

Year 1 Yearly Plan 2019-20

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	<p>Narrative Focus Familiar stories with predictable phrases and patterned language</p> <p>Non-Fiction Focus Labels, lists and captions.</p> <p>Poetry Focus Read write and perform poems based around the senses.</p>		<p>Narrative Focus Use puppets and drama to act out traditional and fairy tales</p> <p>Non-Fiction Focus Use Information texts to answer and ask questions. Understand the features of an information book. Look at the features of instructions, follow different instructions and evaluate their effectiveness.</p> <p>Poetry Focus Read write and perform poems with a focus on pattern and rhyme</p>		<p>Narrative Focus Fantasy stories with a focus on superheroes</p> <p>Non-Fiction Focus Write an information text about sharks.</p> <p>Poetry Focus Read write and perform poems based around the seaside.</p> <p>Book Focus Funny Stories – The day louis got eaten, There’s a lion in my cornflakes.</p>	
Maths	<p>Ongoing Skills</p> <p><u>Number</u> Counting, reading and writing numbers to 100 Read and write numbers to 20 in words Count in patterns of 2, 5 and 10 Find one more and one less from a given number Use a number line Read and write number sentences using the symbols + - =</p> <p><u>Problem Solving</u> Addition and subtraction within 20.</p> <p><u>Facts</u> Numbers bonds to 20 eg 7+3=10, 17+3=20</p> <p><u>Time</u> Sequence events and use language eg before, after, next, tomorrow, days of the week, months of the year Tell the time to the hour and half past the hour</p>					
	<p>Money- Recognise and know the value of coins and notes</p> <p>Measurement- compare, describe and solve problems with length and height eg tall short, longer/shorter and capacity and volume eg full/empty, less than, more than, half full</p> <p>Shape- recognise and name common 2D and 3D shapes</p>		<p>Time- Tell and show the time to the hour, half hour</p> <p>Fractions- recognise, find and name a half as one of two equal parts of an object or quantity.</p>		<p>Position and direction- describe position, direction and movement inc whole, half, quarter and 3 quarter turns about a point.</p> <p>Measurement- compare, describe and solve problems with mass and weight eg heavy/light, lighter than</p> <p>Fractions- recognise, find and name a quarter as one of four equal parts of an object or quantity.</p>	
Science	<p>Who Am I? Name, draw and label basic parts of the body, the senses, classifying animals</p>	<p>Celebrations Light sources, properties of materials including transparent and opaque materials.</p>	<p>Polar Explorers The polar environment including animals. Which clothing and food would an explorer take?</p>	<p>Treasure Island A tropical environment including animal and foods. Can you build a sun visor, raft and shelter?</p>	<p>On Safari Different invertebrates, their habitats, food chains. Animals and their habitats and diets.</p>	<p>Holiday Investigating the effects of the sun on different materials, animals at the seaside and looking after the environment.</p>
Computing	<p>Computer skills Children learn how to use a computer mouse or a trackpad and how to switch on and shut down a computer. They will apply their skills by launching applications, manipulating windows & opening and saving files and folders. They will then practise their clicking skills and</p>	<p>Word processing Children learn how to type with two hands, use the shift, space & enter key properly, and edit work by using the backspace, delete and arrow keys. Children will then go on to learn how to use undo and redo and to select and format text.</p>	<p>Programming Linked to our theme work, children will instruct a programmable toy to move around a map to find buried treasure! They will start by inputting instructions one at a time and progress to programming short sequences of instructions.</p>	<p>Programming Children use Scratch JR to develop basic understanding of algorithms and how to create precise instructions for visual working programs. It begins to develop a sense of creating, debugging and logical reasoning</p>	<p>Painting Children develop basic painting skills in a painting application on a computer or tablet device. Children will use a simple painting program to paint with different colours and brushes, create shapes, fill areas, undo and redo and add text</p>	<p>E-safety Pupils learn that they can go to exciting places online, but they need to follow certain rules to remain safe</p>

	learn how to drag objects					
RE	<p>1.1 Who is a Christian and what do they believe?</p> <ul style="list-style-type: none"> - Talk about some simple ideas about Christian beliefs about God and Jesus. - Re-tell a story that shows what Christians might think about God, in words, drama and pictures, suggesting what it means. - Talk about issues of good and bad, right and wrong arising from the stories. - Ask some questions about believing in God and offer some ideas of their own. 	<p>1.1 Who is a Christian and what do they believe? And Christmas</p> <ul style="list-style-type: none"> -Objectives from previous half term -explore the nativity story 	<p>1.5 What makes some places sacred?</p> <ul style="list-style-type: none"> - Identify special objects and symbols found in a place where people worship and be able to say something about what they mean and how they are used. - Talk about ways in which stories, objects, symbols and actions used in churches, mosques and/or synagogues show what people believe. - Ask good questions during a school visit about what happens in a church, synagogue or mosque. 	<p>1.5 What makes some places sacred? And Easter</p> <ul style="list-style-type: none"> -Objectives from previous term -explore the Christian story of Easter 	<p>1.7 What does it mean to belong to a faith community?</p> <ul style="list-style-type: none"> - Recognise and name some symbols of belonging from their own experience, for Christians and at least one other religion, suggesting what these might mean and why they matter to believers. -Give an account of what happens at a traditional Christian infant baptism /dedication and suggest what the actions and symbols mean. -Identify two ways people show they belong to each other when they get married. Respond to examples of co-operation between different people 	<p>1.6 How and why do we celebrate special and sacred times?</p> <ul style="list-style-type: none"> - Identify some ways Christians celebrate Christmas/Easter/Harvest/Pentecost and some ways a festival is celebrated in another religion. - Re-tell stories connected with Christmas/Easter/Harvest/Pentecost and a festival in another religion and say why these are important to believers. - Ask questions and suggest answers about stories to do with Christian festivals and a story from a festival in another religion. - Collect examples of what people do, give, sing, remember or think about at the religious celebrations studied, and say why they matter to believers.
PSHCE	<p>Meet the Go-Givers</p> <p>Taking Responsibility (Everybody, Somebody, Anybody, Nobody)</p>	<p>Litter: The Picnic</p> <p>Rules: You Can't Do That Here!</p>	<p>Pollution: Expedition to Planet Blueball</p> <p>The Selfish Little Red Hen</p>	<p>Get Better Soon</p> <p>Anna's Monster Lies</p>	<p>Caring for Our Pets</p> <p>Design a Playground</p>	<p>Exploring Our Community</p> <p>Our Rules</p> <p>How do you feel today?</p>
PE	<p>Dance - Pirates</p> <p>Sports Development: Movement Skills 1</p>	<p>Dance - Animals</p> <p>Sports Development: Target Games 2</p>	<p>Gymnastics – balancing & spinning on points & patches</p> <p>Sports Development: Movement Skills 2</p>	<p>Gymnastics – Pathways small & long</p> <p>Sports Development: Invasion Games – Skills 1</p>	<p>Net & wall game skills 1</p> <p>Sports Development: Net & Wall skills</p>	<p>Net and wall game skills 2</p> <p>Sports Development: Net & Wall skills</p>
Spanish	<p>Myself</p> <p>Parts of the body, colours numbers 1-10, greetings</p>	<p>Alarma en la Jungla</p> <p>Jungle animals, counting, numbers to 20</p>	<p>Toys, games and stories</p> <p>Birthday parties, party games, asking and telling age</p>		<p>My Family</p> <p>Mother, father, brother, sister</p>	<p>Let's Get Physical</p> <p>Classroom instructions, objects and games</p>
Music	<p>Term 1</p> <p>Move to the pulse Tap the pulse whilst singing Clap the words of a song whilst singing Play along to a song Copy a given rhythm Improvise a rhythmic phrase Take turns when playing with a partner Mark the phrases of a song Identify a repeated motif in a piece of music Move with the pulse of a piece of music</p>		<p>Term 2 (building on from Term 1)</p> <p>Take turns to play phrases of an equal length with a partner Play the melody of a song on a xylophone Explore the structure of a simple chant</p>		<p>Term 3 (building on from Term 2)</p> <p>Clap the rhythm of a song Play the pulse of a song Playing the rhythm of a song Clap a given ostinato Play an ostinato Improvise rhythms Trace the shape of a song Identify ascending and descending sounds on a xylophone Identify phrases in a song Identify a repeated motif in recorded music Choosing sounds to illustrate poem/picture/scene etc To be aware of rests in music</p>	

<p>Theme History Geography Art DT</p>	<p>Toys History-changes from when our parents/grandparents were children Geography-toys around the world Art-printing DT- Paper Toys</p>	<p>Jurassic Forest History-when dinosaurs roamed the Earth Geography-weather, climate and the environment Art-Using collage materials</p>	<p>Out of this World History-the story of space travel Geography-the four countries of the UK and their capitals DT-making moving pictures Art – chalk and pastel planets</p>	<p>Around Our School History-significant historical events, people and places in our own locality Geography-skills and field work to investigate the school grounds and surrounding environment Art-sculpture using materials found around school DT- cooking and nutrition</p>	<p>Under the Sea Geography – map work, world oceans. History – Famous explorers and pirates Art – Collage work and mixed media images DT – Create fish using scrap materials.</p>
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