Year 1	Advent 1	Advent 2	Lent 1	Lent 2	Pentecost 1	Pentecost 2
Theme / Topic:	Oi Animals!	Wheels on the bus	Toys and teddies	Giants and Beanstalks	People and places of the past.	Beside the sea
English:	Oi Frog! Mixed up Chameleon Handa's Surprise Labelling and captions Simple sentences Rhyming phrases Speech bubbles riddles Sequencing retell	Owl Babies Autumn/Bonfire poems The Naughty Bus Nativity story Non-Fiction-Owls Missing poster Rules Retell Story writing	Kipper's Toybox Goldilocks and the 3 Bears Traction man Toys in Space Invitations Lost poster Instructions Retell a familiar story	Jack and the Beanstalk Jaspar's beanstalk The Smartest Giant Spring Poems Instructions Letter writing Question marks, exclamation marks and full stops.	The Queen's Hat/ The Queen's bag. Factfiles Diary Story writing	Storm Whale Tom and Lucy go to the seaside Snail and the Whale Story writing Postcards Posters
<b>Maths</b> :	Place value to 101 more 1 lessNumbers as wordsCountforward/backwardsRepresent objectsThe numberlineTen framesAddition andsubtraction to 10Whole part modelNumber sentences	Continue with <u>Addition</u> <u>and subtraction to 10</u> <u>Geometry - Shape</u> 2D shapes 3D shapes Sort shapes Patterns with shapes <u>Place Value to 20</u>	<u>Place value</u> to 20 con't <u>Addition and</u> <u>subtraction within 20</u> counting on doubles related facts <u>Place Value within 50</u> Partitioning tens and ones More and less numberlines	<u>Measurement -</u> Length and Height Compare lengths and heights Measure in non standard units Measure in CM Mass and volume Comparing and measuring mass (non standard units) heavier/lighter Comparing and measuring volume ( non standard units)	Multiplication and division Count in 2's, 5's and 10's Make equal groups Make arrays Make doubles Add equal groups Fractions Find half and quarter of shapes, objects and quantities. Position and direction	<u>Place Value to 100</u> <u>con't</u> <u>Money</u> <u>Time</u>

	Fact families, number bonds to 10.			full/ empty	Use positional language above, below, right left, forwards and backwards. Describe turns, full, half quarter, clockwise and anti clockwise. Ordinal numbers <u>Place value to 100</u> Partition tens and	
Science:		SEASONS	MATERIALS	DLANTS	half quarter, clockwise and anti clockwise. Ordinal numbers <u>Place value to 100</u> Partition tens and ones Numberlines Compare 2 digit numbers	SEASONS
Science:	ANIMALS Identify and name a variety of common animals including carnivores, herbivores and omnivores. Describe and compare their structure. Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense. Working scientifically	<u>SEASONS</u> Observe changes across the four seasons. Observe changes across Autumn and winter	<u>MATERIALS</u> Distinguish between an object and the material from which it is made. Identify, name and describe the properties of a variety of everyday materials. Compare and group. Working scientifically	<u>PLANTS</u> 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. Working scientifically.	<u>PLANTS</u> <u>Continued</u>	<u>SEASONS</u> Observe changes across four seasons. Observe changes across spring and summer Observe and describe weather associated with the seasons and how day length varies.

	emputing Skills • Use technology purposefully to manipulate and retrieve digital content. • Use technology safely and respectfully.	Online safety • Use technology purposefully to create, organise, store, manipulate and retrieve digital content. • Use technology safely and respectfully.	<ul> <li>Word processing         <ul> <li>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> </ul> </li> </ul>	Painting • Use Technology purposefully to create, organise, store, manipulate and retrieve digital content.	Programming scratch Jn • Understand that programs execute by following precise and unambiguous instructions. • Create and debug simple programs.	Programming with ScratchJn • To understand what algorithms are. • How algorithms are implemented as programs on digital devices. • To create and debug simple programs. • To use logical reasoning to predict behaviour of simple programs.
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History:			CHANGES		FAMOUS PEOPLE	
1113101 9			Changes within living		Significant historical	
			memory linked to toys		events.	
			, , ,			
			topic.		People and places in	
Geography:		OUR LOCAL AREA			their own locality.	SEASIDE
Geography						Linked to seaside
		Geographical skills and fieldwork				
						topic. Human and
		Map work, use simple				Physical Geography
		compass directions and locational and				Use basic geographical
						vocabulary.
RE:	Families	directional language.	Created Deerla	Change	Listana and baby	Our wonderful world
KE:		Belonging Con't Other world faiths-	Special People	Change	Holidays and holy	Our wondertui world
	Belonging	Judasim	Special meals		days Reconciliation	
		•				
		Waiting			Other world faiths-	
05.	Comer Mal Cabin	Comes Mal Cabin	Not Cabin with		Hinduism	Comer Mal Cabin
PE:	<u>Games</u> - Val Sabin	<u>Games</u> - Val Sabin	<u>Dance</u> - Val Sabin unit	Athletics - Val Sabin	Athletics - val sabin	<u>Games</u> - Val Sabin
	unit 1- focus on ball	unit 2 throwing and	2	unit 1	unit 2	Unit 4-Developing
	skills and games.	catching and aiming	Create movement ideas	Running, throwing and	Combine actions,	partner work.
	Using a ball and other	games	in response to a story	jumping activities, using	choose suitable	Running games,
	apparatus. Play games		or repeated rhythm to	equipment appropriately.	equipment.	sending, receiving and
	as an individual and in		create a dance.		Gymnastics Val	travelling.
	two's. To move safely	<u>Dance</u> Val Sabin <i>u</i> nit	To observe themselves	<u>Gymnastics</u> – Val Sabin	<u>Sabin unit F.</u>	<u>Dance</u> - Val Sabin unit
	and actively around	1	Games- val sabin unit	unit E- points and	To spin, rock, turn	3
	the space.	To respond to stimuli,	3- <u>bat ball skills and</u>	patches.	and roll with control	Rolling and sliding.
	<u>Gymnastics</u> - Val	make shapes and	<u>games skipping</u>	To link 2 balances	on various parts of	Change and vary
	Sabin unit D-	create patterns to	Understand the	together. To adapt	the body. To plan and	actions, work in pairs
	Flight, body shapes,	create dance	importance of rules	floorwork safely onto	link a series of	
	sequencing actions.	sequences.		apparatus.	movements together.	
					<u>Maypole Dancing-</u>	
					Maypole practise	
					ahead of May day	

				a	celebrations and maypole display.	
Design & Technology:		Food Technology - melting chocolate/ baking christmas biscuits. Create a Christmas decoration using clay.	Design and create a toy using junk modelling Cooking and nutrition- make porridge make cakes for teddy bears picnic.	Construct – Use materials to make known objects for a purpose – Easter Basket.		Design and make a lighthouse.
Art:	Textures- Observe patterns and simple anatomy. Draw/paint a self portrait. Colours –name, collect and apply colours with a range of tools. Collage using a selection of materials ( chameleon or other animal)	Print- Ink Marbling- linked to firework pictures. Bus painting Rubbings – Print with variety of objects Autumn artwork. Pencil drawings - owls Christmas Card	Create scenes- Winter tree in paint, chalk and pencil Paint and sketch teddy bears Paint toys Digital Art- linked to computing lesson	Draw- Spring flowers drawn from reality and memory Mothers' Day Card	Sketching and portraits- Outdoor sketching of plants and trees Portraits – Queen Elizabeth II	Collage- Seaside collage scene Drawing shells to create texture
Music:	Pulse Keep a steady pulse and recognise long and short sounds.	Voice Sing and follow performance instructions to start and stop. Recognise high and low sounds.	Rhythm Play and copy rhythm patterns using graphic notation.	Pitch Sing and perform songs recognising changes in timbre, tempo, pitch and dynamics.	Music technology and structure Use technology to create and change sounds.	20 <sup>th</sup> Century Music Folk music,, experimental and disco

PHSE	Being Me - what makes	Bullying- being unkind	Being Safe - people who	Being Healthy- food	Being Responsible -	Drug Education -
	me, me?	Exploring	keep us safe	Money Matters - Jack	Rules and	feeling unwell
	Difference and	Emotions/relationships		and the beanstalk	responsibilities	Changes - Growing up
	Diversity - same and	- emotions				A journey in Love
	different	Anti- bullying week			Relationships	