Oystercatchers Year 1/2 Curriculum St Peter's C. of E. Primary School

"I have come in order that you might have life – life in all its fullness" John 10:10.

2021/2022		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Values		*Responsibility*	*Joy*	*Love*	*Forgiveness*	*Truth*	*Courage*
Theme		**Pigs, possums and pandas**	**Fire, Fire!**	**The Family Album**	**Robots**	**Green Fingers and Growth**	**The Great Outdoors**
Author of Term		'The Perfect Pet' 'The Perfect Present' by Fiona Roberton The 'Mog' series of stories by Judith Kerr Animal topic books: non-fiction	'Zog and the flying doctors' by Julia Donaldson Dragon stories History topic books	Fairy tales/traditional tales To include: 'The Frog Prince', 'Finn MacCool'	Fiction [stories and poems] based around machines/robots, including 'The Robot and the bluebird' 'Robots, Robots Everywhere' by Sue Fliess, Pie Corbett's Robot story	Plant/growing linked fiction – tbc Instructional texts Traditional rhymes Beatrix Potter stories	'Marshmallows' short animation
Predictable Interest		Harvest Festival What is an Oystercatcher?	Bonfire night Christmas Remembrance day Children in Need Year 1 – Right Start Pedestrian Training	Valentine's Day New Year	Easter Mother's Day	Sports day Mental Health day Y1- Borwick Hall Outdoor [t.b.c] Education day	Father's Day Summer fair Friends' Fun Day Olympics The Vikings are coming! DT day
Topic	**Subjects and Coverage**	**Science:** • Common animals and their characteristics • Observe animals [pets] • What makes an animal? • Mammal, bird, fish, amphibian or reptile? – Grouping animals • Herbivore or carnivore? • Camouflage • Y2- food chains • Y2 – alive, dead or have never lived **Geography:** • Hot and cold places in the World • What sorts of animals live in hot/cold places? • Identify key human and physical features of hot/cold places • Name countries that the equator passes through • Year 2 :Introduce and locate/label the continents/oceans • Use range of maps/globes • Recognise differences between their own and others' lives **Art and Design:** • Experiment with a range of drawing media	**History:** • Events beyond living memory- The Great Fire of London • What was life like in London in 1666? • Sequence the key events • Understand the main causes and what happened afterwards • How did they try to put out the fire? • How do we know about the fire? • Samuel Pepys **Design and Technology: Mechanisms – simple card levers** • Create a picture with a moving part through an iterative process: • Explore sliders, levers and pivots in 2D images • Plan/design Xmas 'moving part' pictures • Select and use tools and materials **Art:** • Use wax resist/water colour paints to create images of the Great Fire of London • Christmas cards/calendars etc.	**History:** • Changes within living memory • Personal time lines – historical events in their life time • Family [generational] trees • Birthday celebrations – now and then • How did their grandparents/great-grandparents celebrate their birthdays? • Historical artefacts- Toys **Art:** • What is a portrait? • Looking at examples of portraiture • Portraits of the friends – how to use the oil pastels effectively to create the required colours • Grandparents' portraits **Geography:** • Countries of the U.K. • Capital cities of the U.K. • What do they know about London? • The compass points	**Science:** • What is a human? Are all humans the same? • Year 2: Name the parts of the human body and describe the importance of exercise, a balanced diet and hygiene for humans • Compare and describe differences and similarities • The five senses • Senses investigations • Healthy teeth **DT/Art:** • Creating and constructing: making robots and machines with specific purposes using a range of construction kits • Investigate, plan, design and build a robot model or a machine with moving parts- consider structures and mechanisms, materials and joining techniques • Year 2: Create a chassis, axle and wheels and incorporate into their robot model. • Evaluate: Did they met their design criteria? **Art and Design:** • Look at examples of Larry Wong's 'Mechanoids'/robot and machinery linked sculptures and 3D art work	**Science:** • What makes a plant a plant? • Name the main parts of a plant. Understand their purposes • Year 2: Describe the basic needs of plants for survival and the impact of changing these • Year 2: Identify whether things are alive, dead or have never lived • Plant based investigations • Plant hunt/wild flower hunt in the woods/on Heysham Head • Sort/group/classify plants • Identify and name common plants in the local area • Trees – evergreen or deciduous? Linked to the seasons • Seed investigations • Planting and growing activities • Explore/Observe/First hand experiences **Design and Technology:** • Evaluate existing fruit salad products • Plan and design a new type of fruit salad • Prepare – measuring, chopping, slicing- work safely and hygienically	**Science:** • Materials investigations • Grouping/sorting/classifying materials • Materials and their properties • Year 2: Compare the suitability of different materials for different uses • Natural or manmade? • Practical investigations • Waterproofing experiments • Design challenges **Geography:** • Investigating our school building and school grounds • Where are we located? • How can we improve our area? • A plan of the classroom • Human/physical geographical features in our vicinity • Local walks around the village to different locations • Local surveys • Use simple maps and plans • Create simple map with a key/symbols **Design and Technology:** • Plan, design and make structures [focus t.b.c] • Evaluate • Year 2:Textile project - design and make a hand

	– different mark making techniques • Sketch pets from observation • Clay modelling techniques – learn how to form shapes • Create a clay pig			**Music:** • Looking at pitch, duration and tempo of sounds: low or high, fast or slow, loud or quiet? • 'Machinery' linked pieces of music/songs	• Taste and evaluate • Year 2 children: Design, plan, make and evaluate their own fruity ice cream product! **Art and Design:** • Draw from close observation leaves/plants • Watercolour painting – flowers • Colour mixing skills • Create a printing block • Create a repeating pattern experimenting with overprinting and colour **History:** • Beatrix Potter	puppet linked to Literacy theme **Art and Design:** • Landscapes – local scenes • David Hockney's 'The Big Picture' **History**: • What was Heysham like in the past?
Outcomes	Create a camouflage T-shirt and test it out in the school grounds.	Christmas cards with moving parts Historical reports about the Great Fire	A class gallery of grandparents' portraits A class book of newly created fairy tales		Fruit salads	
Enrichment	Pet visitors!	Pantomime trip to The Dukes Professor Tuesday – bringing the Great Fire of London to life through drama/role play and artefacts Christmas shows, parties, etc Our KS1 Nativity performance!	Museum loan box – toys from the past Story time [Hansel and Gretel] around an old cooking range! Lots of opportunities for story time in exciting locations! Grandparents portraits afternoon Heysham Library visit	DT day – robot building	Planting/gardening tasks Woodland walk/visit to Heysham Head – make wild garlic bread/nettle soup! Science investigations in the Glebe gardens Visit to St. Peter's Church – Rev. Osborn Possible extra DT linked visit to ice cream parlour for Y2 children! Year 1: Borwick Hall Outdoor Education day	Lots of local walks! Painting 'en plein air'! Beach visit Fun in the sun!
PE	Games skills assessments 'Lost and Found' Gymnastics: travelling, rolling, jumping, making shapes	Games – rolling a ball Gymnastics: travelling, rolling, jumping, creating sequences	Games: underarm throwing Dance linked to traditional tales Gymnastics: linking skills [continued]	Games: overarm throws Dance: Toy Story Gymnastics	Games: kicking Athletics: Honey pot Progression 1-3	Athletics: Honey pot 4-6 Sports day practice
RE	1.2 God and Creation [5 hours] 1.8 Joseph- People of God. [4 hours] Why was Joseph a Bible superhero?	2.2 Why was the birth of Jesus such good news? [4 hours]	UC 1.1 What do Christians believe God is like? [6 hours]	1.5 Easter: Celebrating new life and new beginnings. [5 hours] Why does Easter matter to Christians? Exploring the events of Holy week	2.5 Why is the church a special place for Christians? [6 hours] Where do other faiths worship? Find out about Jewish places of worship.[4 hours]	1.9 My World, Jesus' World [5 hours]
Music	**Unit 1** **Hey You!** Old-School Hip Hop style for children to learn about the differences between pulse, rhythm and pitch and to learn how to rap and enjoy it in its original form.	**Unit 2** **Rhythm In The Way We Walk and Banana Rap** Action songs that link to the foundations of music	**Unit 3** **In the Groove** Six different styles of music used here - Blues, Latin, Folk, Funk, Baroque, Bhangra that link to history, geography, countries and cultures.	**Unit 4** **Round and Round** Latin American style of music - Countries from around the world. Film music. Historical context of musical styles.	**Unit 5** **Your Imagination** All the work for this unit is based on the song Your Imagination by Joanna Mangona and Pete Readman.	**Unit 6** **Reflect, Rewind and Replay** The history of music in context. Listen to some Western Classical music and place the music from the units covered throughout the year in their correct time and space.

			Ourselves. Historical context of musical styles.			Consolidate the foundations of the language of music.
PHSE	Jigsaw Unit 1 Being Me	Jigsaw Unit 2 Celebrating Difference	Jigsaw Unit 3 Dreams and Goals	Jigsaw Unit 4 Healthy Me	Jigsaw Unit 5 Relationships	Jigsaw Unit 6 Changing Me
Computing	Computing systems and networks: Improving mouse skills	Programming 1: Algorithms unplugged	Skills Showcase: Rocket to the moon Programming 2 : Bee-bots		Creating media: Digital Imagery	Data Handling: Introduction to data
Maths	See Maths Planning					
	YEAR 1 • Number: Place Value • Number: Addition and Subtraction YEAR 2 • Number: Place Value • Number: Addition and Subtraction	YEAR 1 • Number: Addition and subtraction • Geometry: Shape • Number: Place Value YEAR 2 • Measurement: Money • Number: Multiplication and Division	YEAR 1 • Number: Addition and Subtraction • Number: Place Value [within 50] YEAR 2 • Number: Multiplication and Division • Statistics	YEAR 1 • Measurement: Length and Height • Measurement: Weight and Volume YEAR 2 • Geometry: Properties of Shapes • Number: Fractions	YEAR 1 • Number: Multiplication and Division • Number: Fractions • Geometry: Position and Direction YEAR 2 • Measurement: Length and Height • Geometry: Position and Direction • Consolidation and Problem Solving	YEAR 1 • Number: Place Value [within 100] • Measurement: Money • Measurement: Time YEAR 2 • Measurement: Time • Measurement: Mass, Capacity and Temperature
English	See English Planning					
	• Stories by the same author • Non-chronological reports – animal facts	• Repetitive patterned stories • Poems on a theme • Non-fiction texts	• Traditional stories/fairy tales • Recounts	• Stories with a fantasy setting • Poems - Robots	• Instructions • Traditional rhymes • Non-fiction booklets	• Story writing linked to 'Marshmallows' animation • Recounts