

Year 1&2 Termly Overview

		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1&2 Cycle A		A Knight's Tale	Hythe our wonderful town.	Here come the aliens!	Fur, feathers and scales	A Work of Art	Roll up! Roll up!
Overarching Question?		What was life like in a castle?	What makes our town great?	What is beyond our earth?	Would we find a Penguin in Africa?	What skills do I need to be an artist?	What happens underneath the big top?
Stunning Start:		Dover Castle	Treasure hunt around Hythe	Crashed spaceship scenario (FX guru)	Visit from Owl man and bug man.	Visit Hythe's Art Galleries	Circus entertainer
Fantastic Finish:		Medieval feast	Book week – book about Hythe	Green screen film	Carnival of the animals	Our own pop-up exhibition	Our own circus production
English Genres & Focus	Poetry:	Castle poems	Seaside inspired poetry	Shape poems Moon Stars Rockets	Animal description poetry Riddles	Colour poetry What is Pink? Christina Rossetti	Alliteration poetry
	Narrative Title/ Model Text :	Kiss that missed	Town Mouse and Country Mouse	The way back home-Oliver Jeffers	Giraffes can't dance	The Magic Paintbrush- retold by Julia Donalson	Dumbo
	Plot Pattern	Journey tale	Choice	Meeting tale	Rag to Riches	Warning tale	Losing tale
	Focus:	Setting	Setting	Dialogue	Plot	Character description	Character description
	Non Fiction	Recount	Information	Instructions	Recount	Information	Instructions
	Application/ Cross Curricular	Castle visit recount	Information leaflets about Hythe	Recipe for Alien slime	Visitors recount	Factfiles about different artists	How to juggle How to be a clown

Maths	Number –Place Value Number- Addition and Subtraction	Investigations Problem solving and efficient methods. Position and direction.	Geometry- Properties of Shape Statistics Position and Direction	Number- Fractions Measurement- Length and Height Measurement- Capacity and temperature	Measurement- Money Number- Multiplication and Division	Measurement-Time Mass, capacity and temperature, Consolidation
Science	Exploring materials- compare suitability	Observe and describe how seeds grow into plants. Find out and describe how plants need water,	Exercise, hygiene and materials.	Explore and compare living things. Habitats. Identify and name animals in their habitats. Food	Use his/her observations and ideas to suggest answers to questions , noticing similarities,	

		light and temperature to stay healthy.		chains. Animals including offspring. Basic needs of animals for survival	differences and patterns.	
Computing	Research on the computer to create a factfile; use technology purposefully	Maps and Beebots	Coding – what is an algorithm? Debugging codes.	Using technology purposefully; consolidating use of Microsoft software.	E-safety Use technology safely and keep personal information private.	Coding – making and reviewing games using Scratch software
History	Knights Castles	Describe significant historical events , people and places in our own locality.	History of Flight First moon landing	Discuss the life of significant others. Darwin – evolution.	Discuss the lives of significant individuals in the past – Famous Artists	History of the Circus- Changes within living memory.

<p>Geography</p>	<p>Map work and directions</p>	<p>Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom</p> <p>Name, locate and identify characteristics of the seas surrounding the United Kingdom</p> <p>Use basic geographical vocabulary to refer to key human features, including: city, town, village, factory, farm,</p>	<p>Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key</p>	<p>Name and locate the world's seven continents and five oceans</p> <p>Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles</p>	<p>Use basic geographical vocabulary to refer to key physical features</p>	<p>Circus around the world. Country flags.</p>
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		house, office, port, harbour and shop 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 nonEuropean country				
P.E	ABC1 Basic Skills	Net games Athletics	ABC2 Basketball	Dance and Strike and field games	Gym Small sided and paired games	Net games Invasion games 2

<p>Music</p>	<p>Medieval Feast music</p>	<p>Use his/her voice expressively and creatively by singing songs and speaking chants and rhymes with growing confidence</p>	<p>Use tuned and untuned classroom percussion to compose and improvise</p> <p>Sing a song in two parts</p> <p>Experiment with, create, select and combine sounds using the interrelated dimensions of music</p>	<p>Listen with concentration and understanding to a range of high-quality live and recorded music</p> <p>Build an understanding of the pulse and internalise it when listening to a piece of music</p> <p>Understand that structure describes how different sections of music are ordered</p>	<p>Understand that texture describes the layers within the music</p> <p>Use his/her voice expressively and creatively by singing songs and speaking chants and rhymes with growing confidence Practise, rehearse and present performances to audiences with a growing awareness of the people watching</p>	<p>Perform as an ensemble using a variety of instruments and play different parts where appropriate</p> <p>Play instruments using the correct techniques with respect</p> <p>Use tuned and untuned classroom percussion to play accompaniments and tunes</p>
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				<p>Understand that timbre describes the character or quality of a sound</p> <p>Begin to describe a piece of music using a developing understanding of the interrelated musical dimensions</p>		<p>Start to understand basic musical notation</p> <p>Start to choose, organise and combine musical patterns</p>
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Art/DT	Experiment with basic tools on rigid and flexible material Develop techniques to join fabrics and apply decorations such as a running or over stitch	Use a variety of techniques including carbon printing, relief, press and fabric printing and rubbings Represent things observed, remembered or imagined using colour/tools	Represent things observed, remembered or imagined using colour/tools	He/she is able to make textured collages from a variety of media and by folding, crumpling and tearing materials	Select particular techniques to create a chosen product and develop some care and control over materials and their use Give reasons for his/her preferences when looking at art/craft or design work Know that different artistic works are made by craftspeople from different cultures and times Try out different activities and make sensible choices about what to do next	Make circus pictures with moving parts. Variety of stiffening techniques.
	Well-being project Me and growing	Me and my feelings Me and my	Me and keeping safe	Me and making a positive contribution	Me and my healthy lifestyle	Me and medicines and drugs
PSHE	and changing	relationships				
RE	CREATION Who made the world?	ISLAM Who is a Muslim and what do they believe?	GOSPEL What is the good news that Jesus brings?	SALVATION Why does Easter matter to Christians?	INCARNATION Why does Christmas matter to Christians?	ISLAM Who is a Muslim and what do they believe?

Visitors or trips	Dover Castle Lympne Castle Canterbury Church	Various visits in the Hythe locality		Zoo	Visit to Hythe Galleries Church	Circus performer
Special Focus Weeks/Days	Harvest	Book week	Alien landing day	Carnival of the animals day	Christmas Christmas production	Circus day

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Year 1 /2 Cycle B	People Who Help Us	Once upon a time...	Curiosity and Exploration	Animals	Growing	'Oh I do like to be besides the Seaside'
Overarching Question?	Do all heroes wear capas?	What shall we play with today?	Are we there yet?	Do all animals have fur?	How does your garden grow?	What treasure will we find on the beach?
Stunning Start:	Crime scene/ problem scenario. Help and rescue needed.	Bring in your favourite toy. What is it that makes it special?	Video message. Mystery trail around Hythe. Find a suitcase.	Animals in school. E.G. tortoise , chickens	Garden centre. Allotments.	Go to beach. Find treasure. Message in a bottle.
Fantastic Finish:	Hero day		Be explorers – tents on the field. Fire pit	Brockhill Farm	Cooking with things we grow	Go to the beach. Clean/ decorate pebbles/ beach art. Make it a better place.
	Poetry:	5 superheroes/ "Meet the pirates"	What's in the box" Trevor Millium	"The owl and the pussy cat"	An animal poem by numbers Pie Corbett	"A little seed" "Seaside" Shirley Hughes

English Genres & Focus	Narrative Title/ Model Text :	Hero School	Nutcracker	Snail and the Whale	Peter and the Wolf	Jack and the Beanstalk	Lucky Duck John Shipton
	Focus:	Character	Opening	Setting	Suspense	Dialogue	Ending
	Non Fiction	Information	Instructions	Recount	Information	Instructions	Recount
	Application/ Cross Curricular	Hero information	How to play a game	Recount Mystery Trip	Make a class animal information book	How to grow a seed	Our day at the beach
Maths		Number and place value within 10. Addition and subtraction within 10	Addition and subtraction within 10. Geometry: shape Place value within 20	Addition and subtraction within 20. Place value within 50. Multiples of 2,5 and 10	Place value within 50. Multiples of 2,5 and 10. Measurement: length, height, weight and volume.	Multiplication and division. Fractions. Geometry: position and direction.	Geometry: position and direction. Place value within 100. Measurement: money, time.

Science	Seasonal changes					Seasonal changes
Computing	Information Technology Around Us	Digital Photography	Robot Algorithms	Pictograms	Making Music	Introduction to Quizzes
History	Study of significant individual- Mary Seacole		Study of a significant individual- Mary Anning			Local Study- How Hythe beach has changed and how its use has changed.

Geography		Travelling Teddy explores the UK		Geographical similarities and differences- Kalahari and Hythe		Seas and Coast
P.E	FUNDamentals Basic PE skills Keeping healthy	Dance Paired Games	ABC 1 Invasion games 1	Gymnastics Strike and Field games	ABC2 Net games	Athletics Net games
Music	Charanga Unit: Hey You	Charanga Unit: Rhythm In The Way We Walk and The Banana Rap	Charanga Unit: In the Groove	Charanga Unit: Round and Round	Charanga Unit: Your Imagination	Charanga Unit: Reflect, Rewind and Replay
Art	Exploring Observational Drawing of Still Life					
DT	Mechanisms – Moving Monster	Structures – Baby Bear Chairs		Mechanisms- Creating a moving enrichment for a Zoo animal	Food: A balanced Diet	Textiles - Pouches
PSHE	Me and growing and changing.	Me and My Healthy lifestyle	Me and Keeping Safe	Me and making a positive contribution.	Me and medicines and drugs	Me and my feelings. Me and my relationships.
RE	GOD: What do Christians believe God is like?	INCARNATION: why does Christmas matter to Christians?	GOSPEL: What is the good news Jesus brings?	SALVATION: Why does Easter matter to Christians?	JUDAISM: What is precious to Jewish people?	JUDAISM: The Jewish way of life?
Visitors or trips	RNLI Trip to the beach. Visit library and museum.		Mystery trail around Hythe.	Brockhill farm. Animals from 5 vertebrate groups in school.	Garden centre. Allotments.	Go to beach. Find treasure.

Special Focus Weeks/Days	Hero day. Crime scene	Bring a toy to school. Toy workshop	Be explorers. Tents on the school field.	Animal Days	Cooking with the things we grow Garden days	Ocean guardians beach clean. Book books.
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