

Key Stage 2 – Spring 1 2025/26
A Long, Long Time Ago

English and Reading	Maths	SoCo & PSHE	Computing	Science	PE	Humanities	Structured Play	Creative Arts: Music
<p>The Pirates are Coming To explore, interpret and respond to a picture book.</p> <p>To explore illustrations and how these tell a story through detail.</p> <p>To explore the story through a variety of teaching approaches (such as artwork and role play).</p> <p>To retell the story using a story map and create a written version of it</p> <p>To develop mark making and handwriting skills.</p> <p>Sight words Recognising meaningful familiar words</p> <p>Phonics Recognising sounds Blending and segmenting</p> <p>Reading Comprehension skills Using language in context</p>	<p>Number, Addition, Subtraction, Position and Direction</p> <p>Develop confidence in rote counting and applying this skill to counting groups of objects to represent numbers.</p> <p>Develop their understanding of numbers, their value and their sequence in a consecutive order.</p> <p>Develop their understanding of addition and subtraction through the number strand.</p> <p>Develop their understanding of positional language.</p> <p>Use and apply their maths skills (based on individual next steps from this strand)</p>	<p>SoCo: Accepting my Friends Ideas and Games</p> <p>Develop pupils' ability to play, interact, and cooperate with peers, focusing on sharing ideas, taking turns, and responding to others in group games.</p> <p>Pupils will engage in role-play and practical group activities to build social awareness, respect for peers' choices, and early friendship skills.</p> <p>PSHE: How Can We Help in an Emergency?</p> <p>Recognise there are different people who can keep them safe.</p> <p>Understand what an emergency is and what it isn't</p> <p>Know how, and who to get help from in an emergency</p>	<p>Maze Explorers</p> <p>Be able to move an object on screen</p> <p>Be able to follow a code to move an object on screen</p> <p>Be able to make a sequence of code to move an object on screen</p>	<p>Everyday Materials</p> <p>Explore materials through different senses and explore their properties to identify them</p> <p>Identify a range of materials and sort them.</p> <p>Identify properties of a range of materials and sort them.</p>	<p>Multi Skills</p> <p>Recap and develop subject specific skills like throwing, catching, moving, playing with others.</p> <p>Move in different ways and at different paces.</p> <p>Practice and develop physical skills in a pair or group.</p>	<p>The Romans</p> <p>Identify the Roman Empire and inventions that were created by the Romans.</p> <p>Identify the impact of Roman inventions and changes that occurred, such as the Roman Empire.</p> <p>Compare how life was in Roman times compared to present day through role play and re-enactments.</p>	<p>Constructive Play – Following Instructions</p> <p>Join construction materials together through physical exploration and practice.</p> <p>Create models by copying examples and pictures to recreate the shape, size and colour.</p> <p>Add additions to models to extend them and make models with peers.</p>	<p>Romans, Melody and Pitch</p> <p>Be able to copy loud and quiet pitches or sounds, maintain a steady beat and identify when music starts and stops with adult support.</p> <p>Identify the difference between loud and quiet melodies by using visual supports, compare melodies using instruments and movements and identify downbeats.</p> <p>Identify different rhythms through chant and percussive instruments, play alternating pitches and identify changes within a melody.</p>

