



Stepney Primary School Long-term Plan (Years 1/2) (Year One of Two-Year Cycle)

<u>Percy the Park Keeper</u> <u>Science & Geography Focus</u>		<u>Amazing Africa</u> <u>Geography Focus</u>		<u>The Time Machine</u> <u>History Focus</u> 2017 link to city of culture	
Autumn		Spring		Summer	
English	Maths	English	Maths	English	Maths
Autumn 1 - Nick Butterworth's Nature Stories - Percy the Park Keeper Autumn 2 - Information texts	All areas of Maths covered according to the Age Related Expectations for Year 1 & 2	Fictional stories on Africa (Madagascar) Culture African stories Stories from other cultures Information text	All areas of Maths covered according to the Age Related Expectations for Year 1 & 2	Adventure Stories Recounts	All areas of Maths covered according to the Age Related Expectations for Year 1 & 2
Science	History	Science	History	Science	History
Yr 2 – emphasis on plants Biology ☑ Differentiate living, dead and non-living Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees. Basic structure of flowering plants including trees ☑ Growing plants (water, light, warmth) Compare and contrast plants Describe grouping methods to show different plants and parts	NA	Yr 2 Science – emphasis on animals Biology ☑ Differentiate living, dead and non-living ☑ Basic needs of animals & offspring ☑ Simple food chains & habitats	NA	Chemistry Yr 1 ☑ Distinguish between objects & materials ☑ Identify & name common materials ☑ Describe simple properties of some materials ☑ Compare & classify materials	Key Concepts ☑ Changes in living memory (linked to aspects of national life where appropriate) Key Individuals ☑ Lives of significant historical figures, including comparison of those from different periods ☑ Significant local people Key Events ☑ e.g. Bonfire night ☑ Events of local importance
Geography	Computing	Geography	Computing	Geography	Computing
Year 1 Name & locate the four countries and capital cities of the United Kingdom using atlases & globes ☑ identify seasonal / daily weather patterns in the UK	Understand use of algorithms • Write & test simple programs • Use logical reasoning to make predictions • Organise, store, retrieve &	Year 2 Name & locate world's continents and oceans ☑ Compare local area to a non-European country ☑ Use basic vocabulary to describe a less familiar area	Understand use of algorithms • Write & test simple programs • Use logical reasoning to make predictions • Organise, store, retrieve &	NA	E-safety Understand use of algorithms • Write & test simple programs • Use logical reasoning to make predictions • Organise, store, retrieve &

<ul style="list-style-type: none"> ☒ Use basic geographical vocabulary to refer to local & familiar features ☒ Use four compass directions & simple vocabulary 	manipulate data <ul style="list-style-type: none"> • Communicate online safely and respectfully • Recognise uses of IT outside of school Develop basic skills in word processing and manipulation of text and pictures	<ul style="list-style-type: none"> ☒ Use aerial images and other models to create simple plans and maps, using symbols ☒ Use simple fieldwork and observational skills to study the immediate environment 	manipulate data <ul style="list-style-type: none"> • Communicate online safely and respectfully • Recognise uses of IT outside of school 		manipulate data <ul style="list-style-type: none"> • Communicate online safely and respectfully • Recognise uses of IT outside of school
<i>Art & Design</i>	<i>D.T.</i>	<i>Art & Design</i>	<i>D.T.</i>	<i>Art & Design</i>	<i>D.T.</i>
Use a range of materials <ul style="list-style-type: none"> • Use drawing, painting and sculpture • Develop techniques of colour, pattern, texture, line, shape, form and space • Learn about range of artists, craftsmen and designers 	• NA	Use a range of materials <ul style="list-style-type: none"> • Use drawing, painting and sculpture • Develop techniques of colour, pattern, texture, line, shape, form and space • Learn about range of artists, craftsmen and designers 	NA	NA	<ul style="list-style-type: none"> • Design purposeful, functional & appealing products • Generate, model & communicate ideas • Use range of tools & materials to complete practical tasks • Evaluate existing products & own ideas • Build and improve structure & mechanisms Understand where food comes from
<i>R.E.</i>	<i>P.E.</i>	<i>R.E.</i>	<i>P.E.</i>	<i>R.E.</i>	<i>P.E.</i>
Unit 2.1: Belonging What does belonging mean?	<ul style="list-style-type: none"> • Participate in team games 	Unit 2.3: Living What are the Big Questions?	<ul style="list-style-type: none"> • Perform dances using simple movement 	Unit 2.2: Believing How do I know right from wrong?	Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination
<i>Music</i>		<i>Music</i>		<i>Music</i>	
<ul style="list-style-type: none"> • Sing songs • Play tuned & untuned instruments musically • Listen & understand live and recorded music • Make and combine sounds musically 		<ul style="list-style-type: none"> • Sing songs • Play tuned & untuned instruments musically • Listen & understand live and recorded music • Make and combine sounds musically 		<ul style="list-style-type: none"> • Sing songs • Play tuned & untuned instruments musically • Listen & understand live and recorded music • Make and combine sounds musically 	
<i>PHSCE</i>	<i>Visits & visitors</i>	<i>PHSCE</i>	<i>Visits & visitors</i>	<i>PHSCE</i>	<i>Visits & visitors</i>

<p>SEAL: Keeping Healthy New Beginnings</p>	<p>Visit to Pearson Park to look at plant life in the local area (for Science and links with art) Visit to the local church - Christmas Carol Service</p>	<p>Sex & Relationships - Christopher Winter</p> <p>SEAL: Relationships</p>		<p>Christopher Winter - Alcohol & Drugs</p> <p>SEAL: Going for goals!</p>	<p>Visit to Pizza Express - make own pizza each Street life museum</p>
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Stepney Primary School Long-term Plan (1/2) (Year Two of Two-Year Cycle)

<u>All about Me & Where we live</u> History Focus		<u>Fairy Tale Land</u> Geography Focus		<u>Amazing Discoveries</u> History Focus	
<u>Autumn</u>		<u>Spring</u>		<u>Summer</u>	
<i>English</i>	<i>Maths</i>	<i>English</i>	<i>Maths</i>	<i>English</i>	<i>Maths</i>
Non chronological reports	All areas of Maths covered according to the Age Related Expectations for Year 1 & 2	Instructions	All areas of Maths covered according to the Age Related Expectations for Year 1 & 2	Recount Narrative	All areas of Maths covered according to the Age Related Expectations for Year 1 & 2
<i>Science</i>	<i>History</i>	<i>Science</i>	<i>History</i>	<i>Science</i>	<i>History</i>
Yr 1 Biology ☑ Identify & name basic body parts	Key Concepts ☑ Changes in living memory (linked to aspects of national life where appropriate) Key Individuals ☑ Lives of significant historical figures, including comparison of those from different periods ☑ Significant local people Key Events ☑ e.g. Bonfire night ☑ Events of local importance	Yr 2 Chemistry ☑ Identify and compare uses of different materials ☑ Compare how things move on different surface	NA	Physics Yr1 ☑ Observe weather associated with changes of season Yr 2 Science – emphasis on animals Biology ☑ Differentiate living, dead and non-living ☑ Basic needs of animals & offspring ☑ Simple food chains & habitats	Key Concepts ☑ Changes in living memory (linked to aspects of national life where appropriate) Key Individuals ☑ Lives of significant historical figures, including comparison of those from different periods ☑ Significant local people
<i>Geography</i>	<i>Computing</i>	<i>Geography</i>	<i>Computing</i>	<i>Geography</i>	<i>Computing</i>
Use aerial images and other models to create simple plans and maps, using symbols • Use simple fieldwork and observational skills to	Understand use of algorithms • Write & test simple programs • Use logical reasoning to make predictions	Year 1/2 Name & locate the four countries and capital cities of the United Kingdom using atlases & globes ☑ identify seasonal / daily weather patterns in the UK and	Understand use of algorithms • Write & test simple programs • Use logical reasoning to make predictions	NA	Understand use of algorithms • Write & test simple programs • Use logical reasoning to make predictions

study the immediate environment	<ul style="list-style-type: none"> Organise, store, retrieve & manipulate data Communicate online safely and respectfully Recognise uses of IT outside of school 	<p>the location of hot and cold areas of the world</p> <ul style="list-style-type: none"> Use aerial images and other models to create simple plans and maps, using symbols 	<ul style="list-style-type: none"> Organise, store, retrieve & manipulate data Communicate online safely and respectfully Recognise uses of IT outside of school 		<ul style="list-style-type: none"> Organise, store, retrieve & manipulate data Communicate online safely and respectfully Recognise uses of IT outside of school
<i>Art & Design</i>	<i>D.T.</i>	<i>Art & Design</i>	<i>D.T.</i>	<i>Art & Design</i>	<i>D.T.</i>
<p>Portraits Andy Warhol</p> <p>Use a range of materials</p> <ul style="list-style-type: none"> Use drawing, painting and sculpture Develop techniques of colour, pattern, texture, line, shape, form and space Learn about range of artists, craftsmen and designers 	<ul style="list-style-type: none"> NA 	NA	<p>Design purposeful, functional & appealing products</p> <ul style="list-style-type: none"> Generate, model & communicate ideas Use range of tools & materials to complete practical tasks Evaluate existing products & own ideas Build and improve structure & mechanisms 	NA	<ul style="list-style-type: none"> Design purposeful, functional & appealing products Generate, model & communicate ideas Use range of tools & materials to complete practical tasks Evaluate existing products & own ideas Build and improve structure & mechanisms
<i>R.E.</i>	<i>P.E.</i>	<i>R.E.</i>	<i>P.E.</i>	<i>R.E.</i>	<i>P.E.</i>
<p>Unit 1.1: Looking at Me, Looking at You</p> <p>What makes us special?</p>	<p>Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination</p>	<p>Unit 1.2: New beginnings</p> <p>How can we keep the world special?</p>	<ul style="list-style-type: none"> Participate in team games, throwing, catching, balance, agility and co-ordination 	<p>Unit 1.3: Stepping Out</p> <p>What happens in a place of worship?</p>	<ul style="list-style-type: none"> Perform dances using simple movement Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination
<i>Music</i>		<i>Music</i>		<i>Music</i>	
<ul style="list-style-type: none"> Sing songs Play tuned & untuned instruments musically Listen & understand live and recorded music Make and combine sounds musically 		<ul style="list-style-type: none"> Sing songs Play tuned & untuned instruments musically Listen & understand live and recorded music Make and combine sounds musically 		<ul style="list-style-type: none"> Sing songs Play tuned & untuned instruments musically Listen & understand live and recorded music Make and combine sounds musically 	
<i>PHSCE</i>	<i>Visits & visitors</i>	<i>PHSCE</i>	<i>Visits & visitors</i>	<i>PHSCE</i>	<i>Visits & visitors</i>
<p>Keeping Healthy</p> <p>SEAL:</p>		<p>Christopher Winter - Alcohol & Drugs</p>		<p>Sex & Relationships - Christopher Winter sex education</p>	

Getting on and Falling out		SEAL: Good to be me		SEAL: Changes	
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