



Cherry Willingham Primary School Long Term Curriculum Plan Y1

Term	Maths	Texts	Science	History	Geog	Art	DT	RE	Computing	Music Ongoing skills - Singing - exploring pitch, pulse and rhythm.	PE	RSE
Autumn	Number & place value Addition and subtraction Geometry - properties of shapes Number & place value	Traditional Tales	Continuous provision - Seasonal Change: - Observe changes across the four seasons - Observe and describe weather associated with the seasons and how day length varies Everyday Materials incl. Magnets - Distinguish between an object and the material from which it is made - Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water and rock - Describe the simple physical properties of a variety of everyday materials - Compare and group together a variety of everyday materials on the basis of their simple physical properties	Changes within living memory.	Understand features of weather through a year Q 1	Weather (science link) Q1 JMW Turner - Artist Painting - Use thick, thin brushes. Add white to colours to make tints/black to colours to make tones	Design Design something and explain how it works Design a product that moves Make a simple plan Making Make a product which moves Choose appropriate resources and tools Evaluating Describe how it works Explain what works well and not so well Make their own model stronger DT - Food Technology Cut food safely	God - Christianity What do Christians learn and understand about God through Old Testament Bible stories? E.g. Moses, Abraham, Jonah, etc. What do stories in the New Testament tell Christians about Jesus? Community - Christianity What do Christians do to express their beliefs? Which celebrations are important to Christians? What are the key practices associated with these celebrations and what do they tell us about beliefs about God, humans and the world?	Technology all around us - To identify technology To identify a computer and its main parts To use a mouse in different ways To use a keyboard to type To use the keyboard to edit text To create rules for using technology responsibly Digital painting - To describe what different freehand tools do To use the shape tool and the line tools To make careful choices when painting a digital picture To explain why I chose the tools I used To use a computer on my own to paint a picture To compare painting a picture on a computer and on paper	Ourselves - Exploring sounds using voices. Number - Developing a sense of beat. Animals - Developing understanding of pitch. Weather - Exploring sounds using voices and instruments.	Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities	Relationships Who is special to us? How can we keep safe? How can we show respect?
Spring	Addition and subtraction Number & place value Measurement	Julia Donaldson books	Animals including humans - Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals - Identify and name a variety of common animals that are carnivores, herbivores and omnivores - Describe and compare the structure of a variety of common animals - Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense	The lives of significant individuals in the past	Begin to understand the map of the world Q 1 Look at how climates of the world differ Q 1	In the dark of the night (topic link) Q1 Van Gogh - Artist Use of combination of materials - cut, torn, glued. Using shapes, colours to represent ideas.		God - Islam How is Allah described in the Qur'an? What do Muslims learn about Allah and their faith through the Qur'an Community - Islam What do Muslims do to express their beliefs? Which celebrations are important to Muslims? What are the key practices associated with these celebrations and what do they tell us about beliefs about God, humans and the world?	Digital writing - To use a computer to write To add and remove text on a computer To identify that the look of text can be changed on a computer To make careful choices when changing text To explain why I used the tools that I chose To compare writing on a computer with writing on paper To choose a command for a given purpose Grouping data - To label objects To identify that objects can be counted To describe objects in different ways To count objects with the same properties To compare groups of objects To answer questions about groups of objects	Machines - Exploring beat through movement and body percussion. Seasons - Further develop vocabulary and understanding of pitch. Our school - Exploring sounds using IT for recording. Pattern - Develop understanding of metre and steady beat.	Perform dances using simple movement patterns	Health and Wellbeing What helps us stay healthy? What is the same and different about us? Who helps us to keep safe?
Summer	Multiplication and division. Fractions Geometry - position & direction Number & place value Measurement (time) Measurement (money)	Jungle explorers	Plants - Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees - Identify and describe the basic structure of a variety of common flowering plants, including trees		Begin to understand the map of the world Q 1 Look at how climates of the world differ Q 1 Use simple compass directions (North, South, East and West) and locational and directional language to describe the location of features and routes on a map	In the jungle (topic link) Q1 Henry Rousseau - Artist Printing - press, roll, rub, stamp. Collage - materials Different shades, share ideas through experiences and imagination		Places of Worship Choose three key objects, features or symbols and look at: what they tell us about beliefs about God/humans/the world around them how they are used in practice - i.e. what impact they have on the community	Moving a robot - To explain what a given command will do To act out a given word To combine forwards and backwards commands to make a sequence To combine four direction commands to make sequences To plan a simple program To find more than one solution to a problem Programming animations - To choose a command for a given purpose To show that a series of commands can be joined together To identify the effect of changing a value To explain that each sprite has its own instructions To design the parts of a project To use my algorithm to create a program	Storytime - Identifying contrasts of fast, slow, loud and quiet. Our bodies - Responding with our bodies to steady beat and rhythm. Travel - Developing performance skills. Water - Using voices, movements and instruments to explore pitch.	Participate in team games, developing simple tactics for attacking and defending	Living in the wider world How can we look after each other and the world? How does the internet help us? What jobs do people do?