

## Long Term Curriculum Overview – Beech Class Y1/2 Cycle 2 (2025-2026)

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Theme/ Key Q	<b>Fun &amp; Games</b>		<b>Explorers</b>		<b>Who lives here?</b>	
Hook	‘Fun & Games’ session in school with indoor and outdoor activities		Mystery suitcase - Children to see if they can establish a theme.		Muddled ‘jigsaw’ of different places – can they sort?	
Outcome	To create a class ‘Fun and Games’ Book		Create own adventure		Tourist Information Leaflets for home and away	
Enrichment	<ul style="list-style-type: none"> <li>• Visit to the Park</li> <li>• History topic box – toys from the past</li> </ul>		<ul style="list-style-type: none"> <li>• History Topic box</li> <li>• Gilbert White Museum</li> </ul>		<ul style="list-style-type: none"> <li>• Local area walk</li> <li>• Sparsholt Agricultural college</li> <li>• Winchester cathedral</li> </ul>	
Text Driver suggestions	Range of Instruction Texts Range of books about Toys from the past Jan & Jerry Oke - The Naughty Bus Mini Grey – Toys in Space Martin – Waddell – The Toy Maker Range of non-fiction texts about toys The Language of Cat		The Wind, the Frost and the Sun (traditional tale) Great Women who changed the World-Kate Pankhurst Man on the Moon (a Day in the Life of Bob) – Simon Bartram) Range of NF texts Fantasy Image – the world of Make Believe		Here we are – Oliver Jeffers Town Mouse and Country Mouse The Great Green Forest – Paul Geraghty The Psamead	
English	WRITING TO ENTERTAIN <ul style="list-style-type: none"> <li>• Innovating stories</li> <li>• Diary entries- written in the past</li> <li>• Animal poems</li> </ul> WRITING TO INFORM <ul style="list-style-type: none"> <li>• Writing instructions for game</li> <li>• Diary entry from character</li> <li>• Character descriptions</li> <li>• Non- chronological report</li> </ul> Writing to Persuade <ul style="list-style-type: none"> <li>• Letter to persuade characters to change</li> </ul>		WRITING TO ENTERTAIN <ul style="list-style-type: none"> <li>• Retelling stories</li> <li>• Innovate - stories from a different viewpoint</li> </ul> WRITING TO INFORM <ul style="list-style-type: none"> <li>• Chronological Report</li> <li>• Diary entry</li> </ul> WRITING TO PERSUADE <ul style="list-style-type: none"> <li>• Letter</li> <li>• Conversation</li> </ul>		WRITING TO ENTERTAIN <ul style="list-style-type: none"> <li>• Poems linked to the environment</li> <li>• Stories with different settings</li> </ul> WRITING TO INFORM <ul style="list-style-type: none"> <li>• Local Area Leaflet</li> <li>• Advert</li> <li>• Non-chronological reports</li> <li>• Character description</li> </ul> WRITING TO PERSUADE <ul style="list-style-type: none"> <li>• Letter writing</li> </ul>	
Maths	White Rose Maths <ul style="list-style-type: none"> <li>- Number and place value to 20 (y1) to 100 (y2)</li> </ul>		White Rose Maths <ul style="list-style-type: none"> <li>- Money</li> <li>- Place value to 50 (Y1)</li> <li>- Multiplication &amp; Division</li> <li>- Length and Height</li> </ul>		White Rose Maths <ul style="list-style-type: none"> <li>- Addition &amp; subtraction</li> <li>- Fractions</li> <li>- Time</li> <li>- Statistics (Y2)</li> </ul>	

	<ul style="list-style-type: none"> <li>- Number- Addition and Subtraction within 100, including money (y2) within 20 (y1)</li> <li>- Multiplication</li> <li>- Geometry- 2D and 3D shape and properties</li> <li>-</li> </ul>	<ul style="list-style-type: none"> <li>- Mass, capacity and temperature (Y2)</li> <li>- -Mass &amp; Volume (Y1)</li> </ul>	<ul style="list-style-type: none"> <li>- Place value to 100 (Y1) Position and Direction</li> </ul>
Science	<ul style="list-style-type: none"> <li>● Seasonal Changes - Taught throughout the year</li> <li>● Plants</li> </ul>	<ul style="list-style-type: none"> <li>- Living things and their habitats (Y1 &amp; 2)</li> <li>- Animals including humans (Y1 &amp; Y2)</li> </ul>	<ul style="list-style-type: none"> <li>- Everyday Materials (Y1)</li> <li>- Use of Everyday Materials (Y2)</li> <li>● Seasonal Changes - Taught throughout the year</li> </ul>
Longitudinal Study	<p>KQ: How do trees and the environment around them change throughout the year? What can you see? What do you notice changing?</p> <p>Objectives:</p> <ul style="list-style-type: none"> <li>● asking simple questions and recognising that they can be answered in different ways</li> <li>● observing closely, using simple equipment</li> <li>● performing simple tests</li> <li>● identifying and classifying</li> <li>● using their observations and ideas to suggest answers to questions</li> <li>● gathering and recording data to help in answering questions</li> </ul>		
Computing	<p><b>Systems and networks</b> The technology around us and how it helps us to do things. Practice using mouse, keypad and simple features on a computer.</p>	<p><b>Digital art</b> Explore the world of digital art.</p>	<p><b>Programming robots and animations.</b> Children are introduced to the early stages of program design through the introduction of algorithms.</p>
Geography	<p>My local park. The UK – Weather and Seasons</p>	<p><b>Hot or cold? (Hampshire unit)</b> Investigating - Hot and Cold Areas</p>	<p><b>What is the same? (Hampshire unit)</b> Understand geographical similarities and differences through studying the human and</p>

	<p><b>Where is Sparsholt?</b>          Use world maps, atlases and globes to identify the United Kingdom and its countries          Identify relevant human and physical features in Sparsholt          Use a map to locate features and landmarks in my local area          Draw a simple map          Create and use symbols in a key          Use simple fieldwork and observational skills to learn about our local area</p>		<p>Identify on a map that there are seven continents and five oceans and name them          Identify the location of hot and cold areas in the world</p> <p>Identify the human and physical features of different places</p>		<p>physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country</p> <p>Local Study and comparisons          How does Sparsholt compare to Winchester? (UK)          How does Sparsholt compare to Kota Kinabalu (non- European)</p>	
History	<p><b><u>Toys from the past</u></b>          Changes within living memory</p> <p>What were toys like in the past?          How have toys and games changed over the years?</p> <p>Using different sources to find answers to questions.</p> <p>Timelines</p>		<p><b><u>The lives of significant individuals</u></b></p> <ul style="list-style-type: none"> <li>• Changes within living memory. To understand how these events reveal aspects of change in national life</li> <li>• To understand about events beyond living memory that are significant nationally or globally:</li> <li>• To understand historical concepts such as continuity and change, cause and consequence, similarity, difference and significance, and use them to make connections</li> </ul> <p>Amelia Earhart /Neil Armstrong/Shackleton</p> <p>Who were they?          Why are they famous?          What did they achieve?</p> <p>-Timelines          -Investigating sources          -Similarities and differences</p>		<p><b><u>Significant historical events, people and places in their own locality</u></b></p> <p><b>Florence Nightingale – Who was she/What did she do?</b>          Comparison with Mary Seacole</p>	
Art	Artist Study: Piet Mondrian	Drawing – use line, texture and pattern to	Artist Study: Henri Rousseau.	To use a range of materials creatively to design and make	Sculpture Use sculpture to create naturalistic art	Drawing -To use drawing to create still life pictures.

	Explore the life of the chosen artist and create their own pieces of Art in the same/ similar style.	draw their own teddy bears.	Develop a wide range of art and design techniques in using colour, pattern, texture to recreate a picture in the style of H.Rousseau	products- focus on weaving in India	based upon ideas and inspiration they are shown using a variety of materials. Clay	To use colour, pattern, texture, line, shape, form and space
DT	Design, make and evaluate a puppet.		Mechanisms – wheels and axles: Design, make & evaluate a moon buggy.		Make a healthy dish and understand where the ingredients come from.	
RE (Understanding Christianity and Living Difference)	Belonging WR: Judaism Thanking and sharing Sukkot – The Harvest	UC: Incarnation 1.3 Why does Christmas matter to Christians?	UC: Creation 1.2 Who made the world?		Special WR: Judaism Special (books) Moses and the Torah	
PE	Games – Multi-skills Fitness Speed, agility, balance & co-ordination	Gym-(ABC – OT programme) -Developing core _ strength and balance	Games - Invasion games (football/rugby) -Participate in team games, simple tactics for attacking and defending	Games-throwing & catching (netball)	Games -Striking and fielding- rounders focus	Athletics – Track & Field –Develop agility, coordination, running, jumping, throwing & catching
Music	<ul style="list-style-type: none"> <li>- Toys Unit: Dynamics &amp; Tempo</li> <li>- Aurora classroom – The Toybox <a href="https://auroraclassroom.co.uk/">https://auroraclassroom.co.uk/</a></li> <li>-Practising and performing Christmas songs</li> <li>- Nativity performance</li> </ul>		Hampshire unit Man on the moon: Timbre & texture		<ul style="list-style-type: none"> <li>• Play and perform in solo and ensemble contexts</li> <li>• Use Percussion/ Boom whackers to compose, play and recall music</li> </ul>	
PSHE (SCARF)	Me and my Relationships	Valuing Difference	Keeping Myself Safe	Rights and responsibilities	Being my Best	Growing and Changing