

The Whartons Primary School
Long Term Plan – Curriculum Overview for Year 1 – 2020/2021

Term	Autumn 1 7 weeks	Autumn 2 7 weeks	Spring 1 6 weeks	Spring 2 6 weeks	Summer 1 6 weeks	Summer 2 7 weeks
Theme	Who Am I? (Ourselves)	What Do You Like to Play With? (Toys)	Who Lives in a House Like This? (Houses and Homes)	Who Is Julia Donaldson?	What's in Beatrix Potter's Garden?	Do You Believe in Dragons?
Role Play	Hospital	Toy Shop	3 Little Pig's House	Writer's Workshop	Garden Centre/Shop	Dragon's Lair
ENGLISH	NON-FICTION FOCUS ON SPOKEN LANGUAGE AND BASIC SENTENCE CONSTRUCTION Alphabet focus Handwriting Focus Capital letters focus SPOKEN LANGUAGE (Talking Boxes) POETRY Autumn/Senses poems	NON-FICTION Instructions How to make / use a toy Labels, lists & captions For toy museum & Christmas FICTION Stories about toys	FICTION Traditional tales (3 little pigs focus) NON FICTION Animal homes – How to look after chickens explanation texts POETRY Spring poems	NON FICTION Biographies about Julia Donaldson FICTION Stories with repeated phrases in the style of 'The Gruffalo'	FICTION Stories in the style of Beatrix Potter NON FICTION Information texts about Beatrix Potter Diaries	FICTION Stories about dragons NON FICTION Thank you letters (Dr D) Report on dragons POETRY Summer/dragon poems
Cross-curricular writing	Science – human body labels & captions Science – senses poetry History – Guy Fawkes speech bubbles	History & Science - descriptive sentences about old toys from museum D&T - instructions on how to make a moving picture	Geography - diary entry living in a different house	Science - classifying animals Geography – Stick Man postcard from area relating to Geographical vocabulary i.e. mountain	History - Beatrix Potter biography	Letter to Dr D
Cross-curricular reading comprehension	My body (NF)	Toy story (F)	3 Little Pigs text (F)	Julia Donaldson biography (NF)	Beatrix Potter facts (NF)	Dragon description (F)
MATHS	Number: Place Value - Count to ten, forwards and backwards, beginning with 0 or 1, or from any given number.	Number: Addition and Subtraction - Represent and use number bonds and related subtraction facts within 20.	Number: Addition and Subtraction - Represent and use number bonds and related subtraction facts within 20.	Measurement - Length - Measure and begin to record lengths and heights. - Compare, describe and solve practical problems for: lengths and heights (for	Number: Multiplication and Division - Count in multiples of twos, fives and tens.	Number: Place Value - Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.

<p>Geometry</p>	<ul style="list-style-type: none"> - Count, read and write numbers to 10 in numerals and words. - Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least. - Given a number, identify one more or one less. - Count in multiples of twos. <p>Number: Addition and Subtraction</p> <ul style="list-style-type: none"> - Represent and use number bonds and related subtraction facts (within 10) - Add and subtract one digit numbers (to 10), including zero. - Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. - Solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations and missing number problems. 	<ul style="list-style-type: none"> - Add and subtract one digit and two digit numbers to 20, including zero. - Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. - Solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = ? - 9$ <p>Geometry: Shape</p> <ul style="list-style-type: none"> - Recognise and name common 2D and 3D shapes, including rectangles, squares, circles and triangles, cuboids, pyramids and spheres. <p>Number: Place Value</p> <ul style="list-style-type: none"> - Count to twenty, forwards and backwards, beginning with 0 or 1, from any given number. - Count, read and write numbers from 1 to 20 in numerals and words. - Given a number, identify one more or one less. - Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least. - Count in multiples of twos and fives. 	<ul style="list-style-type: none"> - Add and subtract one digit and two digit numbers to 20, including zero. - Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. - Solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = ? - 9$ <p>Number – Place Value within 50.</p> <ul style="list-style-type: none"> - Count to 50 forwards and backwards, beginning with 0 or 1, or from any number. - Count, read and write numbers from 1-50 in numerals and words. - Given a number, identify one more and one less. - Identify and represent numbers using objects and pictorial representations. - Count in multiples of twos, fives and tens. 	<p>example, long/short, longer, shorter, tall/ short, double/half.</p> <p>Measurement: Weight and Capacity/Volume</p> <ul style="list-style-type: none"> - Compare, describe and solve practical problems for: mass/weight [for example, heavy/light, heavier than, lighter than], capacity and volume [for example, full/empty, more than, less than, half, half full, quarter - Measure and begin to record the following: mass/weight, capacity and volume 	<ul style="list-style-type: none"> - Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher. - Make and add equal groups. - Make arrays and doubles. - Make equal groups by sharing and grouping. <p>Number: Fractions</p> <ul style="list-style-type: none"> - Recognise, find and name a half as one of two equal parts of an object, shape or quantity. - Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity. <p>Geometry: Position and direction.</p> <ul style="list-style-type: none"> - Describe position, direction and movement, including whole, half, quarter and three quarter turns 	<ul style="list-style-type: none"> - Count, read and write numbers from 1-100 in numerals and words. - Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least. - Given a number, identify one more or one less. <p>Measurement: Money</p> <ul style="list-style-type: none"> - Recognise and know the value of different denominations of coins and notes. - Solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = ? - 9$ <p>Measurement: Time</p> <ul style="list-style-type: none"> - Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times. - Recognise and use language relating to dates, including days of the week, weeks, months and years. - Compare, describe and solve practical problems for time [for example, quicker, slower, earlier, later] and measure and begin to record time (hours, minutes, seconds). - Sequence events in chronological order using
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PSHCE (JIGSAW Units)	Being Me in My World	Celebrating Difference	Dreams and Goals	Healthy Me	Relationships	Changing Me
	JIGSAW RECOVERY CURRICULUM					
MINDMATE	Feeling good & being me Recognise feelings <i>I can talk about how I am feeling.</i>	Friends & Family Recognise how others show feelings & know how to respond <i>I know when my friends are feeling happy.</i>	Life Changes New school/class Making new friends <i>I understand that talking about my feelings can help.</i>	Strong emotions Recognise what is fair/unfair right/wrong <i>I know when someone is being unkind, including myself.</i>	Being the same, being different Celebrating differences <i>I know the people in my class are all different.</i>	Solving problems/ Making it better Setting goals & targets <i>I can work & play well in a small group.</i>
SCIENCE	- asking simple questions and recognising that they can be answered in different ways - observing closely, using simple equipment - performing simple tests - identifying and classifying - using their observations and ideas to suggest answers to questions - gathering and recording data to help in answering questions					
	- identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense AUTUMN - observe changes across the four seasons - observe and describe weather associated with seasons and how the day length varies	- 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	- 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 (fish, amphibians, reptiles, birds and mammals, including pets) WINTER - observe changes across the four seasons - observe and describe weather associated with seasons and how the day length varies	SPRING - observe changes across the four seasons - observe and describe weather associated with seasons and how the day length varies	- 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	SUMMER - observe changes across the four seasons - observe and describe weather associated with seasons and how the day length varies
RE	Investigate the beliefs and practices	Investigate the beliefs and practices of		Investigate how religions and other	Investigate how religions and other	

(Leeds Agreed Syllabus)	of religions and other world views 1.1 Why are stories important?	religions and other world views 1.2 Why do we celebrate special occasions?		world views address questions of meaning, purpose and value 1.3 What does it mean to belong to a church or a mosque?	world views influence morality, identity and diversity 1.4 Why do we care about people?	
COMPUTING Purple Mash	- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	Creativity: We are creating - Creating a digital collage - use technology purposefully to create, organise, store, manipulate and retrieve digital content - recognise common uses of information technology beyond school	Programming: We are treasure hunters - Using programmable toys - understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions - create and debug simple programs - use logical reasoning to predict the behaviour of simple programs - recognise common uses of information technology beyond school	Creativity: We are painters - Illustrating an eBook - use technology purposefully to create, organise, store, manipulate and retrieve digital content - recognise common uses of information technology beyond school - use technology purposefully to create, organise, store, manipulate and retrieve digital content	Computer networks: We are collectors - Finding images using the web - understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions - use technology purposefully to create, organise, store, manipulate and retrieve digital content - recognise common uses of information technology beyond school	Computational thinking: We are TV chefs - Filming the steps of a recipe - understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions - use technology purposefully to create, organise, store, manipulate and retrieve digital content - recognise common uses of information technology beyond school - use logical reasoning to predict the behaviour of simple programs	Communication / collaboration: We are storytellers - Producing a talking book - use technology purposefully to create, organise, store, manipulate and retrieve digital content - recognise common uses of information technology beyond school
HISTORY	Guy Fawkes - events beyond living memory that are significant nationally or globally - significant historical events, people and places in their own locality	Toys - changes within living memory			Beatrix Potter - the lives of significant individuals in the past who have contributed to national and international achievements	
GEOGRAPHY	AUTUMN - identify seasonal and daily weather patterns in the United Kingdom - use basic geographical vocabulary to refer to:		WINTER - identify seasonal and daily weather patterns in the United Kingdom - use basic geographical vocabulary to refer to: key physical features,	SPRING - identify seasonal and daily weather patterns in the United Kingdom - use basic geographical vocabulary to refer to: key physical features,		SUMMER - identify seasonal and daily weather patterns in the United Kingdom

	key physical features, including: season and weather		including: season and weather - use basic geographical vocabulary to refer to key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation - use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right] - devise a simple map; and use and construct basic symbols in a key	including: season and weather - identify the location of hot and cold areas of the world in relation to the Equator and the North and South Poles UK DAY - name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas - use world maps, atlases and globes to identify the United Kingdom and its countries		- use basic geographical vocabulary to refer to: key physical features, including: season and weather
ART	Self portraits – pencil sketch - use drawing to develop and share their ideas, experiences and imagination		Hundertwasser – oil pastels - to develop a wide range of art and design techniques in using colour, pattern, line, shape - about the work of a range of artists	Julia Donaldson – Paper Dolls -to use a range of materials creatively to design and make products - to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination -to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	Beatrix Potter – watercolour paints - to develop a wide range of art and design techniques in using colour, line, shape - about the work of a range of artists, describing the differences and similarities between different practices and disciplines, and making links to their own work.	Dragons – watercolour pencils - use drawing to develop and share their ideas, experiences and imagination - to develop a wide range of art and design techniques in using colour, line, pattern, shape - about the work of a range of artists, describing the differences and similarities between different practices and disciplines, and making links to their own work.
D&T	Design - design purposeful, functional, appealing products for themselves and other users based on design criteria - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology Make - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics Evaluate - explore and evaluate a range of existing products					

	- evaluate their ideas and products against design criteria.					
		Mechanisms: Sliders and levers – Moving book Technical knowledge: - explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products		Structures: Free standing structures – Bug hotels Technical knowledge: - build structures, exploring how they can be made stronger, stiffer and more stable	Food: Preparing fruit and vegetables – Salad for Peter Rabbit Cooking and nutrition: - use the basic principles of a healthy and varied diet to prepare dishes - understand where food comes from	
PE (Tuesdays)	Multi-skills To warm up and cool down safely and explain why it important to do so. To copy and repeat actions, developing and remembering skills. Master basic movements including running, jumping, throwing and catching as well as developing balance, co-ordination, agility and begin to apply these in a range of activities	Dance To warm up and cool down safely and explain why it important to do so. Perform dances using simple movement patterns.	Gymnastics To warm up and cool down safely and explain why it important to do so To 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	Games – Uni hockey To 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 participate in team games, developing simple tactics for attacking and defending	Athletics To warm up and cool down safely and explain why it important to do so To 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	Multi-skills (PHGS coach) To warm up and cool down safely and explain why it important to do so. To copy and repeat actions, developing and remembering skills. Master basic movements including running, jumping, throwing and catching as well as developing balance, co-ordination, agility and begin to apply these in a range of activities
REAL PE (Thursdays)	<u>UNIT 1</u> <u>Pirate Pranks</u> <u>The Birthday Bike Surprise</u> <i>Coordination – Floor Movement Patterns.</i> <i>Static Balance – One Leg Standing.</i>	<u>UNIT 2</u> <u>Monkey Business</u> <u>Journey to the Blue Planet</u> <i>Dynamic Balance to Agility.</i> <i>Static Balance -Seated.</i>	<u>UNIT 3</u> <u>Thembi walks the Tightrope</u> <u>Tilly the Train's Big Day</u> <i>Dynamic Balance.</i> <i>Static Balance – Small Base.</i>	<u>UNIT 4</u> <u>Clowning Around</u> <u>Wendy's Water Ski challenge</u> <i>Coordination – Ball Skills.</i> <i>Counter Balance in Pairs.</i>	<u>UNIT 5</u> <u>John and Jasmine Learn to juggle.</u> <u>Ringo to the Rescue</u> <i>Coordination with equipment.</i> <i>Agility – Reaction/Response.</i>	<u>UNIT 6</u> <u>Casper the Very Clever Cat</u> <u>Sammy Squirrel and his Rolling Nuts</u> <i>Agility – Ball Chasing.</i> <i>Static Balance – Floor Work.</i>
MUSIC (Junior Jam)	- use their voices expressively and creatively by singing songs and speaking chants and rhymes - play tuned and untuned instruments musically - listen with concentration and understanding to a range of high-quality live and recorded music - experiment with, create, select and combine sounds using the inter-related dimensions of music					

	SINGING	CHRISTMAS PERFORMANCE / SONGWRITING	PERCUSSION	AFRICAN DRUMMING	MUSIC THEORY	SINGING
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