

Woodlands Community Primary School

Long term plan



	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2			
	OURSELVES	CELEBRATION	TRADITIONAL TALES	GROWING AND PLANTING	THE WORLD AROUND US	LIFECYCLES			
Book Themed Learning	Good Night Moon Routines Oi Frog Rhyme Little Red Hen Being Helpful Duck in the Truck Phonics Six Dinner Sid Being Truthful	Room On The Broom Rhyme Stick Man Families A Bit Lost Families/ Descriptions Dear Santa Christmas Author Julia Donaldson	Three Billy Goats Gruff Three Little Pigs Alternative endings Talk 4 Write Runaway Chapatti Alternative tale from other culture Supertato Comic strips / Superheroes Farmer Duck Speech	Yucky Worms Facts about worms Frans Flower Growing and planting Bog Baby Descriptive language retelling stories I want my Hat back Predicting/understanding texts Author Jon Klassen Millie's Magnificent Hat Making Hats For Easter	The Shark in the Park Rhyme How to Catch a Star Author Oliver Jeffers Walking Through the Jungle Habitats Here We Are Oliver Jeffers Harry's Home Town and country Peepo	The Odd Egg Life cycles When I grow Up How I have changed One world Caring for our world Handa's Surprise Different Cultures			
Communication and Language	Speaking, listen and attention are delivered during continuous provision and specific teacher-led activities. Vocabulary is taught through reading and sharing books, specific vocabulary highlighted in areas of the classroom linked with activities. Basic vocabulary will be reinforced at the start of the year to provide children with a basic level. Vocabulary will then become more complicated correcting grammatical language and prepositions. Language taught will also become increasingly descriptive, enabling children to speak articulately by end of the summer term. Language is taught in line with the Statutory Framework								
Literacy	Phonics is taught throughout the year following Rocket phonics. Sounds are taught at a pace that follows the children's developmental ability. All children are expected to have been exposed to 49 sounds in level 1 and 2, some children will complete level 2 ready to progress to stage 2 in year 1. Writing activities are planned using a book led theme and skills taken from Statutory Framework. Activities are differentiated and individual support given to each child for each writing activity. Reading is developed using phonically decodable books appropriate to the phonic level of the child. Children are moved through the scheme constantly reviewing progress and moving children through the levels as their skills develop.								
Mathematics	Numbers to 5Comparing groups2D and 3D shapes	 Change within 5 Number bonds to 5 Space 	 Number bonds to 10 Comparing to 10 Additions to 10 Measure length and weight 	 Number bonds to 10 Subtraction Exploring patterns 	Counting on and back Numbers to 20 Numerical patterns	 Composing and decomposing shapes Measure Capacity and volume Sorting and time (optional) Consolidation 			
Understanding the World	Families who am I getting to know. Pushing and pulling Harvest	Christmas, Eid other cultures Melting floating and sinking Day and night	Chinese New Year Materials Light and dark shadows	Easter Looking at changes over time Planting and growing	Contrasting habitats same/ different Magnets and repulsion space	Past and present in own lives Lifecycles			

	Changing seasons					
Personal, Social and Emotional Development	Working with others and being kind	Friendship	Challenges and not giving up	Healthy and not so healthy foods	What a family is	How I have changed since I was a baby
Expressive Arts and Design	Exploring colour and shape Frank Stella Beat and tempo	Manipulating materials , developing cutting skills loud and quiet	Acting out familiar stories, creating our own stories High and Low	Observational drawings, paintings. Andy Goldsworthy Musical Patterns	Looking at Seurat making pictures with dots of colours Texture layers of sounds	Making minbeasts using recycled materials Movement to music
Physical Development	Moving around safely	Jumping and landing	Throwing and catching	Small equipment skills	Creating a sequence of movements/ team games	