

Y1 Long-Term Plan 2019-2020

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Carnival Of The Animals		Knights, Castles & Dragons		Amazing Space	
Geography	Location & Place Knowledge, Human & Physical Geography, Geographical Skills & Fieldwork		Location & Place Knowledge, Human & Physical Geography, Geographical Skills & Fieldwork		Location & Place Knowledge, Human & Physical Geography, Geographical Skills & Fieldwork	
History	Lives Of Significant Individuals In The Past (Saint-Saens), Changes Within Living Memory (Zoos/Animal Rescue), Significant Historical Events (Ladybird Books)		Lives Of Significant Individuals In The Past (St. George & The Dragon), Changes Within Living Memory (Homes-Castles), Significant Local Historical Events (Lady Jane Grey),		Lives Of Significant Individuals In The Past (Neil Armstrong & Yuri Gugarin), Changes Within Living Memory (Travel), Significant Historical Events (First Moon Landing & Walk)	
Maths	Number & Place Value, Addition & Subtraction, Shape, Christmas Maths		Number & Place Value, Addition & Subtraction, Shape & Time, Length & Height, Multiplication/Division/Fractions		Number & Place Value, Four Operations, Money, Weight & Volume	
English	Fiction – Guess What?, Poetry – Sensational Senses, Non-fiction – Who Lives Here?, Handwriting, GPS, Role-play, Composition, Comprehension, Phonics, Rainbow Grammar		Fiction – Once Upon A Time, Poetry – Pattern & Rhyme, Non-fiction – Why Do Elephants Have Big Ears?, Handwriting, GPS, Role-play, Composition, Comprehension, Phonics, Rainbow Grammar		Fiction – Fantastic Voyages, Poetry – Growing Up, Non-fiction – Top Jobs, Handwriting, GPS, Role-play, Composition, Comprehension, Phonics, Rainbow Grammar	
Science	Seasonal Changes – Autumn-Winter Working Scientifically My Senses Animals(including humans)		Seasonal Changes – Winter-Spring Working Scientifically Everyday Materials Animals		Seasonal Changes – Spring-Summer Working Scientifically Plants Scientists	
ICT	Using Drag & Drop Programs, Using Paint Programs, Use www.bbc.co.uk/bitesize/ks1/science for science activities		Creating Digital Pictograms, Using Digital Cameras/Video Use www.bbc.co.uk/bitesize/ks1/science for science activities		Using Digital Cameras/Video, Programme Roamer, Use www.bbc.co.uk/bitesize/ks1/science for science activities	
PE	Different Types Of Movement – Running, Walking, Balancing, Hopping, Jumping	Bats & Balls – Using Different Equipment To Throw & Catch. Aiming At A Target.	Dribbling & Kicking. Changing Speed & Direction. Partner Work.	Dance Using Simple Movement Patterns.	Multi-Skills – Balancing Equipment, Throwing & Catching, Jumping For Height, Speed & Distance, Running & Skipping	Gymnastics & Using Apparatus. Sports Day – Egg & Spoon, Running, Obstacle Race.
RE	Families, Belonging, Judaism, Waiting		Special People, Meals, Change		Holidays & Holydays, Being Sorry, Other Faiths, Neighbours	
DT	Design, Make & Evaluate A Spider Sock Puppet		Design, Make & Evaluate A Dragon model.		Cooking & Nutrition. Design, Make & Evaluate A Rocket model	
Art	Different painting techniques Clay models/sculptures		Fruit & Vegetable Patterns, Creating Invertebrates Using A Variety Of Natural Materials		Sand Space/Moonscapes, Making Clay Pots To Carry Water	
Music	Expressive Voice		Listening & Appreciating		Playing tuned & Untuned Instruments	