

Y1 Long-Term Plan 2018-2019

| | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|------------------|--|--|--|---------------------------------------|---|---|
| Topic | Animal Antics | | 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 (Steve Irwin), Changes Within Living Memory (Zoos – Twycross), Significant Historical Events (Twycross Zoo – Animal Rescue) | | Lives Of Significant Individuals In The Past (St. George & The Dragon), Changes Within Living Memory (Homes-Bradgate Park), Significant Local Historical Events (Lady Jane Grey), | | Lives Of Significant Individuals In The Past (Neil Armstrong & Yuri Gugarin), Changes Within Living Memory (Seaside Holidays), 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 Working Scientifically Who am I? } Animals(including humans) Polar Adventures } Everyday materials | | Seasonal Changes Working Scientifically Celebrations } Everyday Materials On Safari } Animals | | Seasonal Changes Working Scientifically Holiday } Everyday Materials Treasure Island } Plants | |
| ICT | Using Drag & Drop Programs, Using Digital Cameras/Video | | Creating Digital Pictograms, Using Paint Programs, Using Digital Cameras/Video | | Using Digital Cameras/Video, Programme A Roamer, Use www.bbc.co.uk/bitesize/ks1/science/properties_of_materials/play/ for classification 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. | | Cooking & Nutrition, Design, Make & Evaluate Photograph Frames. | |
| Art | Ice Art, Creating Patterns Using Hands, Fingers & Feet | | Fruit & Vegetable Patterns, Creating Invertebrates Using A Variety Of Natural Materials | | Sand Pictures, Making Clay Pots To Carry Water | |
| Music | Expressive Voice | | Listening & Appreciating | | Playing tuned & Untuned Instruments | |