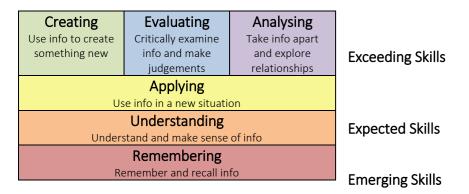
## Eastry C of E Primary School Medium Term Plan: KS1 and KS2



Topic: Who was Grace Darling?

Term: 1

Hooks: Eating Mustard sandwiches, Lighthouse visit

Texts: Grace Darling story, Lighthouse keepers lunch stories

Area of Learning	Skill/ Small steps	Week 1 / lesson 1	Week 2/ lesson 2	Week 3/ lesson 3	Week 4/ lesson 4	Week 5/ lesson 5	Week 6/ lesson 6	Week 7/lesson 7
Reading Writing	RWInc   Segment spoken words	LQ: LQ: LQ: How can you use the text	LQ: LQ: LQ: What can we find out	LQ: LQ: What can we find out	LQ: LQ: Can you write the events	LQ: LQ: How can you plan your	LQ: LQ: LQ: Can you retell the story	
writing	into phonemes and represent these by graphemes, spelling many correctly,Spell many common exception words,Write simple sentences using Grapheme Phoneme CorrespondencesSpell some words with contracted forms -Usee coordination ('and' 'or' 'but') to join my sentences. Use some subordinating conjunctions such as: when, if, that, because Use expanded noun phrases to describe and specify -Use the past and present tense mostly correctly and consistently -Use simple gender forms. -Demarcate most sentences with CL, FS &?- Use capital letters for proper nounslidentify speech marks in a text	or pictures to answer given questions?	about Mr Grinling from text & pictures? What other information can we find out about Mr Grinling & how can we present this information? Can we use what we know about a character to add more information to our writing about them?	about different characters from pictures & text? Can we find clues in the book to how Mr Grinling feels about some things? Can you write a detailed character description? Can you record what happens in a story?	from our story? Can you write a list? How do you write an interesting label? Can you plan your ideas?	ideas using bossy words, time words and adjectives? Can you write a set of instructions?	of Grace Darling? (over 2plus days) What do we need to write a letter? What information do we need in our letter?	

GPS	2G5.2 full stops 2G5.1 capital letters 2G5.4 exclamation marks 2G5.3 question marks 1G3.1 words combining to make sentences 1G3.3 using 'and' 2G5.5 punctuation inc. commas	LQ: What are capital letters & when are they used? How do we create sentences using capital letters correctly? Can you identify how many capital letters are needed in my sentence?	LQ: Can you name the punctuation being used? What punctuation is needed in my sentence? Can you insert punctuation into a short paragraph? Explain why you have used certain punctuation in your sentence/paragraph	LQ: How many proper / common nouns can we recognise? Can you find and explain errors in a sentence? Can you write a sentence which uses the noun as proper and a sentence that uses the noun as common? Explain if a noun at the start of a sentence is proper or common	LQ: Can you combine words to make a punctuated sentence? Can you identify mistakes in sentences involving capitalisation & punctuation? Explain the mistakes in two longer sentences involving capital letters and proper nouns	LQ: How many conjunctions can you recognise? Can you find and explain the mistake made when joining two sentences with a conjunction? Can you remove the 'and' from a sentence and write two sentences created by that action? Can you explain which conjunction would best fill the gap in a given sentence. Two clauses in the sentences, with three conjunctions given to choose from?	LQ: Using various conjunctions can you extend the sentence? Can you explain if the conjunction in the sentence makes sense?	LQ: Can you recognise commas in a list? Can you write a simple list with commas?
Maths	Count in steps of 2,3 and 5 from 0, and in tens from any number, forward and backward, -Recognise the place value of each digit in two-digit numbers (tens and ones) -Identify, represent and estimate numbers using different representations, including the number line, - Compare and order numbers from 0 up to 100: use <,> and = signs, - Read and write numbers to at least 100 in numerals and in words Add and subtract numbers using concrete objects, pictorial representations, and mentally	LQ: Count & write numbers to 20 Tens & ones	LQ: Numbers to 50 forwards & backwards Tens & ones within 50 Compare numbers within 50	LQ: Count objects to 100 & read & write numbers in numerals & words Represent numbers to 100 Tens & ones using part part whole	LQ: Tens & ones using addition Compare objects Compare numbers Order objects & numbers	LQ: Count in 2s Count in 5s Count in 10s Count in 3s	LQ: Fact family's addition & subtraction bonds to 20 Check calculations Compare number sentences Know number bonds & their related facts	LQ:Bonds to 100 (tens) Add & subtract 1s 10more 10 less Add & subtract 10s
Science (next term)		<u>LQ:</u>	<u>LQ:</u>	<u>LQ:</u>	<u>LQ:</u>	<u>LQ:</u>	<u>LQ:</u>	<u>LQ:</u>
RE	<u>Who made the world?</u> <u>CREATION</u>	LQ: Why is it important to rest?	LQ: Why did God tell people to rest one day a week?	LQ: What can we do to look after our world?	LQ: What rules could God have given to help look after the world?	LQ: What is the best thing about the world?	LQ: What is the best thing about the world?	<u>LQ:</u>

Computing	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs.	LQ: To understand what an algorithm is. • To create a computer program using simple algorithms.	LQ: To compare the Turtle and Character objects. • To use the button object. • To understand how use the Repeat command. • To understand how to use the Timer command.	LQ: To know what debugging means. • To understand the need to test and debug a program repeatedly. • To debug simple programs.	LQ: To create programs using different kinds of objects whose behaviours are limited to specific actions. • To predict what the objects will do in other programs, based on their knowledge of what the object is capable of. • To discuss how logic helped them understand that they could only predict specific actions, as that is what the objects were limited to.	LQ: To use all the coding knowledge, they have learned throughout their programming lessons to create a more complex program that tells a story.		
History	Events beyond living memory that are significant nationally or globallyThe lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods Significant historical events, people and places in their own locality. Use information to describe the past Describe the differences between then and now Look at evidence to give and explain reasons why people in the past may have acted in the way they did Recount the main events from a significant event in history. Identify different ways in which the past is represented Ask questions about the past. - Use a wide range of information to answer questions.	LQ: What can we learn from a picture	LQ: Who was Grace Darling?	LQ: What was everyday life like for Grace Darling?	LQ: What did Grace do to make herself famous?	LQ: How did Grace Darling become famous?	LQ: How is grace Darling remembered today?	LQ: What can we learn from Grace Darling?
Geography		<u>LQ:</u>		<u>LQ:</u>	<u>LQ:</u>		<u>LQ:</u>	<u>LO:</u>

	l .	I	1	1	1	1	1
Art	study the work of a range of great artists. -to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination - to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	LQ: How do different artists represent the sea?	LQ: What are the primary and secondary colours and how do we make them? What are hot/cold colours?	LQ: How do we make light / dark, colours?	LQ: How can we recreate the Great Wave painting?	LQ: what can we remember about colour mixing?	LQ: How can different effe patterns with tools?
D.T		<u>LQ:</u>	<u>LQ:</u>	<u>LQ:</u>	<u>LQ:</u>	<u>LQ:</u>	<u>LQ:</u>
P.E	To master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co- ordination, and begin to apply these in a range of activities.	LQ: Can you move at a steady pace for a length of time?	LQ: How do you change direction when travelling.	LQ: How do you bounce a ball while moving?	LQ: Can you travel with a ball in different ways?	LQ: Can you jump for distance?	LQ: Can you
PHSE		LQ: What are my hopes and fears for this year and who can I ask for help?	LQ: How can I help others feel that they belong?	LQ: How can we make our class a safe and fair place to be?	LQ: How can we make our class a safe and fair place to be?	LQ: What are the rewards and consequences in our school and why do we need them?	<u>LQ:</u>
French (N/A)		<u>LQ:</u>	<u>LQ:</u>	<u>LQ:</u>	<u>LQ:</u>	<u>LQ:</u>	<u>LQ:</u>
Music		<u>LQ:</u>	<u>LQ:</u>	<u>LQ:</u>	<u>LQ:</u>	<u>LQ:</u>	<u>LQ:</u>
Learning Environment in corridor displays		-Lighthouse keepers lunch disp -Grace darling display RE display	blay				

an we create	LQ: What are my favourite
ffects/textures/	paint effects and how can I
ith paint and	use them?
	<u>LQ:</u>
u iuma far baight?	10
u jump for height?	<u>LQ:</u>
	LQ:
	<u>LQ:</u>
	LQ:
	<u></u>