

KS1 – Year One

Year 2 Amethyst and Ametrine	Term 3 Spring 1	Enquiry Theme	Fly Me To The Moon/Voyagers to the New World
		Enquiry Question	
Role play	Inside		Spaceship

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
English- reading Develop pleasure in reading, motivation to read, vocabulary and understanding. Understand both the books that they can already read accurately and fluently and those that they listen to. Participate in discussion about books, poems, and other works. Explain their understanding of books. ** refer to LTP for ongoing objectives	Shared texts – writing Guided – group targets and texts						
English- writing Composition To write narratives (real and fictional). To write for different purposes. To plan by saying out loud what they are going to write, writing down key words and phrases and encapsulating sentence by sentence. Evaluate writing with teacher and other pupils. To read aloud writing.	Use text The Great Explorer by Chris Judge – write a letter.	Use text The Great Explorer by Chris Judge – write a letter.	Use text The Great Explorer by Chris Judge – write a diary.	Use text The Great Explorer by Chris Judge – write a diary.	Use text The Great Explorer by Chris Judge – write a story.	Use text The Great Explorer by Chris Judge – write a story.	
English- phonics Phase ... Little Wandle Letters and Sounds	Refer to Little Wandle Letters and Sounds scheme for phase progression.						
English- spelling Segment spoken words into phonemes and represent these by graphemes. Learn new ways of spelling phonemes. Learn to spell CEW.	Refer to The Write Stuff Spelling Book for progression of learning.						

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<p>English- vocabulary, grammar and punctuation</p> <p>Learn how to use both familiar and new punctuation (full stops and capital letters). Learn how to use co-ordination and some subordination. Learn how to use expanded noun phrases. Learn how to use sentences with different forms (commands, statements, questions, exclamations). Learn how to use past and present tense.</p>	<p>Expanded noun phrases. Full stops, capital letters, finger spaces. Co-ordinating conjunctions and subordinating conjunctions. Tense (present). Commas. Questions and exclamations.</p>	<p>Expanded noun phrases. Full stops, capital letters, finger spaces. Co-ordinating conjunctions and subordinating conjunctions. Tense (present). Commas. Questions and exclamations.</p>	<p>Expanded noun phrases. Full stops, capital letters, finger spaces. Co-ordinating conjunctions and subordinating conjunctions. Tense (present). Commas. Questions and exclamations.</p>	<p>Expanded noun phrases. Full stops, capital letters, finger spaces. Co-ordinating conjunctions and subordinating conjunctions. Tense (present). Commas. Questions and exclamations.</p>	<p>Expanded noun phrases. Full stops, capital letters, finger spaces. Co-ordinating conjunctions and subordinating conjunctions. Tense (present). Commas. Questions and exclamations.</p>	<p>Expanded noun phrases. Full stops, capital letters, finger spaces. Co-ordinating conjunctions and subordinating conjunctions. Tense (present). Commas. Questions and exclamations.</p>	
<p>English- handwriting</p> <p>Practice horizontal joins. Practise mixed joins. Focus on size of letters in relation to ascenders and descenders.</p>	<p>Horizontal joins to anticlockwise letters – oo and oa</p>	<p>Horizontal joins to anticlockwise letters – wa and wo</p>	<p>Mixed joins for three letters – air, ear</p>	<p>Mixed joins for three letters – oor, our</p>	<p>Mixed joins for three letters – ing</p>	<p>Descender and ascender practice</p>	
<p>Maths</p> <p>Number: Multiplication and Division Measurement: Length and Height</p>	<p>Recognise, make and add equal groups</p>	<p>Grouping and sharing</p>	<p>2, 5 and 10 times table</p>	<p>Multiplication and division sentences</p>	<p>Multiplication and division sentences</p>	<p>Measure in centimetres and metres.</p>	
<p>Science</p>							
<p>History</p> <p>Lives of significant individuals in the past who have contributed to national and international achievements.</p>	<p>Know who Christopher Columbus was.</p>	<p>Understand why Christopher Columbus' achievements were significant.</p>	<p>Know who Neil Armstrong was.</p>	<p>Understand why Neil Armstrong's achievements were significant.</p>	<p>Compare two explorers across different periods of time.</p>	<p>Show an awareness of significant individuals.</p>	
<p>Geography</p>							

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<p>Art and Design Painting – Still Life Morandi Create shades, tints and tones. Use different application tools. Select appropriate tools for application. Understand and use contrast. Evaluate realism and composition. Arrange objects for effect. Sketch a still life object. Use colour for a purpose.</p>	<p>Introduce still life and realism. Focus points of painting.</p>	<p>Introduce Morandi and discuss their still life images. Explore light and shadows in still life.</p>	<p>Draw different 3D objects and practice the curved edges. Mix paint to show tints, tones and shades.</p>	<p>Draw 3D object and paint it to show shading and light areas.</p>	<p>Compose final piece using previous feedback (draw).</p>	<p>Compose final piece using previous feedback (paint).</p>	
<p>Design and Technology Sculpture: Terrific Towers Design purposeful, functional and appealing products. Generate, develop, model and communicate designs. Select from and use a range of tools and equipments. Select from and use a wide range of materials and components. Explore and evaluate a range of existing products. Evaluate their ideas and products against design criteria.</p>							
<p>Music Use voices expressively and creatively Experiment with, create and combine sounds. Improvise during a piece of music.</p>	<p>Weather P32</p>	<p>Weather P33</p>	<p>Weather P34</p>	<p>Travel P41</p>	<p>Travel P42</p>	<p>Travel P43</p>	
<p>Computing Unit 2.1 – We are astronauts. Programming on screen.</p>	<p>Lesson 1 Plan a sequence of movements, and revisit ideas about programming and algorithms.</p>	<p>Lesson 2 Program sprite movement on ScratchJr</p>	<p>Lesson 3 Understand output in ScratchJr and introduce multiple sprites.</p>	<p>Lesson 4 Pass messages between sprites.</p>	<p>Lesson 5 Understand repetition in ScratchJr</p>	<p>Lesson 6 Create original drawings for planets and spacecraft in ScratchJr</p>	
<p>PE PE Hub – Dance Unit 2 Send and Return Unit 2</p>	<p>Dance: Develop a dance that shows different emotions.</p>	<p>Dance: Work on our own to create and perform a</p>	<p>Dance: Work on our own to create and perform a</p>	<p>Dance: Watch, copy and repeat actions to create a 'motif'.</p>	<p>Dance: Perform our motif in different formations. Send and return:</p>	<p>Dance: Use different movement pathways in our dance.</p>	

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	Send and return: Feed a ball to our partner with consistency.	short movement phrase. Send and return: Send the ball to different parts of the court	short movement phrase. Send and return: Throw and catch in a seated position.	Send and return: Accurately serve the ball to different parts of the court.	Use overarm attacking shots in a game.	Send and return: Manage what we should be doing within the competition.	
RE Islam: Does praying at regular intervals help a Muslim in his/her everyday life?	Engagement – Discuss commitment and explain how it feels to have to stop doing something to reach a target set.	Investigation – Begin to understand what happens when Muslims pray (5 times a day).	Investigation - Begin to understand what happens when Muslims pray (prayer positions).	Investigation – Begin to understand what happens when Muslims pray (Salah)	Evaluation Begin to understand what happens when Muslims pray (recap and other practices).	Expression Commitment in our own lives	
PSHE and Citizenship Dreams and Goals	Goals to Success	My Learning Strengths	Learning with Others	A Group Challenge	A Group Challenge	Celebrating Our Achievement	
Visits/ visitors							
REAch2 11 before 11 Promises							