Sunnyside Primary Academ	y Cycle A	2022-2	023 Ye	ar Group: 1 & 2 Long Term Plan		Sunnyside Primary Academ
J	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Values Driver(s) British Value	Aspire Perseverance – Show a willingness to have a go and I can attitude.	Endeavour Aspiration - How have the explorers shown aspiration? How will you show aspiration, determination and resilience? Liberty – Inventive	Achievement Responsibility - can you show responsibility in growing and taking care of your plant	Aspire British culture Achievement - How can we show achievement in our work? How will we work as a team?	Endeavour Perseverance and achievement - Explorers needed lots of perseverance to achieve their goals. To show a 'never give up' attitude. Rule of Law – Rights, wrongs and consequences	Achievement Responsibility - The royal family have responsibilities, what are they? What responsibilities will you show? Democracy – Patriotic Mutual Respect – working together
Sunnyside Standards (Behaviour Curriculum)	Routines Wonderful walking Calm consistent classrooms	Eager Ears Safe sitting Calm consistent classrooms	Lovely Lunchtimes Uniform Uniform Calm consistent classrooms	Assembly attitudes Morning Meet Calm consistent classrooms	Tranquil Toilets Terrific Trips Calm consistent classrooms	Calm consistent classrooms
Ongoing throughout the Year	Each class create a weather and season diary da expectations (e.g. o'clock, half past), including da		I class. Everyday a different child creates the diary	I as their Early Morning Work. Time to be taught dai	I ly, highlighting <u>Time to be taught daily, highlighting tin</u>	nes during the day that match NC age related
Enrichment						
Reading for Pleasure	Here We Are	The Polar Bear Son	Paddington goes to London	The Enormous Turnip	George's Marvellous Medicine (Class reader)	Treasure Islan d
To be updated.	Tyrannosaurus Drip Captain Flynn and the Pirate Dinosaurs	Lost and Found Up and Down	A Walk in London Claude goes to the City	The Flower Jim and the Beanstalk The Night Gardener Above and Below	The Magic Porridge Pot The Day the Crayons Quit Great Dragon Bake off The Little Red Hen?? Bilal Cooks Dahl The Runaway Chipati	The Pirate Cruncher The Pirate Next Door
English		Caniona	40	Provident settler	Kalmata's Kitchen	s stakens
Ligisii	Vehicle Text Jack and the Beanstalk by Richard	Vehicle Text Goldilocks and the Three Bears	Vehicle Text Tyrannosaurus Drip by Julia Donaldson	Vehicle Text Lost and Found by Oliver Jeffers	HOW ESTAR	Vehicle Text: The Day the Crayons Quit by
	Walker  Narrative- Setting Description Instructions- How to plant a seed. List Poem- Fire Work Night by Andrew Collett (TWS)	by Lauren Childs Letter of complaint Narrative - Character Description			Vehicle Text How to Catch a Star by Oliver Jeffers	Drew Daywalt
Maths (Year 1)	Daily Times Tables Count in 2s from 0-24 (link to even numbers and supporting doubles). Count in 10s from 0-120.	Daily Times Tables Count in 2s from 0-24 (link to even numbers and supporting doubles). Count in 10s from 0-120.	Daily Times Tables Count in 5s from 0-60. Consolidate: 10s from 0-120 and 2s from 0-24.	Daily Times Tables Count in 5s from 0-60. Consolidate: 10s from 0-120 and 2s from 0-24.	Daily Times Tables Consolidate: 10s from 0-120, 2s from 0-24 and 5s from 0-60.	Daily Times Tables Consolidate: 10s from 0-120, 2s from 0-24 and 5s from 0-60.
	D. J. M. J. Carlot	S T M A C AND A	<u>Daily Mastering Number</u>	Daily Mastering Number	<u>Daily Mastering Number</u>	<u>Daily Mastering Number</u>
	Number (Place Value within 10) Sort, count, represent, recognise in words, count on, one more, count backwards, one less, compare groups, fewer, less than, compare numbers, order objects, number line.  Addition and Subtraction (within 10) Part whole model, fact families, number sentences.	Addition and Subtraction (within 10) Bonds within 10, systematic bonds, bonds to 10, add together, add more, addition problems, find part, take away, subtraction on a number line, add/ subtract one or two.  Geometry (Shape) Recognise and name 3-D, sort 3-D, recognise and name 2-D, sort 2-D, patterns with 2-D and 3-D.	Number (Place Value within 20) Count within 20, understand 10, understand 11 – 20, one more / one less, number line to 20, estimate on number line, compare to 20, order to 20.  Addition and Subtraction (within 20) Add by counting on, add ones using bonds, bonds to 20, doubles, near doubles, subtract ones using bonds, counting back, finding difference, related facts, missing number.  Number (Multiplication and Division) Count in 2s, count in 10s, count in 5s, recognise equal groups, add equal groups, make arrays, make doubles, make equal groups - grouping, make equal groups - sharing.	Number (Place Value within 50) Count from 20 to 50, 20, 30, 40 and 50, count by making groups of tens, groups of tens and ones, partition into tens and ones, number line to 50, estimate on a number line, one more / one less.  Measurement (Length and Height) Compare lengths and heights, measure length using objects, measure length in centimetres.  Measurement (Mass and Volume) Heavier and lighter, measure mass, compare mass, full and empty, compare volume, measure capacity, compare capacity.	Fractions Recognise half of object/ shape, find half of object/ shape, recognise half of quantity, recognise quarter of object/ shape, find quarter of object/ shape, recognise quarter of quantity, find a quarter of quantity.  Geometry (Position and Direction) Describe turns, describe position – left and right, forwards and backwards, above and below, ordinal numbers.	Number (Place Value within 100) Count from 50 to 100, tens to 100, partition into tens and ones, number line to 100, one more / one less, compare numbers with same amount of tens, compare two numbers.
Maths (Year 2)	Daily Times Tables	Daily Times Tables- start TTRS 10s workbook	Daily Times Tables- start TTRS 2s workbook	Daily Times Tables- continue TTRS 2s workbook	Daily Times Tables- start TTRS 5s workbook	Daily Times Tables- continue TTRS 5s
	Consolidate: 10s from 0-120, 2s from 0-24 and 5s from 0-60.  Daily Mastering Number	Consolidate: 10s from 0-120, 2s from 0-24 and 5s from 0-60. Teach: Recall 10s in any order, incl missing number and division facts.  Daily Mastering Number	Consolidate: 10s from 0-120, 2s from 0-24 and 5s from 0-60. Teach: Recall 2s in any order, incl missing number and division facts.	Consolidate: 10s from 0-120, 2s from 0-24 and 5s from 0-60. Teach: Recall 2s in any order, incl missing number and division facts.  Daily Mastering Number	Consolidate: 10s from 0-120, 2s from 0-24 and 5s from 0-60. Teach: Recall 5s in any order, incl missing number and division facts.  Daily Mastering Number	workbook Consolidate: 10s from 0-120, 2s from 0-24 and 5s from 0-60, recall 5s in any order, incl missing number and division facts. Teach: counting in 3s from 0-36.
	Weekly Arithmetic Test and Teaching	Weekly Arithmetic Test and Teaching	Daily Mastering Number	Weekly Arithmetic Test and Teaching	Weekly Arithmetic Test and Teaching	Daily Mastering Number
	Number (Place Value) Numbers to 20, count objects to 100 by making 10s, recognise tens and ones, use place value chart, partition numbers to 100, write numbers to 100 in words, flexibly partition, write numbers to 100 in expanded form, 10s on number line to 100, 10s and 1s on number line, estimate numbers on a	Addition and Subtraction Add across 10, subtract across 10, subtract from a 10, 2d-1d across 10, 10 more / 10 less, add and subtract 10s, 2d+2d not across a 10, 2d+2d across a 10, 2d-2d across a 10, mixed addition and	Weekly Arithmetic Test and Teaching  Money Count money- pence, count money- pounds, count money- pounds and pence, choose notes and coins, make the same amount, compare amounts of money, calculate with	Measurement (Length and Height) Measure in cms, measure in ms, compare lengths and heights, order lengths and heights, four operations with lengths and heights.  Measurement (Mass, Capacity and Temperature)	Fractions Parts and whole, equal and unequal groups, recognise half, find half, recognise quarter, find quarter, recognise third, find third, find whole, unit fractions, non-unit fractions, equivalence between 1/2 and 2/4, recognise three quarters, find three quarters, count I fractions to whole.	Weekly Arithmetic Test and Teaching  Statistics  Make tally charts, tables, block diagrams, draw pictograms 1-1, interpret pictograms 1-1, draw pictograms (2, 5 and 10), interpret pictograms (2, 5 and 10).

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nu in  Ac Bc to	umber line, compare objects, compare umbers, order objects and numbers, count in 2s, 5s and 10s, count in 3s.  addition and Subtraction onds to 10, fact families, related facts, bonds to 100, add/ subtract ones, add by making 10, dd three one - digit numbers, add to the ext 10.	subtraction, compare number sentences, missing number problems.  Geometry (Shape) Recognise 2-D and 3-D shapes, count sides on 2-D, count vertices on 2-D, draw 2-D shapes, lines of symmetry, use lines of symmetry to complete shapes, sort 2-D, count faces on 3-D, count edges on 3-D, sort 3-D, make patterns with 2-D and 3-D shapes.	money, make a pound, find change, two step problems.  Multiplication and Division Recognise equal groups, make equal groups, add equal groups, multiplication symbol, multiplication sentences, use arrays, make equal groups-grouping, make equal groups-sharing, 2 times tables, divide by 2, doubling and halving, 10 times tables, divide by 10, 5 times tables, divide by 5, 5 and 10 times tables.	Compare mass, measure in grams, measure in kilograms, four operations with mass, compare volume and capacity, measure in millilitres, measure in litres, four operations with volume and capacity, temperature.	Time O'clock and half past, quarter past and quarter to, tell time past the hour, tell time to the hour, tell the time to 5 mins intervals, minutes in hour, hours in day.	Geometry (Position and Direction) Language of position, describe movement, describe turns, describe movement and turns.
	1 Seasonal Changes 2 Living things and their habitats	Plastic pollution (COP28)	Plants	Y1 Climate change Y2 Renewable energy	Every Day Materials	Animals including Humans
1 ' "	mproving mouse kills	Algorithms unplugged	Algorithms and Debugging + Online Safety	What is a computer?	Rocket to the moon	Word processing
D&T		Baby Bears Chair	,	Construct a windmill	Fairground wheel (linked to coast)	Make a moving book
Art & Design Pa	aper play – Make a giant insect		Make your mark – Observational Drawing (links to plants)		Drawing Tell a story	Colour Splash
History		What is history?		How was school different in the past?		What is a monarch?
Geography	Vhat is the weather like?		What it is like here?		What can you see at the coast?	
	hristianity/Creation	Christmas Story	Stories from different religions. (Valentines Day, Chinese New Year)	Christianity- Easter Story  What makes a place special? comparison	Nick Butterworth (Christian Stories)	Questions about Christianity and Muslims
	ear 1: Pulse and rhythm Theme: All about me)	Year 1: Classical music, dynamics and tempo (Theme: Animals)	Year 1: Pitch and tempo (Theme: Superheroes)	Year 2: Musical me	Year 2: On this island: British songs and sounds	Year 2: Orchestral instruments (Theme: Traditional western stories)
	nvasion Games (Tactical awareness)- Rugby UNdamentals	OAA	Invasion games (Tactical awareness)- Social Dodgeball	Invasion games (Tactical awareness)- Social Dodgeball	Athletics	Striking Games (Tactical awareness)- Kwik Cricket
Be	all skills	Ball skills	Dance	Yoga	Gymnastics	Ball games (Tactical awareness
<b>PSHE</b> Fa	amilies and relationships	Health and wellbeing	Safety and the changing body	Citizenship	Economic Wellbeing	Transition