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| **Evergreen Primary Phase Long-Term Overview** | | | | | | |
| **Green Base - 2** | | | | | | |
|  | **Autumn One** | **Autumn Two** | **Spring One** | **Spring Two** | **Summer One** | **Summer Two** |
| **Project** | **Land Ahoy** | **Towers, Tunnels and Turrets** | **Street Detectives** | **Wriggle and Crawl** | **Muck, Mess and Mixtures** | **Bounce** |
| **Overview** | Yo ho, yo ho, it’s a sailor’s life for me. Get your sea legs on, it’s time to sail the salty seas. Navigate, investigate and explore the world, just like Captain Cook. Make a boat, sink a ship, fly a pirate flag. Speak like a pirate, write like a poet, then weigh and measure a pirate’s booty. How do rescues happen at sea? Find out about brave volunteers and young Miss Darling, rowing her boat across stormy seas. Sing a sea shanty whilst cleaning the poop deck, then search the school grounds for Captain Longbeard’s hidden treasure. There’s land ahead. Let’s get this ship to port. | See the castle ahead? Get ready to invade its mighty walls. Shoot a projectile with an archer’s aim. Head across the drawbridge, over the moat and up to the top of the tower. Meet Rapunzel who lives in a tall, tall tower. Let’s build a brand new one. Whose is the tallest? Can you measure it? Then dig deep, deep down, making burrows and tunnels, just like the animals who live underground. What’s that sound? I hear little hooves going trip, trap, trip, trap, over the rickety bridge. Watch out for the angry troll underneath. He likes to gobble up little girls and boys. Make sure your bridge is sturdy enough to take our weight and get us safely to the other side. And finally, meet three little pigs who need your help to build a strong fortress. Inside its strong walls, they’ll be safe from the big, bad wolf. No huffing and puffing will blow your fortress down | This way or that way? Where should we go? Up to the local shops or down to the playing fields? Let’s learn about our local community, looking at houses old and new and finding out how our streets have changed since our mums and dads were young. Perhaps your granny or grandpa went to your school or maybe they worked in the baker’s shop? Make maps and plans of the streets around us, planning our routes. What can you see? What can we find? Whereabouts do you live? Do you know your address? Find out how to write instructions, directions, adverts and learn rhymes all about our community from different times. When the Lord Mayor writes and asks us to help make our street a better place, it’s time to get your thinking caps on and paintbrushes at the ready. Ready to roll, Street Detectives? Get your clipboards and cameras – it’s time to start investigating | Grab your coat and pooter – we’re going out and about on a minibeast hunt. Sweep your nets in ponds and lift up logs to see who’s home. Then set up a minibeast laboratory and observe their every move. Add notes and labels and ask research questions, just like a real entomologist. Learn about bees and worms and butterflies too. Can you make a food chain to show who eats who? Carry out investigations to find out more, like how far a snail travels in a day and how a spider catches its prey. Then animate to show how your favourite bug transforms from one form to another, perhaps a caterpillar to a butterfly or a maggot to a fly. On your belly, legs at the ready, it’s time to wriggle and crawl. | Let’s get messy. Muck and mess are good. In fact, they're marvellous. Dive in and get your hands and feet all sticky and covered in paint. Play with liquids, squish some dough and check out the slushiest and mushiest foods. Pour, mix, stir, splat. How does it feel to get your hands covered in goo? Make a wobbly jelly and draw with wibbly clay. Write recipes, instructions, riddles and poems – there are loads of scrummy words to describe messy mixtures. Work with paint and other squelchy stuff to create a new gallery space. What will you make? How will you arrange it? How will the gallery make you and your visitors feel? Don’t worry about the mess – it’ll always wash. | Throw it, catch it, roll it, bounce it, up and down and side to side. Can you catch the bouncing ball? Can you bounce too? Jump like a horse, leap like a frog or kick like a kangaroo. How many bounces can you do? Design a game, bouncy or otherwise. Then write instructions for someone else to play. Are the instructions clear enough? Can the players follow them? Who will score the highest? Then let’s create a Sporting Challenge Day for parents and carers. Can they hit it, roll it, win it? Now let’s relax. Breathe deeply and stretch those tired muscles. All that bouncing must have made you tired. |
| **Memorable Experience** | Visit from RNLI | Visit a local castle | Walk around the local community | Minibeast hunt | Messy mixtures morning | Visit a soft play area or a session with a local sports team |
| **Innovate Challenge** | Find pirate treasure | Make a fortress for the three little pigs | Improve the local area | Minibeast life cycle animation | Messy art exhibition | Organise a sports day for grown ups |
| **Supporting texts and stories** | The Troll  The Adventures of Sinbad the Sailor  Christopher Columbus | Rapunzel  The Three Billy Goats Gruff  The Tunnel  What were castles for?  Paddington at the Tower  Sir Scallywag and the battle for stinkybottom | The Elves and the Shoemaker  Little Red Riding Hood  Paddington goes to town  Rubbish and Recycling | The Very Hungry Caterpillar  Creepy Crawlies: A pocket pop-up  Bugs  The boy who lost his bumble | The Magic Porridge Pot  The Day the Crayon Quit  The Pencil  Mr Messy | Jack and the Beanstalk  The Frog Prince  The Sports Day |
| **English** | Narratives; Information texts; Descriptions; Poetry; Postcards | Make a fortress for the three little pigs | Recounts and captions; Nursery rhymes; Instructions; Adverts; Diaries | Lists and leaflets; Instructions; Reviews and information texts; Poetry; Writing for different purposes | Labels, lists and captions; Recipes; Poetry; Narratives; Leaflets | Recounts; Information texts; Instructions; Narratives; Poetry |
| **Maths** | Place Value within 10  Addition and Subtraction | Addition and Subtraction  Shape | Place value within 20  Addition and Subtraction | Addition and subtraction  Place value within 50 | Multiplication and division  Fractions  Position and direction | Place value within 100  Money  Time |
| **Science Topic** | Everyday materials; Working scientifically | Habitats; Everyday materials; Working scientifically | Everyday materials; Plants | Habitats; Animals, including humans; Working scientifically | Everyday materials; Working scientifically | Caring for the environment |
| **Science Investigations** | Why do boats float? Can you find the treasure? | Can you make a paper bridge? Where do worms like to live? | How do plants grow in winter? | Do insects have a favourite colour? Do snails have noses? What is the life cycle of the ladybird? Where do snails live? | Which stuff is stickier? How is mud made? What shape is a bubble? | Do all balls bounce? Why should I exercise? How do germs spread? |
| **Religious Education** |  | What can we learn from stories from the Bible? | Beginning to learn about Islam: What can we learn from Muslims in Wolverhampton | Questions that puzzle us Holy places: Where and how do Christians, Hindus, Sikhs or Muslims worship? | Holy places: worship at the church, mandir, mosque and gurdwara. |  |
| **Geography** | Using and making maps; Locational knowledge; Directions | Amazing structures around the world; Towers and bridges in the local area | Fieldwork in the local area; Human and physical features; Using and making maps; Aerial images | Fieldwork |  |  |
| **History** | Significant historical people – Captain James Cook, Grace Darling; Famous pirates | Castles and castle life; Significant individuals – Isambard Kingdom Brunel | Changes within living memory; Significant people; Places and events in the local area |  |  | History of Sport |
| **Design and Technology** | Mechanisms; Structures | Making models of towers, bridges and tunnels | Making models; Baking; Making signs; Designing buildings | Origins of food; Selecting natural materials | Food tasting; Origins of food; Healthy meals; Following recipes; Designing an outdoor kitchen | Materials; Mechanisms |
| **Art and Design** | Observational drawing; Printing | Sculpture using natural materials | Famous local artists; Creating views from the local area | Observational drawing; Model making | Labels, lists and captions; Recipes; Poetry; Narratives; Leaflets | Throwing and catching |
| **Music** | Sea shanties | Spooky Sounds | Local artists/musicians  Famous people from the West Midlands | Play tuned and untuned instruments | Unstructured Music | Chants and rhymes |
| **Physical Education** | Invasion Games | Outdoor Adventurous Activities | Gymnastics | Dance | Net and Wall Games | Athletic Activities |
| **Computing** | IT Around Us | Digital Photography | Robot Algorithms | Pictograms | Digital Music | Programming Quizzes |
| **PSHE** | Feelings and Emotions  Relationships | Being Responsible  Computer Safety | Keeping and Staying Safe | Fire Safety | Keeping and Staying Healthy | Hazard Watch  Money Matters |