WGPS Termly Planner – Cycle B

Years 1 and 2

Subject Area	Autumn Far Away & Long Ago Dragons and Castles	Spring Ingenious Engineering Under the Sea	<u>Summer</u> Wild Wisborough Minibeasts
Trips & Visits	Arundel Castle / Lyminster Church	Aquarium	St Peter ad Vincula Church Zoolab: insects
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 division Fractions Geometry – position and direction Place value within 100 Measurement – money; time Year 2: Fractions Geometry – position and direction Shape Measurement – mass and capacity

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Science	Year 1: Everyday Materials Link to materials used in the past Year 2: Use of Everyday Materials Link to materials used in the past	Year 1: Seasonal Changes/ Plants Link to class trees Year 2: Animals, Including Humans Link to school pets	Year 1: Animals, including Humans Link to school pets Year 2: Living Things and Their Habitats/ Plants Link to class trees

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Art & Design	To use drawing and 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. Learn about the work of a range of artists, (Niki de Saint Phalle, Michelle Reader) describing their similarities and differences. Year 1 - Copy and create patterns - Carving clay, using tools and rolling pin Year 2 - 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, (Alfred Wallis/ Turner) craft makers and designers, making links in their own work. Year 1 - Mixing secondary colours - Add sand, glue, sawdust for texture. - Use different brush sizes and types. - Add black to darken and white to lighten colours Year 2 - Using a colour wheel - 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, (Matisse) craft makers and designers, making links in their own work. Year 1 -Start to talk about patterns when creating collagesCollect natural materials for collage -Press and stamp to printMake string blocks to print. Year 2 -Confidently tears and cuts different materialsStart creating symmetrical patternsBegin to print using rollers and blocks

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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 it to writing non-digital Programming B Programming animations: Designing and programming the movement of a character on screen to tell stories. Year 2 Programming B Programming quizzes Designing 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	Mechanisms: (Moving dragons?) • Generating, modelling and communicating ideas. • Planning making, selecting tools and using finishing techniques. • Exploring books and products;	Textiles (Waterproof item) Design a functional, appealing product for a chosen user and purpose. Generate, develop, and communicate ideas. Use a range of textiles, tools and	Cooking and Nutrition Designing appealing products for a user; investigating fruit and vegetables and generating ideas; communicating through talk and drawings. • Selecting a range of fruits and

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	evaluating own product against original criteria. • Exploring sliders and levers; understanding types of movement; technical vocabulary.	 equipment to perform practical tasks. Explore and evaluate existing textile products and their own ideas and products. Understand how 3-D textile products are made, using joining, templates and finishing to create two identical shapes. 	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.
Geography	Locational Knowledge Year 1: Name, locate and identify characteristics of the four countries and capital cities of the UK and its surrounding seas Year 2: Name and locate the world's seven continents and five oceans Place Knowledge Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country	Human and Physical Geography Year 1: Identify seasonal and daily weather patterns in the United Kingdom Year 2: Identify hot and cold areas of the world in relation to the Equator and the North and South Poles Geographical Skills and Fieldwork Year 1: Use world maps, atlases and globes to identify the United Kingdom and its countries Year 2: Use world maps, atlases and globes to identify the countries, continents and oceans studied at this key stage	Geographical Skills and Fieldwork Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment Year 1: Use locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map Devise a simple 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
History	Significant historical events, people and places in their own locality: Arundel	n/a	Significant historical events, people and places in their own locality: St Peter ad

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	Castle; St Mary Magdalene's Church, Lyminster. Year 1 - Changes within living memory: Grandparents' Day.		Vincula Church, Wisborough Green
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: 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 Year 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	Year 1:	Year 1:	Year 1:
(See PE Hub Scheme of Work)	Autumn 1 Attack, defend, shoot Dance Autumn 2 Run, jump, throw Gymnastics	Spring 1 Send and Return Dance Spring 2 OAA Gymnastics	Summer 1 Attack, defend, shoot Hit, catch, run Summer 2 Run, jump, throw Hit, catch, run
	Year 2:	Year 2:	Year 2:

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	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, soot	Run, jump, throw
	Dance	Dance	Send and return
PSHCE	<u>Families and friendships</u>	Belonging to a community	Physical health and Emotional/Mental
TOTICE	<u>Year 1</u> – Roles of different people;	Year 1 - What rules are; caring for others'	wellbeing
	families; feeling cared for	needs; looking after the environment	Year 1 - Keeping healthy; food and
	<u>Year 2</u> – Making friends; feeling lonely	Year 2 - Belonging to a group; roles and	exercise, hygiene routines; sun safety
	and getting help	responsibilities; being the same and	<u>Year 2</u> - Why sleep is important;
		different in the community	medicines and keeping healthy; keeping
	<u>Safe Relationships</u>		teeth healthy; managing feelings and
	<u>Year 1</u> – Recognising privacy; staying	Media lieracy and digital resilience	asking
	safe; seeking permission	Year 1 - Using the internet and digital	
	<u>Year 2</u> - Managing secrets; resisting	devices; communicating online	Growing and changing
	pressure and getting help; recognising	Year 2 - The internet in everyday life;	Year 1 - Recognising what makes them
	hurtful behaviour	online content and information	unique and special; feelings; managing
			when things go wrong
	Respecting ourselves and others	Money and work	<u>Year 2</u> - Growing older; naming body
	<u>Year 1</u> - How behaviour affects others;	Year 1 - Strengths and interests; jobs in	parts; moving class or year
	being polite and respectful	the community	
	Year 2 - Recognising things in common	Year 2 - What money is; needs and	
	and differences; playing and working	wants; looking after money	
	cooperatively; sharing opinions		
RE	Year 1 (Christianity): Main festivals/celebrations:	Year 1 (Christianity): Main festivals/celebrations:	Year 1 (Christianity): Main themes:
	Harvest, Christmas (Christingle)	Easter (inc. Lent and Mothering Sunday)	Social Action – putting beliefs into action
	Main themes:	Main themes:	Ask big questions and make connections

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	Core Beliefs, Ideas and Symbols of Christianity Expressions of Faith Year 2 (Hindu Dharma): Main festivals/celebrations: Navarati (harvest) and Diwali Main themes: Core Beliefs, Ideas and Symbols of Hindu Dharma	Identity-daily life of a Christian Core Beliefs, Ideas and Symbols of Christianity 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