



















Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
7 Weeks	7 weeks and 2 days	5 weeks 2 days	5 weeks		eks 3 days een – core skills
'What makes a house a home?	Things that go Bump in the Night!	To Infinity and Beyond!	Dungeons and dragons	Look up , look do	wn look all around
There what what was a second of the second o	STICH WINNE THE WITCH STICH SWANN MATT TAVARES VIPERS THE DARK HINGWY DICKETT MITTHEW DOWN ON the Broom, WINNIE THE WITCH STICH STIC	HOW TO BE AN ASTRON BARTIAN MAN RE MOON VIPERS	VIPERS Dragon Slayer — film	81	WINTER SLEEP CO-AWAY BIRD PROPERS WINTERS ART EXPLORATION NEVERS ART EXPLORATION CO-AWAY CO-AWA

Above and Beyond opportunities for our children in Year 1

Big start! -PSHE links Local walk **Dingley Dell Monday Mingle**

'Grandparents Afternoon Tea' **Carol concert** Mingle Jingle 'Toys over time box ' Lempen puppet show Singtasia

Planetarium visit in school Money week Poetry week Well being week 'Tony Bullock masterclass ' 'DT Day' - Parents

'Dingley Dell dragon day' **World Book day** Mosque visit **Maths Mingle** Jo Drury visit

Forbidden corner **Rose day Transition weeks**





Our children will..

Decode and understand texts

Follow the RWI phonic scheme from starting points Decode new words and work out the meaning by segmenting and blending Grow in confidence to explain their understanding of the texts they have read and have read to them. Read year 1 common exception words

Begin to answer questions stems linked to the text

Begin to use inference

Read widely, read for pleasure and discuss what has been read

Read a wide range of text types

Be able to discuss books they have read and books of a higher level that have been read to them Read for a variety of purposes

> Be exposed to a range of poetry beginning to read some parts on their own. Recognise key features in texts – fiction and non fiction























Writing

Our children will create

Character description
Launchpad-'All about themselves' Showcase

— All about me!

Setting description
Launchpad —Dingley Dell
Showcase — My House

Loving Language

Grammar Focus: Capital letter Full Stop Sentence

Consolidate: Letter Finger spaces Narrative
Launchpad – The Gruffalo
Showcase – Rewriting – Room on the broom.
Instructions
Launchpad –How to make a stickman
Showcase- Making a snowman

Grammar Focus:
Capital letters – pronouns (I)/names
Adjectives

Consolidate:
Capital letter
Full Stop
Sentence

Recount
Launchpad – Recount of my day
Showcase – Recount based on 'The
way back home'
Core skills

Grammar Focus:
Question marks
Exclamation marks

<u>Consolidate</u>
Capital letters – pronouns (I)/names
Adjectives

Descriptive writing
Launchpad- Describing a creature
Showcase – Describing my own dragon.

Grammar Focus:
Conjunction – and to join clauses
Plural noun suffixes (-s, -es)

Consolidate
Question marks
Exclamation marks

Non fiction Launchpad- How to look after a cat. Showcase –All about Foxes

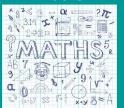
> Grammar Focus: Suffixes (ing, ed, er)

<u>Consolidate</u> Conjunction – and to join clauses Plural noun suffixes (-s, -es) Narrative
Launchpad – beg , middle and end story

story
Showacse – own version of story.
Poetry – Dingley Dell

Consolidation of year one grammar

Maths



Our children will.....

Number – Place value (within 20)
Addition and Subtraction (within 20)
Place value (within 50)
Length and height
Weight and volume

Multiplication/division
Fractions
Position and direction
Place value within 100
Measurement – Money
Measurement -Time

Science



Our children will

Explore the human body ...

-Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense

Number – Place value (within 10)

Addition and Subtraction (within 10)

Geometry – Shape

Explore Magical materials ...

-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

Apply what they know about materials

To predict, test and create a space suit for their journey to the moon.

Evaluate and improve there creations- make

Explore Amazing animals

-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 Explore plants and trees

-identify and name a variety of common wild and garden plants, including deciduous and evergreen trees

-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

Geography



Our children will...

-Go on a local walk in Crossflatts

- -Study aerial photographs and highlight key places and landmarks.
- -What are human and physical features?
- -Identify human and physical features in Crossflatts.
- -Create a simple map of the local area with a basic key.
 - Use simple fieldwork and observational skills to study the geography of their school and isurrounding area.
 - Look at the key human and physical features of its surrounding environment.
 - Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key

-Explore the UK by looking at maps and aerial photographs.

-Learn about the 4 countries that make up the UK.

Identify the seas surrounding the UK.

- -I know the capital cities
- -Surrounding seas
- -Key Landmarks
- Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas
- Use maps to identify the UK
- countries and capital cities of the United Kingdom and its surrounding seas
- Use maps to identify the UK

-Collate data from the year

Plan and record a weather report to share with parents

- To know that seasons change and what the four seasons are.
- Identify typical seasonal and daily weather patterns in the United Kingdom

Geography and Science link





Our children will

Create a class weather chart to be used to record the weather throughout the year

-Visit Dingley Dell throughout the year to record seasonal change

know that seasons change and what the four seasons are.

Identify typical seasonal and daily weather patterns in the United Kingdom-

the changes across the four seasons

-observe and describe weather associated with the seasons and how day length varies

- Talk about and record their findings

History



Our children will.

Investigate a 'Toybox over time'' Explore old toys from History box

Interview grandparents about their lives and toys they liked to play with in the past.

-Changes within living memory and beyond.. -Describe things that happened to themselves and other people in the past. Use a timeline to place objects in age order. Find out about the first moon landing.

- learn aboiut the lives of Neil Armstrong and Buzz Aldrin -Compare to Helen Sharman – who was born in Yorkshire (1991)

- Time Peake

-The lives of significant individuals in the past who have contributed to national and international

achievements.

- Look at a significant person from their

A significant event that has changed our lives

Study the life of the Wright brothers and the first aeroplane flight. (1903)

Look at Amelia Earhart and compare her life. (1932)

-Events beyond living memory that are significant nationally or globally – -Use a timeline to place important events.

Art -



Our children will......

Drawing – Who is Frida Kahlo?

Create a Self portrait.-focusing on key facial features and positioning of work.

- Develop their profiency in creating lines, shape and
- Demonstrate control over media



Printing

Design and create own christmas wrapping paper using printing core skills.

-Make marks in print with a variety of objects, including natural and made objects. -Carry out different printing techniques e.g. monoprint, block, relief and resist printing.



Painting

Who is Van Gogh? Study Van Gogh's a 'Starry Night' and create their own version of a 'Starry Night piece'

Develop the ability to control paint and

-Know and name both primary and secondary

-Have an understanding of warm/cold colours. -Mix, use and apply secondary colours in their

-Explore white/black added to paint colours. How to create moods in art work by using colours and techniques.



Sculpture

Design and create a clay 'Dragon's eye'

-To use sculpting to develop and share their ideas, experiences and imagination

- To use tools effectively to create a piece of work.



Drawing and Painting

Study – local artist Robert Fuller

Create pieces of work in his style using drawing and painting skills taught this year.

- -Study a local artist and create works of art in his style.
- Use my ability to control paint and pencil drawing.



Design and Technology



Our children will design, make and evaluate

rextiles-

'A fabric face '

- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Select from and use a wider range of tools and equipment to perform practical tasks.
- Explore and evaluate a range of existing products

Food

A sensational salad

- Select from and use a wider range of tools and equipment to perform practical tasks.
 - Explore and evaluate a range of existing products.
 - Understand where food comes from.

Structure

'A wooden moving moon buggy'

Design purposeful, functional, appealing products for themselves and other users based on design criteria. Select from and use a wider range of tools and equipment to perform practical tasks. Select from and use a wider range of materials. Evaluate their ideas and products against design

HEPP PROJECT

MAKE THE PLANTER – UPDATE

ADD

Computing



Our children will..

Technnology around us. Digital painting

- develop their understanding of technology and how it can help them in their everyday lives.
- will start to become familiar with the different components of a computer by developing their keyboard and mouse skills.
- will also consider how to use technology responsibly.

Digital painting

- Develop their understanding of a range of tools used for digital painting. They then use these tools to create their own digital paintings, while gaining inspiration from a range of artists' work.
- Our children will consider their preferences when painting with and without the use of digital devices.

Digital writing

- Develop their understanding of the various aspects of using a computer to create and manipulate text.
 become more familiar with using a keyboard and mouse to enter and remove text.
- consider how to change the look of their text, and will be able to justify their reasoning in making these changes.
- consider the differences between using a computer to create text, and writing text on paper. They will be able to explain which method they prefer and explain their reasoning for choosing this.

Grouping data

I to data and information. Labelling, grouping, and searching are important aspects of data and information. Searching is a common operation in many applications, and requires an understanding that to search data, it must have labels. This unit of work focuses on assigning data (images) with different labels in order to demonstrate how computers are able to group and present data.

During this unit, learners will be logging on to the computers, opening their documents, and saving their documents. Depending on how your school's system is set up, additional support and time may be required to facilitate these steps, and consideration should be given as to how this will impact the timings of activities in each lesson.

Moving a robot

be introduced to early programming concepts. Learners will explore using individual commands, both with other learners and as part of a computer programS

- identify what each command for the floor robot does, and use that knowledge to start predicting the outcome of programs.

Introduction to animation

- be introduced to on-screen programming through ScratchJr. Learners will explore the way a project looks by investigating sprites and backgrounds.
- Use programming blocks to use, modify, and create programs.
- also be introduced to the early stages of program design through the introduction of algorithms.

P.S.H.E R.S.E R.E British Values Celebrations

Character and culture (R.E. P.S.H.E, R.S.E.)



Our children will.....

How and why do we care for others?

What is the same and different about us?

Respect

Harvest Festival, Halloween, Black History Month

Which books and stories are special?

Who is special to us?

Tolerance

World Kindness Day, Anti-Bullying Week Diwali, Christmas, Hannukah How do we celebrate special events?

What helps us stay healthy? (biological body parts, growing/changing and keep clean).

Rule of Law

New Year resolutions
Epiphany, Holocaust Memorial Day,
Chinese New Year

What does it mean to belong to a church or mosque?

What can we do with money?

Individual Liberty

Children's Mental Health Week, Safer Internet Day, International Women's Day Lent, Easter, Ramadan Who brought messages about God and what did they say?

Who helps to keep us safe?

Democracy

St Georges day, Vaisakhi (Sikh Festival), Vesak (Buddha Day) Mental Health Awareness Week Consolidation of all RE units.

RSE and Transition work in preparation for the next year group.

How can we look after each other and the world? (keeping parts of our bodies private).

Our children will learn how to ...

Run jump throw

Suggest links between types of exercises e.g. training speed for different jumping activities

Demonstrate awareness for the need to improve and attempt to improve

Recognise and implement concepts such as waiting your turn Select correct skill for the situation

Can start and stop at speed, run in straight lines using a variety of speeds

Attempt a variety of jumps taking off and landing on different foot combinations e.g., 2 to 1, 1 to 2 etc.

Handle and throw a variety of different objects and attempt to throw for distance

Copy and repeat basic movements for extended periods of time developing stamina

Demonstrate some core strength to hold a variety of shapes and positions

Move a variety of objects quickly showing a range of techniques Developed agility and coordination skills to competently take part in a range of activities

Work partner to help improve their performance Apply knowledge of boundaries such as lanes & avoid impeding

others

Participate as part of a team to compete in running relays

Gymnastics

Use words such as rolling, travelling, balancing, climbing

Can identify risks of working on and around apparatus

Decide which supporting concepts and actions to add to their sequence

Safely move and carry basic gym equipment such as mats and benches

Recognise like actions and link them together Perform simple gymnastic actions and shapes

Remember and perform a simple sequence using rolling, travelling, climbing, balancing and jumping

Show spinning and rocking in isolation and in short sequence
Make their body tense, relaxed, stretched

and curled
Perform in unison and canon

Send and return

Money Week

Identify space to send a ball into
Identify tactics to outwit an opponent such as
hitting to space

Can describe how they worked with their partner to send and receive

Able to send an object with increased confidence using hand or bat Move towards a moving ball to return with

hand or bat
Score points against opposition over a line/net

Select and apply skills to win points Chase, stop and control balls and other objects such as beanbags and hoops

Track balls and other equipment sent to them, moving in line with the ball to collect or return Work with a partner to send and return an object and play in a simple rally Recognise your actions impact others e.g. feeding a ball accurately and at correct pace Play cooperatively in a game situation

Dance

Confident to explore space within their dances and movements

Identify similarities between gymnastics and dance/other physical activity

Recognise that dances can have themes and stories
Perform basic body actions along with music
Use different parts of the body, combine arm and leg
actions

Perform with an awareness of body shape required Remember and repeat simple movement patterns Move with control and show spatial awareness With help, compose a basic movement phrase Work with a partner

Make some suggestions of how other's can improve their work

Engage with the class to perform marching sequence and canon

Attack Defend

Recognise rules and apply them in competitive and cooperative games Discuss changes in the body brought about by exercise

Make decisions about how to defend a target

Begin to engage in competitive activities
Roll, slide or throw a beanbag or ball

with accuracy

Bounce a medium sized ball to self and

attempt to bounce to others
Judge when and where to move to get
in a defensive position
Attempt to intercept and catch a

thrown ball

Work in collaboration with others to attack and score points
Cooperate to perform a range of challenges using skills such as gesture/signalling
Identify the things that they like about

exercise both in and outside of school

Outdoor and Adventuruous Activity

Follow simple instructions
Find and record items on a list
Identify and select equipment based on a
symbol

Perform in time to a beat showing basic rhythm

Handle order and organise equipment
Use strength and coordination to complete a
task

Work with a partner to complete challenges

Motivated to play their part in the team

Music



Our childen will learn to listen, appraise and perform..

Classical- Beethoven
Country -Taylor Swift
Charanga –A1- Hey You
A2- Rhythm in the way we walk

• To listen to a variety of musical styles from different times, traditions and composers, they can recognise the sound of musical instruments and basic key features of musical styles.

Pop-Take That
Jazz- Pink Panther
Charanga Spr 1 In the Groove
Spr 2 Round and Round

- To begin to understand how pulse, rhythm and pitch work together to create music through warm up games.
- To learn to play a glockenspiels
- Start to learn to play in a band or ensemble.
- To start and sing songs and raps together in a group.

Rock- Queen Musical- The sound of music Charanga Sum 1 Your Imagination Sum 2 -Reflect, Rewind and Replay

To perform in a group/ensemble.