

Year 1 Long Term Plan

Topic	Sense Patterns	Toys	Castles	Growing Plants	Weather Watch	A World of Animals
The Big Question	What do we use our senses for?	How can we sort toys?	Why and how were castles built?	How can we can tell plants apart?	How is the weather different and how do we know?	How do scientists sort animals?
Key Text(s)	Happy By Nicola Edwards and Katie Hickey Orion and the Dark By Emma Yarlett	The Adventures of Egg box Dragon? By Richard Adams Lost in the Toy Museum By David Lucas	Castles By Maggie Freeman After the fall By Dan Santat Rapunzel (Traditional Tales)	The Little Gardener By Emily Hughes	Poles Apart By Liz Miles Storm By Catherine Baker Poetry (various texts)	Amazing Animal Survivors By John Townsend Hey Frog By Piet Grobler
Visits/Experiences	Sign Language Visit	Toy Visit Christmas Experience: Panto	Battle of Hastings Day	Willow Weaving	Greens windmill	White Post Farm (internal) Chicken Hatching Nottingham Liberal Synagogue
Exploratory and Role Play	Health centre Senses area – what's in the box	Toy shop Toy investigation centre	Castle – to defend Fire to tell stories around Construction to make castles	Collection of leaves, cones etc to sort and investigate Garden centre	Weather vane	Vets Animal research centre
Science Ongoing- Observe changes across the 4 seasons and weather	Animals including humans – all about me	Exploring everyday materials 1	Exploring everyday materials 2	Plants	Seasonal Changes	Animals including humans – all about animals

associated with each season						
Geography	Identifying the UK and its countries	Human vs physical features – Paddington hunt Land use of the school playground Using maps for the first time	Capital cities of the UK Settlements of castles – where and why. Fieldwork – Is the field a good place to build a castle?	Land use and settlement Fieldwork – Which area of school has the most plants?	Using measuring equipment Comparing hot and cold places Fieldwork – Which area of school is the warmest/coldest? Fieldwork – How much does it rain in Hucknall?	Compare animals in hot and cold places Introducing rivers – Thames vs Trent (locational knowledge) Fieldwork – which bird feeder attracts the most birds?
History Knowledge	Lives of significant individuals and the contribution to national and international achievements Louise Braille Granville T. Woods/Lewis Latimer/Thomas Edison	Changes within living memory Toys over time	Significant historical events, people and places in the locality Look at the chronology and explore. Castles	Significant historical events, people and places in the locality Robin Hood	Lives of significant individuals and the contribution to national and international achievements Inventors and their achievements	Changes within living memory Working animals over time
Computing	Esafety – SMART rules Logging on Use an art package on a digital device to create an image. Select purposefully and use a variety of tools in a painting package eg the straight line, geometric shapes and flood fill tools. Use 2 draw to design their own jigsaw puzzle. Make the design using 2draw, print, stick on to card and then make into a puzzle using a pattern	Finding Out – Collect data and use 2graph to input the data and present as a bar chart. Use senses information like favourite smells, colours etc Create bar charts vertically and horizontally using 2graph. Interpret the data Use simple navigation tools including hyperlinks, menus, index, forward and back buttons e.tc to explore pre-selected digital information sources purposefully.	Communicating – producing, editing and showing – Text can be entered and corrected. Text, images and sound may be changed to suit a purpose. Using 2create a story. Set a background and use draw tools to set a scene. Input text, edit and modify. Some may move on to adding sound Safer internet day (whole school)	Computing Models, simulations, control and programming An algorithm is a sequence of instructions which can control a device. Algorithms are implemented as programs on digital devices. Begin with giving clear instructions to a partner. Use to 2go to input instructions through the maize (1 gives instructions and the partner inputs). Select purposefully and use a variety of tools in a painting package eg the	Digital simulation <ul style="list-style-type: none"> • Software and apps can be used to create and edit images. • Digital simulation allows users to explore options and make choices. Digital devices aid the drawing of more complex shapes and designs. Using 2DIY the children will invent their own computer game	. Computing Models, simulations, control and programming An algorithm is a sequence of instructions which can control a device. Algorithms are implemented as programs on digital devices. A digital device may be used to simulate a wide range of environments and situations. .Digital simulation allows users to explore options and make choices. Using 2code (first 4 activities) children explore giving clear instructions and

	Shoe box appeal - Create a design for the packaging. 1 square between 2 collaged together to stick on the box	Select programs and apps, navigate screens and menus. Use a search engine. Find out about guide dogs using a search engine and then https://www.guidedogs.org.uk using the menu bar and the search option		straight line, geometric shapes and flood fill tools Make tree patterns and add a character to the wood Revelation Natural Art.		correcting incorrect or incomplete instructions.
DT	Select from a range of tools and equipment, explaining their choices Moving toys using simple mechanisms.		Build structures, exploring how they can be made stronger, stiffer and more stable 3D structures Free standing structure – walls and towers. Explore and use mechanisms Make a moving wheelbarrow Simple mechanism		Prepare simple dishes safely and hygienically, without using a heat source Healthy diet Preparing healthy menu Healthy lunchbox Picnic on field	
Art	To develop art and design techniques Colour, texture, pattern, shape form and space Collage – texture and layering Look at the work of Kandinsky 2d shape patterns Piet Mondrian Broadway Boogie Woogie Compare Islamic geometrical patterns, Indian art, paisley designs, tartan, Peruvian fabric design Learn about the colour wheel and practise different colour combinations	To know about the work of a range of artists, and making links to their own work. Drawing – Children’s Games by Pieter Bruegel the Elder Zoom in and make their own drawings to fit in the picture. Compare with Helen Bradley ‘And Miss Carter Wore Pink’. Draw action figures from stick men. Photography – taking pictures of children playing at playtime and create a photo montage of Beardall in a modern style of Bruegel. Practise use of composition, posing figures	To develop art and design techniques Colour, texture, pattern, shape form and space Painting – Rapunzel paintings Sketching and drawing skills J. W. Turner – castle paintings PreRaphaelites – John Waterhouse – Fair Rosamund Arthur Rackham – Rapunzel Rachel Christine Nowicki – Rapunzel	To use a range of materials creatively to design and make products. 3D/Textile – Local artists to come in Weaving with willows? Andy Goldsworthy – natural art using found materials Simple weaving skills Weaving with natural materials; grasses, twigs, etc. Georgia O’Keefe – flowers Working on a large scale; small paper size but big art – replicate in fabric, sewing, painting on fabric.	To use a range of materials creatively to design and make products. Printing – Graphic design of medals Logos – eg Scotland, Wales etc Pop Art – Roy Lichtenstein Salvador Dali – Chuppa Chups Logo Find out about logos and symbols, design own logo/medal/badge Print using simple potato printing – draw into potato to create a negative design. Use similar technique on SafePrint (polystyrene squares) to develop detail on design.	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination 3D - Clay animals Birds Look at animal sculptures of Picasso, Elizabeth Frink, North American Totems Use playdough to practise skills of moulding, shaping, rolling, joining Use clay to develop shape of animals Use sketchbooks to plan, design and shape animals.
PE	Dance Running and jumping	Gymnastics Multi skills	Dance	Multi skills stations 1-5	Gymnastics	Multi skills stations 6-10

			Attacking and defending	Throwing and Catching	Invasion games	Multi skills stations racket skills
Music	<p>Use their voices expressively and creatively by singing songs and speaking chants and rhymes</p> <p>How can we make friends when we sing together? Singing</p> <p>Key: C</p> <p>Vocabulary: Crotchets, note, key</p> <p>Musically draws together listening/appraising, composing/improvising and performing skills</p>	<p>Use their voices expressively and creatively by singing songs and speaking chants and rhymes</p> <p>How does music tell songs from the past?</p> <p>Christmas Presentation Unit for FS/KS1</p> <p>Singing and performing</p> <p>All children from FS/KS1 involved in learning and performing a 30 minute presentation which includes singing, optional instrumental parts, acting, movement and dance</p>	<p>Listen with concentration and understanding to a range of high-quality live and recorded music.</p> <p>Play tuned and untuned instruments musically.</p> <p>How does music make the world a better place?</p> <p>In the Groove Glockenspiel and percussion</p> <p>Key: C</p> <p>Vocab: Crotchets, note, key</p> <p>Improvisation and Composition: Notes C,D and E</p>	<p>Identify different groups of instruments. Perform together and follow instructions that combine the musical elements. Choose sounds and instruments carefully and make improvements to their own and others' work</p> <p>How does music help us to understand our neighbours? Round and Round Glockenspiel and percussion</p> <p>Key : D minor</p> <p>Vocab: Semibreves, crotchets and minims</p> <p>Improvisation and composition: D, E</p>	<p>Identify different groups of instruments. Perform together and follow instructions that combine the musical elements. Experiment with, create, select and combine sounds using the inter-related dimensions of music</p> <p>What songs can we sing to help us through the day?</p> <p>Ukulele Course</p> <p>Step – 1 to 4</p> <p>Learn to hold a ukulele Learn to strum an open chord Learn to pluck open strings Learn the names of each string</p> <p>Learn chord: C</p>	<p>Experiment with, create, select and combine sounds using the inter-related dimensions of music</p> <p>Singing How does music teach us about looking after our planet?</p> <p>Key: C</p> <p>Vocab: Semibreves, crotchets and minims</p> <p>Improvisation and composition: C, D – using instruments and/or clap and sing</p>
PSHE	<p>Relationships</p> <p>Roles of Different People; families and feeling cared for Recognising privacy; staying safe; seeking permission How behaviour affects others; being polite and respectful</p>		<p>Living in the wider world</p> <p>What rules are; caring for other's needs; looking after the environment Using the internet and digital devices; communicating online Strengths and interests; jobs in the community</p>		<p>Health and wellbeing</p> <p>Keeping healthy; food and exercise; hygiene and sun safety Recognising what makes them unique and special; feelings; managing when things go wrong How rules and age restrictions help us; keeping safe online</p>	

RE	Caring for myself and others Unit 1.2	Celebrations and Festivals Unit 1:1 (Christmas progression is within this unit)	Beliefs and Teachings Unit 1.3	Easter Progression	Symbols in religious worship and practice Unit 1.4
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