

Appleton Wiske Community Primary School
Year 1/2 Wider Curriculum Long Term Plan

		Autumn		Spring		Summer	
2023-2024	Themes	How can I celebrate being me? How do I keep healthy?		Which materials are useful? What was Ripon like for people in the past?		How are living things suited to their habitats? How has technology changed over time?	
	FBV SEAL	Democracy New Beginnings	The rule of law Getting on/falling out	Individual liberty Going for goals	Mutual respect Good to be me	Tolerance of faiths and beliefs Relationships	Tolerance of faiths and beliefs Changes
	Experiences	Clip 'n' Climb/Think Forensic		Ripon museums		Foxglove Covert	
	Texts	All Kinds of People / Goldilocks and the three Bears		Deep in the Woods / Billy Goats Gruff		The Boy who Grew Dragons / Superworm	
	NC Objectives						
Science	Animals including humans (Y1) Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals. Identify and name a variety of common animals that are carnivores, herbivores and omnivores. Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets). Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense. Seasonal Changes (Y1) Observe changes across the four seasons. Observe and describe weather associated with the seasons and how day length varies.		Everyday materials (Y1) Distinguish between an object and the material from which it is made. Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock. Describe the simple physical properties of a variety of everyday materials. Compare and group together a variety of everyday materials on the basis of their simple physical properties. Seasonal Changes (Y1) Observe changes across the four seasons. Observe and describe weather associated with the seasons and how day length varies.		Plants (Y1) Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees. Identify and describe the basic structure of a variety of common flowering plants, including trees. Seasonal Changes (Y1) Observe changes across the four seasons. Observe and describe weather associated with the seasons and how day length varies.		
	Animals including humans (Y2) Notice that animals, including humans, have offspring which grow into adults. Find out about and describe the basic needs of animals, including humans, for survival (water, food and air). Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene. Living things in their habitats (Y2) Identify and name a variety of animals in their habitats, including micro-habitats. Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.		Uses of everyday materials (Y2) Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses. Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.		Plants (Y2) Observe and describe how seeds and bulbs grow into mature plants. Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy. Living things in their habitats (Y2) Explore and compare the differences between things that are living, dead, and things that have never been alive. Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other. Identify and name a variety of plants in their habitats, including micro-habitats.		
	Working scientifically Asking simple questions and recognising that they can be answered in different ways. Observing closely, using simple equipment. Performing simple tests. Identifying and classifying. Using their observations and ideas to suggest answers to questions. Gathering and recording data to help in answering questions.						
History			Events beyond living memory that are significant nationally or globally – celebrations and festivals around the world Changes within living memory, used to reveal aspects of change in national life – birthdays, bonfire night, Christmas etc.		Significant historical events, people and places in our own locality – history of Ripon		
Geography	Locational Knowledge Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas.			Human and Physical Geography Use basic geographical vocabulary to refer to: key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop.		Locational Knowledge Name and locate the world's seven continents and five oceans. Human and Physical Geography Identify the location of hot and cold areas of the world in relation to the Equator and the North and South Poles.	
Geographical skills and fieldwork 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 simple compass directions (North, South, East and West) and locational and directional language [(or example, near and far; left and right), to describe the location of features and routes on a map. 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.							

	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.					
Art and Design	Self-portraits linked to new beginnings To use a range of materials creatively to design and make products. To use drawing to develop and share their ideas, experiences and imagination. To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Learn about the work of a range of artists, describing the differences and similarities between different practices and disciplines, and making links to their own work.		Sculptures linked to materials and musical instruments To use a range of materials creatively to design and make products. 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, pattern, texture, line, shape, form and space. Learn about the work of a range of craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.			
Design and Technology					Design, make and evaluate a bird box/bat box/bug hotel Design Design purposeful, functional, appealing products for themselves and other users based on design criteria. Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. Make Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing). Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. Evaluate Explore and evaluate a range of existing products. Evaluate their ideas and products against design criteria. Technical knowledge Build structures, exploring how they can be made stronger, stiffer and more stable.	
Computing	E-Safety Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	Information Technology Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	Digital Literacy Recognise common uses of information technology beyond school.	Information Technology Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	E-Safety Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	Algorithms and Programming (coding) Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.
Music	Singing focus Use their voices expressively and creatively by singing songs and speaking chants and rhymes. Listening focus Listen with concentration and understanding to a range of high-quality live and recorded music.		Instrument focus Play tuned and untuned instruments musically. Use their voices expressively and creatively by singing songs and speaking chants and rhymes. Listen with concentration and understanding to a range of high-quality live and recorded music		Composition focus Experiment with, create, select and combine sounds using the inter-related dimensions of music. Play tuned and untuned instruments musically. Use their voices expressively and creatively by singing songs and speaking chants and rhymes. Listen with concentration and understanding to a range of high-quality live and recorded music.	
PE	Invasion Games Stamina/Multi-skills Participate in team games, developing simple tactics for attacking and defending. Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.	Dance Stamina/Multi-skills Perform dances using simple movement patterns. Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.	Gymnastics Stamina/Multi-skills Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.	Invasion Games Stamina/Multi-skills Participate in team games, developing simple tactics for attacking and defending. Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.	Athletics Net and Wall Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities. Participate in team games, developing simple tactics for attacking and defending. Dance (link to May Day)	Athletics Striking and Fielding Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities. Participate in team games, developing simple tactics for attacking and defending.
PSHE & C	Meet Your Brain: Healthy lifestyles (physical wellbeing); mental health; ourselves (growing and changing); managing hurtful behaviour and bullying and sharing opinions.	Celebrate: Ourselves (growing and changing); respecting myself and others; similarities and differences; sharing opinions; communities and economic wellbeing.	Appreciate: Identifying people who love and care for me; treating myself and others with respect and sharing opinions.	Relate: Families and close relationships; sharing worries; friendships; managing hurtful behaviour and bullying; respecting myself and others; recognising similarities and differences; listening and working cooperatively; sharing opinions and communities.	Engage: How to talk about and share opinions on things that matter to me.	Relationships Education: Keeping safe; my family and me; fabulous friendships and exploring feelings.
RE	1.1 Who is a Christian and what do they believe? (Part 1) Christians	1.6 How and why do we celebrate special and sacred times? (Part 1) Christians, Muslims or Jews	1.2 Who is a Muslim and what do they believe? (Part 1) Muslims	1.7 What does it mean to belong to a faith community? Christians, Muslims, Jewish people	1.5 What makes some places sacred? Christians, Muslims and/or Jewish people	

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	FBV SEAL		Democracy New Beginnings		The rule of law Getting on/falling out		Individual liberty Mutual respect Going for goals Good to be me			
	Experiences		Thorp Perrow		Captain Cook Museum		Preston Park Museum			
	Texts		Little Red Riding Hood / In Every House on Every Street		Lost in the Toy Museum / Toy Boat		Dick Whittington/Puss in Boots/Hansel and Gretel			
	NC Objectives									
Science		Animals including humans (Y1) Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals. Identify and name a variety of common animals that are carnivores, herbivores and omnivores. Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets). Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense. Seasonal Changes (Y1) Observe changes across the four seasons. Observe and describe weather associated with the seasons and how day length varies.			Everyday materials (Y1) Distinguish between an object and the material from which it is made. Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock. Describe the simple physical properties of a variety of everyday materials. Compare and group together a variety of everyday materials on the basis of their simple physical properties. Seasonal Changes (Y1) Observe changes across the four seasons. Observe and describe weather associated with the seasons and how day length varies.			Plants (Y1) Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees. Identify and describe the basic structure of a variety of common flowering plants, including trees. Seasonal Changes (Y1) Observe changes across the four seasons. Observe and describe weather associated with the seasons and how day length varies.		
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History		Changes within living memory, used to reveal aspects of change in national life – introduction to family trees and timelines, using story book texts and family information			Significant historical events, people and places in our own locality – exploring (James Cook) Events beyond living memory that are significant nationally or globally – exploring (James Cook)			The lives of significant individuals in the past who have contributed to national and international achievements, used to compare aspects of life in different periods – Elizabeth I and Queen Victoria Mary Seacole and Florence Nightingale		
Geography		Human and Physical Geography Identify seasonal and daily weather patterns in the United Kingdom. Link to Science			Human and Physical Geography Use basic geographical vocabulary to refer to: key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather. Link to James Cook			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.		
Geographical skills and fieldwork 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 simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map 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 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.										

	Art and Design	Paintings inspired by local artists To use a range of materials creatively to design and make products. To use drawing and painting to develop and share their ideas, experiences and imagination. To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Learn about the work of a range of artists describing the differences and similarities between different practices and disciplines, and making links to their own work.					
	Design and Technology			Make a mechanical story book page/toy/weather chart Design Design purposeful, functional, appealing products for themselves and other users based on design criteria. Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. Make Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing). Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. Evaluate Explore and evaluate a range of existing products. Evaluate their ideas and products against design criteria. Technical knowledge Explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products.		Food linked to contrasting localities Cooking and Nutrition Use the basic principles of a healthy and varied diet to prepare dishes. Understand where food comes from.	
	Computing	E-Safety Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	Information Technology Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	Digital Literacy Recognise common uses of information technology beyond school.	Algorithms and Programming (coding) Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.	E-Safety Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	Algorithms and Programming (coding) Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.
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	PSHE & C	Meet Your Brain: Healthy lifestyles (physical wellbeing); mental health; ourselves (growing and changing); managing hurtful behaviour and bullying and sharing opinions.	Celebrate: Ourselves (growing and changing); respecting myself and others; similarities and differences; sharing opinions; communities and economic wellbeing.	Appreciate: Identifying people who love and care for me; treating myself and others with respect and sharing opinions.	Relate: Families and close relationships; sharing worries; friendships; managing hurtful behaviour and bullying; respecting myself and others; recognising similarities and differences; listening and working cooperatively; sharing opinions and communities.	Engage: How to talk about and share opinions on things that matter to me.	Relationships Education: Keeping safe; my family and me; fabulous friendships and exploring feelings.
	RE	1.3 Who is Jewish and what do they believe? Jewish people	1.6 How and why do we celebrate special and sacred times? (Part 2) Christians, Muslims or Jews	1.2 Who is a Muslim and what do they believe? (Part 2) Muslims	1.1 Who is a Christian and what do they believe? (Part 2) Christians	1.4 How can we learn from sacred books? Christians, Muslims, Jews	1.8 How should we care for others and the world, and why does it matter? Christians and Jewish people