

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	Time Riders	Extreme Survival	Your Majesty
	Space Travel	Pole to Pole	Traditional Tales
History	Events beyond living memory that are significant nationally or globally: The first man on the moon The lives of significant individuals (including women) in the past who have contributed to national and international achievements: Neil Armstrong; Valentina Tereshkova Year 1- Changes within living memory: Grandparents' Day	Events beyond living memory that are significant nationally or globally: Expedition to the South Pole The lives of significant individuals in the past who have contributed to national and international achievements: Ernest Shackleton	The lives of significant individuals in the past who have contributed to national and international achievements: Queen Elizabeth II (compare daily life to during reign of Queen Victoria)
Music	Year 1/2: Harvest and Nativity Songs To use their voices expressively and creatively by singing songs and speaking chants and rhymes	Year 1/2: Recorders To play tuned and untuned instruments musically Year 2: Composition To listen with concentration and understanding to a range of high- quality live and recorded music	Year 1: CompositionTo experiment with, create, select and combine sounds using the inter-related dimensions of music. To listen with concentration and understanding to a range of high-quality live and recorded musicYear 2: Composition To experiment with, create, select and combine sounds using the inter-related dimensions of music. To listen with concentration and understanding to a range of high-quality live and recorded music
PE	<u>Year 1:</u>	Year 1:	Year 1:
	Autumn 1	Spring 1	Summer 1

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(See PE Hub	Attack, defend, shoot	Send and Return	Attack, defend, shoot
Scheme of	Dance	Dance	Hit, catch, run
	Autumn 2	Spring 2	Summer 2
Work)	Run, jump, throw	OAA	Run, jump, throw
	Gymnastics	Gymnastics	Hit, catch, run
	Year 2:	Year 2:	Year 2:
	Autumn 1	Spring 1	Summer 1
	Attack, defend, shoot	Run, jump. throw	Hit, run, catch
	Gymnastics	Gymnastics	OAA
	Autumn 2	Spring 2	Summer 2
	Hit, catch, run	Attack, defend, shoot	Run, jump, throw
	Dance	Dance	Send and return
PSHCE	Families and Friendships	Belonging to a Community	Physical Health and Emotional/Mental
TOHOL	Year 1 – Roles of different people;	Year 1 - What rules are; caring for	<u>Wellbeing</u>
	families; feeling cared for	others' needs; looking after the	Year 1 - Keeping healthy; food and
	Year 2 – Making friends; feeling lonely	environment	exercise, hygiene routines; sun safety
	and getting help	Year 2 - Belonging to a group; roles and	Year 2 - Why sleep is important;
		responsibilities; being the same and	medicines and keeping healthy;
	Safe Relationships	different in the community	keeping teeth healthy; managing
	Year 1 – Recognising privacy; staying		feelings and asking
	safe; seeking permission	Media Literacy and Digital Resilience	Growing and Changing
	Year 2 - Managing secrets; resisting	Year 1 - Using the internet and digital	Year 1 - Recognising what makes them
	pressure and getting help; recognising	devices; communicating online	unique and special; feelings; managing
	hurtful behaviour	Year 2 - The internet in everyday life;	when things go wrong
		online content and information	Year 2 - Growing older; naming body
	Respecting Ourselves and Others		parts; moving class or year
	Year 1 - How behaviour affects others;	Money and Work	
	being polite and respectful	Year 1 - Strengths and interests; jobs in	

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	Year 2 - Recognising things in common and differences; playing and working cooperatively; sharing opinions	the community Year 2 - What money is; needs and wants; looking after money	
RE	Year 1 (Christianity): Main festivals/celebrations: Harvest, Christmas (Christingle) Main themes: Core Beliefs, Ideas and Symbols of Christianity Expressions of Faith	Year 1 (Christianity): Main festivals/celebrations: Easter (inc. Lent and Mothering Sunday) Main themes: Identity-daily life of a Christian Core Beliefs, Ideas and Symbols of Christianity	Year 1 (Christianity): Main themes: Social Action – putting beliefs into action Ask big questions and make connections
	Year 2 (Hindu Dharma): Main festivals/celebrations: Navarati (harvest) and Diwali Main themes: Core Beliefs, Ideas and Symbols of Hindu Dharma	Year 2 (Hindu Dharma): Main festivals/celebrations: Holi Main themes: Expressions of Faith Identity-daily life of a Hindu	Year 2 (Hindu Dharma): Main festivals/celebrations: Rath Yatra, Rasksha Bandhan and Jammashtami Main themes: Social Action – putting beliefs into action Ask big questions and make connections