

EYFS, Y1, Y2 Long Term Plan 2025-26

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English (EYFS/Y1)	Journey, Quest and Return	The Gingerbread Man	The Princess and the Pig			
English (Y2)	Journey, Quest and Return	The Day the Crayon's Quit	Orion and the Dark	The Dragon Machine	Sweep Too Much Stuff	Rhythm of the Rain
Maths	See White Rose Maths Long Term Plan					
Science (Y1 and Y2)	Everyday Materials	Living Things and their Habitats	Plants		Animals including Humans	
History/Geography	The Gunpowder Plot and the Great Fire of London		What a Wonderful World – Local environment Local History – The Village of Ilam		On the Move – Travel and Tourism through the ages	
Art/D&T	Plan and make bread that could have been sold in the bakery on pudding lane (DT)	The Gunpowder Plot and The Great Fire of London (Art)	Andy Goldsworthy (Art)	Design and make a Bug Hotel (DT)	Super Skies (Art)	Design and make a windmill that you can use to detect the wind direction. (DT)
RE	What makes every person special, unique and important? Festivals from a range of faiths: Eid	Christianity- Why do Christians perform nativity plays? Festivals from a range of faiths: Diwali, Christmas	Christianity- Why is the word God so important to Christians? Festivals from a range of faiths: Harvest, Sukkot	Christianity- Why do Christians put a cross in the Easter Garden? Festivals from a range of faiths: Holi	Why are some stories special? Festivals from a range of faiths: Chinese New Year, Shrovetide	Christianity- Special places: What happens in our Church? Festivals from a range of faiths: Ramadan
Computing	Digital Painting and artists (Year 1/2)	Computing Skills (All)	Word Processing and presentation Skills (All)	Online Searchers and Surfers (All)	Programming with Scratch Jr (Y1 and 2)	Programming with Scratch Jr (Y1 and 2)
Music	Singing – I've got a grumpy face					

PSHE	VIPs (KS1)	Be Yourself (KS1)	It's My Body (KS1)	One World (KS1)	Money Matters (KS1)	Growing Up (KS1)
PE	Swimming at Blore Hall Games - Throwing and Catching – Basketball	Swimming at Blore Hall Dance	Swimming at Blore Hall Gymnastics - Travelling & Actions Shapes and balances	Games - Attacking and Defending, Passing a Ball - Football	Games – Fielding, Striking and hitting – Quick Cricket	Athletics – Jumping