

## Portland Long term Curriculum Overview - Cycle 1

Cycle 1						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	My World and Me (Locality) <i>Wirral, Birkenhead, River Mersey, Liverpool</i>	Woodland Walk	Frozen Planet	Get Lost in a Book (Traditional and modern stories)	Let it Grow (Humans and plants)	Save the Seas
Reception Big Question	Where and who do I belong to?	What would I find in the woods?	Who lives in the coldest parts of the world?	How do I create a story?	How do things grow?	How can we help save the sea?
Literacy <i>Traditional tales</i> <i>Literacy count texts</i>	F1: So Much F2: <b>The Three Little Pigs</b>	F1: <b>Hansel and Gretel</b> F2: <b>Saving Mr Hoot</b>	F1: Polar Bear, Polar Bear F2: <b>Lost and Found</b>	F1: <b>The Gingerbread Man</b> F2: <b>Little Red</b>	F1: Jasper's beanstalk F2: <b>Jack and the Beanstalk</b>	F1: <b>Billy Goats Gruff</b> F2: <b>The Storm Whale</b>
Science	Seasonal Change Summer - Autumn  Living things in their Habitats	Seasonal Change - Autumn - Winter  Changes in Matter (Harvest - bread, Winter- melting/freezing)	Seasonal Change Winter - Spring  Animals including Humans & Plants  Changes in Matter (Winter- melting/freezing)	Seasonal Change Spring	Seasonal Change Spring-Summer  Plants & Living things in their Habitats & Plants Animals including Humans & Living things in their Habitats (Lifecycles)	Seasonal Change Summer  Animals including Humans & Living things in their Habitats (sea creatures)
History	Our families (Past and present)	My experiences (past and present)		How books change overtime (Past and present)	My Life and My family (Chronology)	Seasides (Past and Present)
Geography	Locality (Field work) Explore the local environment (Simple maps)		The world (Contrasting Localities)		Locality (Field work) Explore changes to/quality of environments. How we care for the environment.	Caring for the World (Contrasting environments)
RE		Celebrations (Customs and routines) Special places within the Community				
D&T		Purpose: To make bread (design, make and evaluate)	F1: Purpose: Create a small world structure for play based learning (Research, design, make, evaluate)  F2: Purpose: Create a small world structure for play based learning (Research, design, make, evaluate)	F1: Purpose: Create a flap book (research, make and evaluate)  F2: Purpose: Create a v-fold pop up card (research, design, make and evaluate)		
Art and Design	F2: Faces - Picasso  F1 & F2: Portraits - pencil, paint and charcoal (Explore a range of media)	F1 & F2: Festive creations - Dough, salt dough, Clay (3D modelling)			F1 & F2: Plants (painting and drawing techniques)	F1 & F2: Under the sea scene (Painting and printing)

## Portland Long term Curriculum Overview - Cycle 2

Cycle - 2						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	My World and Me (Locality) <i>Wirral, Birkenhead, River Mersey, Liverpool</i>	Cultural stories	Down in the Jungle	Fun on the Farm	Down at the bottom of the Garden (Plants & Minibeasts)	Hero or Heroine
The Big Question	Where and who do I belong to?	What happens in other cultures?	What would I find in the Jungle?	What comes from the farm?	How do plants and minibeasts change over time?	What kind of superhero qualities do you have?
Literacy <i>Traditional tales</i> <i>Literacy count texts</i>	F1: <b>Goldilocks</b> F2: <b>The Something</b>	F1: <b>Chapatti Moon</b> F2: <b>No Dinner!</b>	F1: Dear Zoo F2: Giraffes Can't Dance	F1: <b>The Enormous Turnip</b> F2: <b>The Little Red Hen</b>	F1: The Very Hungry Caterpillar F2: <b>The Extraordinary Gardener</b>	F1: Supertato F2: <b>Juniper Jupiter</b>
Science	Seasonal Change Summer - Autumn  Living things in their Habitats	Seasonal Change - Autumn - Winter  Changes in Matter (Winter-melting/freezing)	Seasonal Change Winter - Spring  Animals including Humans & Plants	Seasonal Change Spring  Plants & Living things in their Habitats & Plants	Seasonal Change Spring-Summer  Animals including Humans & Living things in their Habitats (Lifecycles)	Seasonal Change Summer
History	People in the community (Past and present)			Farming (Past and present)		Roles in the community & Florence Nightingale (past and present)
Geography	Locality (Field work) Explore the local environment (Simple maps)		Rainforest and Local Area (Contrasting Environments)	Locality (Field work) Local Farms		
RE		Celebrations (Customs and routines) Special places within the World		New Life (Birth (Animals), Easter)		
D&T		F1: Purpose: To a fruit salad (design, make)  F2: Purpose:	F1: Purpose: Create a small world structure for play based learning (Research, design, make, evaluate)  F2: Purpose: Create a small world structure for play based learning (Research, design, make, evaluate)		F1: Purpose: Create a flap book(research, make and evaluate )  F2: Purpose: Create a pop up card (research, design, make and evaluate)	Textiles: F1: Make a finger puppet  F2: Make a hand puppet
Art and Design	F2: Faces - Picasso F1 & F2: Portraits - pencil, paint and charcoal (Explore a range of media)	F1 & F2: Festive creations - Dough, salt dough, Clay (3D modelling)		F1 & F2: Farm Scene (printing and painting)		