



Long Term Overview

Foundation subjects plus Maths/Science/Computing/R.E.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Art	KS1 Paint and mixed media Colour Splash Colour mixing/tools/surfaces Exploring colour mixing through paint play, children use a range of tools and work on different surfaces. EYFS Painting and mixed media: Paint my world Exploring paint and painting techniques through nature, music and collaborative work. Developing creativity through child-led exploration of mixed-		KS1 Drawing: Make your mark Exploring mark making and line; working and experimenting with different materials through observational and collaborative pieces. EYFS Drawing: Marvellous marks	KS1 Craft and design: Woven wonders Learning fibre art skills such as plaiting, threading, knotting and weaving to create three-dimensional woven artworks inspired by artist Cecilia Vicuña. EYFS Craft and design: Let's get	KS1 Sculpture and 3D: Pa Creating simple three using familiar materia manipulating paper a materials to make the EYFS Sculpture and 3D: Cr Exploring the sculptu and natural objects; of	dimensional shapes and structures als, children develop skills in nd card. They fold, roll and scruncheir own sculptures.
	media, making collag		Exploring mark making through different drawing materials. Beginning to draw from observation using faces and self-portraits as a stimulus.	crafty Developing cutting, threading, joining and folding skills through fun, creative craft projects.	scurptures.	
	Seasonal crafts across the year A craft for each season, including Easter and Christm Enrichments Whole school art project. Local artist workshop/visit					





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Design Technology	Cooking and nutrition: Fruit and vegetables Learn to distinguish between fruit and vegetables and where they grow. Design a fruit and vegetable smoothie and accompanying packaging. EYFS Cooking and nutrition: Soup In this unit, children explore the differences between fruits and vegetables using their senses (taste, texture, smell etc.). They listen to the story 'The best pumpkin soup' and discuss the key ingredients the characters used before developing a class-based vegetable soup recipe.		Mechanisms Making a moving story book Slider mechanisms Experiment with sliders before planning and making three pages of a moving story book, based on a familiar story, drawing the page backgrounds, creating the moving parts and assembling it. EYFS Seasonal projects A series of seasonal projects to choose from to deliver across the year – covering Autumn, Christmas, Easter, Spring and Summer.		KS1 Textiles Puppets and Pouches Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating EYFS Textiles: Bookmarks Pupils develop and practise threading and weaving techniques using various materials and objects. They look at the history of the bookmark from Victorian times versus modern-day styles. The pupils apply their knowledge and skills to design and sew their own bookmarks.	KS1 Structures: Baby Bear's chair Explore stability and methods to strengthen structures, to understand Baby Bear's chair weaknesses and develop an improved solution for him to use. EYFS Structures: Junk modelling In this unit, pupils explore and learn about various types of permanent and temporary join. They are encouraged to tinker using a combination of materials and joining techniques in the junk modelling area.
	Enrichment- Provide a Smoothie/soup Café for the o Create Christmas gift for a relative		older pupils in school.			
Geography	Y1/2 (A): What is it like here? In line with the KS1 Geography curriculum, in this unit, children are locating where they live on an aerial photograph, recognising features within a local context. Creating maps using classroom objects before drawing simple maps of the school grounds.		KS1 Y1/2 (A): What is the weat at the countries and cities t keeping a daily weather red about hot and cold places i	cord and finding out more	KS1 Y1/2 (A): What can you see Naming and locating contin while revisiting countries as surrounding seas. Children features of the Jurassic Coa interacted with this, includi	ents and oceans of the world nd cities of the UK and learn about the physical st and how humans have





	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	EYFS Exploring maps Exploring maps through discussion, story-telling, games and creative activity. Continuous Provision: Weather and Seasonal changes Enrichment- Visit to local area/Use of Forest School si Combine with the IT enrichment day and the IT enrichment day and seasonal chronology and finding out about the past within living memory. By examining photographs and asking questions, children investigate chronology. Beginning to look at a simple timeline extending back to before they were born.		EYFS Outdoor adventure Using the senses to explor	explore and describe the natural while outside; understanding the		
			site/Plan a school trip nd record a weather forecast	_	ents and Oceans/Compas	s directions
History	How am I making his personal chronology past within living me photographs and as investigate chronologismple timeline external parts of the photographs and as investigate chronologismple timeline external parts of the personal parts of the pe	y and finding out about the emory. By examining king questions, children ogy. Beginning to look at a ending back to before they	_	vsical timeline, children the past and begin to pose teddy bears have changed dy bear before considering	memory and reinforcin understanding by looki history of flight on a tir	ledge of events beyond living og their chronological ng at significant events in the meline. Learning about the outed to the history of flight.





	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
	Enrichment: Invite parents and grandparents into class to discuss toys and games from their youth. Teach the class a new game to play at break times. Visits planned to local areas of interest such as Coughton Court, surrounding areas of historical interest relating to Shakespeare and Warwick Castle.							
	<u>KS1</u>	<u>KS1</u>	<u>KS1</u>	KS1	KS1	<u>KS1</u>		
Computing	Online safety:	Computing Systems/	Computing	Programming/	Programming 2: ScratchJr	Creating media: Digital		
companing	Learning about online	Programming/	System/Creating	Online Safety	Exploring what 'blocks'	<u>imagery</u>		
	safety, including using	Creating Media/Data	Media/Data		do, using the app	Using creativity and		
	useful tips to stay safe	Handling/Online Safety	Handling/Online Safety	Programming Bee-Bots	'ScratchJr,' by carrying out	imagination to plan a		
	when online; how to	Rocket to the Moon		Introducing programming	an informative cycle of	miniature adventure story		
	manage feelings and	Developing keyboard	Introduction to Data	through the use of a Bee-	predict > test > review.	and capture it using		
	emotions when	and mouse skills	Learning what data is and	Bot and exploring its	Programming a familiar	developing photography		
	someone or something	through designing,	the different ways it can	functions.	story and an animation of	skills. Learn to enhance		
	has upset us online;	building and testing.	be represented. Learning	Computing	an animal, children make	photos using a range of		
	learning about the	Creating a digital list of	why data is useful and the	Systems/Creating	their own musical	editing tools as well as		
	responsibility we have	materials, using	ways it can be gathered	Media/Online Safety	instrument by creating	searching for and adding		
	as online users;	drawing software and	and recorded.	Improving Mouse Skills	buttons and recording	other images to a project,		
	exploring the idea of a	recording data.		Learning how to login and	sounds as well as	resulting in a high-quality		
	'digital footprint'.			navigate around a	following an algorithm to	photo collage showcase.		
		<u>EYFS</u>		computer; developing	record a joke.			
	EYFS	Computing systems	<u>EYFS</u>	mouse skills; learning how				
	Online Safety	and networks 1: Using	Data handling:	to drag, drop, click and	<u>EYFS</u>	<u>EYFS</u>		
	Learning about online	a computer	Introduction to data	control a cursor to create		Programming 2:		
	safety, including using	Learning about the	Children sort and	works of art	Programming 1: All about	Programming Bee-Bots		
	useful tips to stay safe	main parts of a	categorise data and are		instructions	Children learn about		
	when online.	computer and how to	introduced to branching	5,450	The children learn to	directions, experiment wit		
		use the keyboard and	databases and pictograms	EYFS	receive and give	programming a Bee-		
		mouse. Logging in and		Computing systems and	instructions and	bot/Blue-bot and tinker		
		out		networks 2: Exploring	understand the	with hardware		
				hardware	importance of precise			
				Tinkering and exploring	instructions			
				with different computer hardware and learning to				
				•				
				operate a camera				





	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Enrichment – Computer v				across a carousel of 3 activitie	es such as: Create a weather
Music					Pitch and Tempo Superheroes Learning how to identify high and low notes and to compose a simple tune, exploring some different instruments and investigating how tempo changes help tell a story and make music more exciting.	
P.E.	Motor Competence/ Healthy Participation/ Rules, Tactics and Strategies Fundamentals	Motor Competence/ Healthy Participation/ Rules, Tactics and Strategies	Motor Competence/ Healthy Participation/ Yoga Sending and Receiving	Motor Competence/ Healthy Participation/ Rules, Tactics and Strategies Dance Ball Skills	Motor Competence/ Healthy Participation/ Rules, Tactics and Strategies Fitness Striking and Fielding	Motor Competence/ Healthy Participation/ Rules, Tactics and Strategies Net and Wall Games
	Team Building	Gymnastics Team Games		<u>Dan Skills</u>	games	<u>Athletics</u>





	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2			
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	Dancing	in county games opporti	unities/Sports Evening/Sci	nool Games/Sport After So	thool Clubs offered/Fecker	nham Wake Country			
P.S.H.E	BM (Being Me in My World) 'Who am I and how do I fit?'	CD (Celebrating Difference) Respect for similarity and difference. Anti- bullying and being unique	DG (Dreams and Goals) Aspirations, how to achieve goals and understanding the emotions that go with this	HM (Healthy Me) Being and keeping safe and healthy	RL (Relationships) Building positive, healthy relationships	CM (Changing Me) Coping positively with change			
	Citizenship – Throughout Enrichment- Visitors into	the year through our Value	s programme and events in s	chool					
R.E.	Christianity Making sense of beliefs/Making connections /Understanding impact	Non-faith linked Making sense of beliefs/Making connections /Understanding impact	Judaism Making sense of beliefs/Making connections /Understanding impact	Christianity Making sense of beliefs/Making connections /Understanding impact	Judaism Making sense of beliefs/Making connections /Understanding impact	Non-faith linked Making sense of beliefs/Making connecti /Understanding impact			
	Who do Christians say made the world?	What does it mean to be belong to a faith community?	Who is Jewish and how do they live?	What do Christians believe God is like?	Who is Jewish and how do they live?	How should we care for the world and for other and why does it matter			
	Celebration Calendar for multi-faiths. Focus on Christian calendar to explore Christmas and Easter								
	Enrichment: Visit our lo	ocal Church to explore the	e layout and artefacts						
Science	KS1 Materials: Everyday materials	KS1 (A): Animals, including humans: Life	KS1 (A): Living things and their habitats: Habitats	KS1 (A): Forces, Earth and space: Seasonal Changes	KS1 (A): Plants: Plant growth	KS1 (A): Making connections			
	Identifying and naming objects and the materials from which	cycles and health Studying the life cycles of various animals,	Considering the life processes that all living things have in common,	Reflecting on their own experiences, children learn about the four	Carrying out comparative tests, pupils identify the conditions required for	Bringing together pupils learning from multiple Science units, helping th			
	they are made. Pupils compare and group materials based on how	children learn what animals need to survive and how they change over time. Pupils collect	pupils classify objects into alive, was once alive or has never been alive.	seasons and the weather associated with each. Pupils explore how seasonal changes affect	seed germination and compare these to the survival needs of plants in	to make connections between the key conception and skills.			
	they look and feel and carry out tests to sort materials based on	data that allows them to observe changes in	Pupils explore global habitats, naming plants and animals that can be	trees, daylight hours and our choices about outfits.	later growth phases. Pupils use rulers to measure stem growth and	EYFS: Making connectio			





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	unobservable	their peers, while also	found there. They learn	They plan and carry out	record data in a table.	
	properties.	developing their ability	how a range of different	their own weather	They use their results to	
		to take measurements	living things depend on	reports, considering the	conclude that plants need	
		and record data. They	each other for food or	knowledge required for	water, light and a suitable	
		consider how scientific	shelter	this job.	temperature to grow and	
		knowledge helps			stay healthy. Children	
		people to make healthy	EYFS – Animal homes		identify the stages in a	
		choices.	To sort animals based on	EYFS - To compare my	plant's life cycle and	
		EYFS-Living and non-	where they live.	home with a zoo animal	discover how humans	
		living	Describing minibeasts	home	impact plants in the	
		To sort objects into	To find and describe		environment.	
		living and non-living.	minibeasts.			
					EYFS-On the farm	
					Animals and plants move,	
					grow and feed. To sort	
					and describe farm	
					animals.	
	Forces, Earth and Space					
	Seasonal changes- to com	plete throughout the year	as continuous provision			
	Plants: Introduction to pl	lants during spring, introdu	ce through gardening devel	opment and include the findi	ng and describing of minibea	<mark>ists.</mark>
	Enrichment: Explore the I	ocal Forest School site for d	lifferent plants/evidence of s	easonal changes		
	KS1	KS1	KS1	KS1	KS1	KS1
\	Place value (within 20)	Place value (within 100)	Addition and subtraction	Multiplication and division	Money	Time
Maths	Addition and	Shape	(within 100)	Length and height	Fractions	Mass, capacity and
I.I.	subtraction (within 20)		Multiplication and	Statistics		temperature
<u>lili.</u>			division	Consolidation		Position and direction
	EYFS	EYFS			EYFS	Consolidation
	Match, sort and	It's me 1,2,3	EYFS	EYFS	To 20 and beyond	
		Circles and Triangles	Alive in 5	Building 9 and 10	How many now?	EYFS
	compare	1			laa a a a a	
	Talk about measure and	1,2,3,4,5	Make and capacity	Explore 3-D shapes	Manipulate, compose and	Sharing and grouping
	·	1	Make and capacity Growing 6,7,8 Length, height and time	Explore 3-D shapes	Manipulate, compose and decompose	Visualise, build and ma Consolidation





Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
			ncepts in an interactive fun m	anner and understand abstra	ct concepts better through

English to plan and add

Terms split between Art and DT History and Geography

Weekly coverage - one each of above PSHE PE x 2 Science IT RE Music