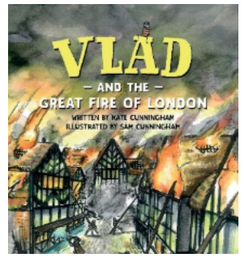
Lee Mount Academy – Year 1& 2
Curriculum Long Term Plan 2026/2027

	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Geography / History unit focus						
Enquiry Question	**How do I get home?**	**How have toys changed over time?**	**Why is it hotter at the equator and colder at the poles?**	**Why do we remember the three Queens?**	**Why go on holiday in the UK?**	**How have castles changed over time?**
Golden Threads	**Locational Knowledge Human & Physical Mapping**		**Weather and climate**		**Locational Knowledge Human & Physical Mapping**	
		Society and Community		**Power**		**Society and Community**
ROAP outcomes	Post a letter home – with the correct address. Bringing back to school to celebrate.	Class Museum	Weather report from around the world	Commerorative stamps 1 for each monarch (themed e.g. transport, inventions…)	Posters, Map, facts, data including weather, human and physical features	
Book Led Literacy						

Understanding the world	Geography Substantive knowledge	• Our local area is Lee Mount, our town is Halifax, our country is England. (Our continent is Europe). • Features of the immediate local area during fieldwork include school, Shroggs park, church, road, streets, club, shops, hills (in the background). These are called human and physical features. • An address has; house number/name, street name, village, town/city and postcode. • Addresses are important for emergency help, mail and parcels, jobs, money/banks. • Photos give us information about a place. • Maps give information about the world (where and what?) • and with digital maps we can zoom in and out—the map changes. • Maps need a title, key, features, compass point and scale.		• Maps of the world can give different information. • There are 7 continents and 5 oceans in the world. • The equator is an imaginary line in the middle of the Earth. • The North Pole is in the Arctic, and the South Pole is in the Antarctic. • Weather and climate are different. • Some different climate zones include desert, rainforest and Arctic. • A rainforest climate has dense canopies of vegetation, rainfall all year and hot and humid. • A desert climate typically has sand, is dry, has little vegetation because of little rainfall. • Arctic and Antarctic regions are extremely cold and windy.		• A map is a flat image of the Earth. • A globe is a model of the Earth. • The United Kingdom is in Europe but not attached (there is water between). • The United Kingdom is made up of England, Scotland, Wales and Northern Ireland • The capital city of England is London. • The capital city of Scotland is Edinburgh. • The capital city of Wales is Cardiff. • The capital city of Northern Ireland is Belfast. • Blackpool and Tenby are coastal towns. • Edinburgh is the capital city in Scotland with human and physical features including an ancient, extinct volcanoes, hills, valleys, rivers, old and new towns, castle, palace and university. • The Giant's Causeway is World Heritage site. • Blackpool and Tenby include different physical features to Halifax (beach, cliff, sand dunes, coast, sea, hill) • Landmarks (human features) in Blackpool will be different to that in the town of Halifax (e.g. pier, beach, sea, hotels)	
	History Substantive knowledge		• Toys have changed over time. • In the past, toys with moving parts were generally mechanical. You had to move a part of the toy to make another part move. • Now we have electricity - many modern toys are electrical and can move when you turn them on. • Historically, toys were made of wood and metal. • Our older relatives will have played with different toys to us. • We learn about toys from the past by looking at and reading non-fiction books, talking to people who were around at the time that we want to find out about, watching video clips or TV shows about the time in history we want to find out about, visiting museums, looking at photographs • Some of these toys are similar to toys from the past but some are different. The differences are because of advances in technology, changes in packaging and design, changes in manufacturing (how the toys are made). • Future toys will be different again as technology changes.		• Queen Elizabeth I was Queen of England, Ireland and Walkes from 1558-1603 (45 years) – she did this alone without a king. • Her reign was called the Golden Age. • The best writer of all times William Shakespeare wrote his plays at this time. Elizabeth I was able to stand up to the king of Spain who tried to attack. • Queen Victoria was Queen of the United Kingdom and Ireland for 63 years, 1837-1901. • She married Prince Albert from Germany; they had 9 children. • Queen Victoria's reign was known as the Victorian Age. • Lots of things were invented while Victoria was on the throne including the telephone, penny farthing bicycle. New factories and railways were built and towns grew much bigger. Life was hard for the poor. • Queen Elizabeth II reigned for 70 years from 1953-2022. The longest reigning monarch ever in Britain. • 20 million people watched her coronation on TV on 2nd June 1953. • Queen Elizabeth had 4 children with her husband Prince Phillip. • Televisions, computers, mobile phones and the internet were invented. People coming to live in the UK has changed – this is called immigration. Most happened during Elizabeth II's reign.		• Castles were built for important people, their families and servants. • Castles have changed over time. They became stronger and easier to defend. • They were made from wood, but later stone was used. • Castles has special features to use in defence and attack including moat, drawbridge, turrets, arrow slits, keep, portcullis, • They were designed to launch weapons to attack the enemy. • There are different types of castles, such as a Motte and Bailey and Concentric castles. • The first castles were built by the Normans. • Some castles have survived today, and some have remains we can use as clues. • The monarch - King Charles III has many residencies including castles and palaces.
	RE Believing & belonging 2024-29	**C1.3:** How can we make good choices?	**F1.12:** How and why do we care for others?	**C1.6:** Which books and stories are important?	**F1.11:** How do Hindu stories help believers live their lives?	**F1.14:** How do Bible stories show that God keeps promises?	**F1.15:** What did Jesus teach and how did he live?
Expressive arts and design	Art	**Drawing** Paul Cezanne French - P. impressionism Still Life 	**Painting** Vincent Van Gogh Dutch - P. Impressionist 	**Printmaking** F. Hundertwasser Austrian - Modern Art 	**Collage/ Textiles** Piet Mondrian Dutch - Cubism/Modern Art 	**Sculpture** Barbara Hepworth British – Modern art - Form / Clay 	
	DT		Cook **Jam tarts / Mince pies**		Build **Vehicles**		Sew **Animal sock puppets**

	Music	Calderdale Music Services – External Provider					
STEM	Science Developing Experts	**Animals and humans - all about me** 	**Exploring everyday materials - 1** 	**Animals and humans – growth** 	**Living things and their habitats** 	**Plants** 	**Habitats around the world** 
		Working Scientifically					
	Computing Kapow	Week 1 Y1 Lesson 1 Online Safety **Computing Systems & Networks - Improving mouse skills (K)**	Week 1 Y1 Lesson 2 Online Safety **Algorithms Unplugged (K)**	Week 1 Y1 Lesson 3 Online Safety **What is a computer? (K)**	Week 1 Y1 Lesson 4 Online Safety **Algorithms & Debugging (K)**	Week 1 Y1 Lesson 5 Online Safety **Word Processing (K)**	Week 1 thinkukonw.co.uk – Online Safety **Rocket to the Moon (K)**
Physical Development	PE Beyond the physical	**Agility. Balance. Coordination** Master basic movements including agility, balance and coordination.	**Throw. Prepare. Catch** Master basic movements including throwing and catching.	**Jump. Shape. Create** Develop flexibility, technique, control and balance.	**Duel. Win. Lose** Team games developing simple tactics for attacking and defending	**Run. Jump. Throw** Use running, jumping an throwing in isolation and combination.	**Target. Control. Combine** Master basic movements including throwing and coordination. 
		Look. Run. Throw Team games developing simple tactics for attacking and defending 	**Hands. Feet. Equipment** Object control developing coordination and control. 	**Fair. Share. Dare** Embed values such as fairness and respect. 	**Inspire. Create. Perform** Perform dance using a range of movement patterns. 	**React. Roll, Retrieve** Master basic movements including striking and coordination. 	**Send. Receive. Return** Master basic movements such as sending and receiving. 
Personal Development	PSHE/ SCARF	SCARF **Me and My Relationships**	SCARF **Valuing Differences**	SCARF **Keeping Myself Safe**	SCARF **Rights and Responsibilities**	SCARF **Growing and Changing**	SCARF **Being My Best**