

**SCAPEGOAT HILL J & I SCHOOL
LONG TERM PLANNING GRID**

		AoL	TERM 1 - Autumn	TERM 2 - Spring	TERM 3 - Summer
YEAR 1 OF CYCLE	EARLY YEARS	All areas of learning	<p><u>Do you Know/Caring and Sharing</u> Myself/Senses My school Sand and water Digital/Flip camera Safety - boundaries Repeat pattern Maths conversation - Number ordering and recognition Story focus - My Mum and Dad make me Laugh Appropriate Festivals Christmas/Divali People in the community Sharing special things Practical division Mouse/keyboard skills Story focus - Dogger/Bog Baby Reading conversation</p>	<p><u>Monsters/Lines and Curves</u> Chinese New Year Changes - heating and cooling Stories and poems Large construction Measuring Dinosaurs Story focus - Not Now Bernard/Clever Sticks Shape 2D and 3D Pattern Materials/texture BeeBot Artists - H Moore, Kandinsky Maths conversation - shape and positional language Story focus - The Very Busy Spider Reading conversation Writing conversation</p>	<p><u>Splash!</u> Water Capacity/Weight Investigation - sinking and floating Water for growth Money - fish and chip shop Maths conversation - capacity and weight Story focus - Lighthouse Keeper's Lunch Writing conversation Reading conversation Imaginative play - Under the sea Physical - PE indoors</p>
			YEAR 2 OF CYCLE	EARLY YEARS	All areas of learning

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		AoL	TERM 1 - Autumn	TERM 2 - Spring	TERM 3 - Summer
YEAR 1 OF CYCLE	YEAR 1/2	PE Art/design D&T History RE Science Geography IT Music MFLFrench PSHE	<u>Growing Together/The Environment</u> Large balls/Ball skills and games Andy Goldsworthy/Mixing Paint/Sketching Structures Timelines/toys Special books Seasonal change/Living things in their habitats Growing together/The Environment Mapping Instructions/algorithms France/greetings/counting/colours New starts	<u>Healthy Pastimes</u> Throwing and catching/Aiming games Sewing/17th Century Tapestries - Link to history Food The Stuarts Belonging Seasonal change/Animals including humans (Y2) Where foods come from Technology in the past/netbooks Food/sports Friendships	<u>Location Location</u> Bat and ball skills/Skipping and partner work Drawing/Antony Gormley Posters/Brochures Local historical figure Why do we care?/Taking care of our planet Seasonal change/Plants Physical and human features Programming/sequencing/word processing Culture/landmarks Rules
YEAR 2 OF CYCLE	YEAR 1/2	PE Art/design D&T History RE Science Geography IT Music MFLFrench PSHE	<u>Wild Thing!</u> Throwing and catching/Inventing games Portraits/Photography Textiles Why do we remember Florence Nightingale? Celebration of special occasions Animals including humans (Y1)/Plants - structure Contrasting locations Instructions/algorithms Animals New starts	<u>Another Brick in the Wall</u> Games with a partner/Aiming, hitting, kicking and dribbling Collage/Weaving Textiles Victorians New life celebrations Everyday Materials (Y1)/Use of Everyday Materials (Y2) Technology in the past/netbooks Places/clothes Working together	<u>On the Move</u> Group games/Inventing rules George Seurat – Pointillism/Wire Art/Sketching Structures Prayer/making good choices Map work - UK/World Sound recording/programming/word processing Transport Making choices

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		AoL	TERM 1 - Autumn	TERM 2 - Spring	TERM 3 - Summer
YEAR 1 OF CYCLE	YEAR 3/4	PE Art/design D&T History RE Science Geography IT Music MFL French PSHE	<u>Shelter from the Weather</u> Ball skills - passing and receiving/Creative games making Art from other cultures/Picasso - cubism Shelter building - children create homes for mini beasts and wildlife Belief expressed through Art Living things and their habitats Human and physical processes Block coding/e-safety/research From other cultures All about me/all aboard e-safety	<u>Forces to be Reckoned With</u> Net/Wall Games - Year 3 unit 3/OAA Observational work - still life/sketch books Food technology/Viking Boats Anglo-Saxons and Vikings Creation stories Forces and magnets/Electricity PowerPoint/artworks/editing Time and rhythm Games and songs/pocket money Goals and targets	<u>Hidden Identity</u> Striking and fielding/Athletics activities 3D work - sculptures/clay work/Henry Moore Project design a vegetable container Judaism/Christian beliefs regarding a good life Animals including humans/fair testing Local knowledge/UK capital cities Digital imagery/Scratch Pitch and volume Celebrations/tell me a story
YEAR 2 OF CYCLE	YEAR 3/4	PE Art/design D&T History RE Science Geography IT Music MFL French PSHE	<u>Let's Rock!</u> Games: Net/Wall games Y4/Inventing games Gym: Balance and receiving body weight Dance: Rock and Roll 50s/60s Stone age art/Christmas art work/Mono-chrome printing/Graded pencils to create tone and texture/sketch books Iron age Roundhouse Stone Age-Romans Belonging to a community/inspirational people Materials Rocks and fossils/Materials States of matter Block coding/e-safety/internet/web design Rocknroll - 50s & 60s music Portraits/our sporting lives	<u>Contrasting</u> Invasion games/OAA Torches/Designing purses Use of light in religious festivals Light and shadow/Sound Place knowledge/contrasting localities PowerPoint/artworks/editing Exploring timbre/structure Carnival of the Animals/4 friends	<u>The Rough with the Smooth</u> Striking and fielding/Athletics activities Mood colour/textured collage/natural pattern Local History project Words of wisdom to guide Plants Digital imagery/Scratch Environmental sounds Weather/growing things

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YEAR 1 OF CYCLE	YEAR 5/6	PE Art/design D&T History RE Science Geography IT Music MFLFrench PSHE	<p><u>It's all Greek to Me</u> Invasion games - Netball/Football Cliffe House - OAA - orienteering Buildings and architecture/History of art Designs of shoes/sandals/evaluation</p> <p>Ancient Greece - influences Can Christian Aid and Islamic Relief change the World?/What's it worth fighting for?</p> <p>Forces/Earth and space/(Y6 Cliffe House)</p> <p>Internet/sound and music</p> <p>Notation/composition/play/perform Enjoy your meal/music man</p>	<p><u>Here, There and Everywhere in Europe</u> Net/Wall games - Tennis</p> <p>Illustration/History of art Types of bread from around the world</p> <p>How do believers show their responsibility to others?/How should we respect religions and beliefs found in Kirklees? Evolution & inheritance/Animals+humans</p> <p>Climates/European City Digital imagery and animation/devising games Musical appreciation/study of a composer On the way to school/beach scene</p>	<p><u>Modern Britain</u> Striking and fielding - Rounders Athletics activities Textile designs Cutting, joining & finishing a soft furnishing Sketch book Culture/transport/technology since 1930 Can you express your spiritual side in a work of art?/Why do millions of people travel to sacred places? Y5 Transition Unit Y6 Guidelines for relationships/Living/Lifecycle plants/evolution</p> <p>Excel/Publisher</p> <p>History of music/The sixties - The Beatles 4 seasons/planets</p>
YEAR 2 OF CYCLE	YEAR 5/6	PE Art/design D&T History RE Science Geography IT Music MFLFrench PSHE	<p><u>Flowing Back in Time</u> Invasion games - Rugby/Hockey Cliffe House - OAA - teamwork Figure Drawing Bridge structures/Egyptian flat bread What can we find out about Egypt from what has survived? What does it mean to be part of a religious community Sikhism? Charities</p> <p>Materials/(Y6 Cliffe House)</p> <p>River investigations Internet/sound and music Composition/alternative notation Our school/our world</p>	<p><u>Where am I?</u> Invasion games - Handball Net/Wall games - Volleyball Perspective Mechanisms</p> <p>What does compassion mean and what difference does it make?/What is important to different religions Electricity/Light</p> <p>Maps/compasses and fieldwork Digital imagery & animation/devising games Singing/notation Café/then and now</p>	<p><u>Mayan Matters</u> Striking and fielding - Cricket and rounders Athletics activities Costume designs/Jewellery design Design and make Mayan building/bridge Non-European society Mayan civilisation c.AD900</p> <p>Lifecycle humans/Y5 Transition Unit Y6 Guidelines for relationships/classification/evolution North & South American regions Excel/Publisher South America/compose play perform In the news/theme park</p>