

RYARSH PRIMARY SCHOOL LONG TERM PLAN YEAR 1 2018/19

	Term 1 (7.5)		Term 2 (7)	Term 3 (6)	Term 4 (5.5)	Term 5 (5)	Term 6 (8)
Topic	All about me	TOYS		LIGHTHOUSES & LIFEBOATS		JACK AND THE BEANSTALK	MEXICO
Hook	Children to bring in their favourite toys to show and tell. Invite an older member of the children's families to come and talk to the children. <i>Compare the two ^^</i>			Visit from Grace Darling* - A day in the life of a Lighthouse Keeper (Victorian Times) – Drama Workshop		'The Great Fairy Tale Mystery' Fairy tale clues around classroom and outside area, mystery boxes, children to identify the tales correctly. Giant footsteps leading to a beanstalk.	Bring in Barnaby Bear with his suitcase. Open the suitcase to show the children. Discuss where Barnaby Bear may be going.
Outcome	Create a toy shop in which the children have made fact sheets, pictures, drawings and working models.			Children make a model lighthouse with working light and pulley system; design and make a lunch for Mr Grinling's basket. (End term with Easter Picnic for families)		A 'Farmer's Market' showcase of work – sell plants grown, cakes, biscuits	Mexican Day – Children to prepare and host a Mexican Feast!
Maths	Addition and subtraction within 10 to solve problems Number and place value 0-20 to solve problems Addition and subtractions bonds to 10 to solve problems Multiplication and division to solve problems Fractions to solve problems Measures- Money to solve problems Measures – Length and Height to solve problems Shape, Position and direction to solve problems Time – sequencing days of the week/months of the year, knowing daily routines, telling time to the hour.			Number and place value to solve problems; 1 more/less, 10 more/less, ordering, counting and writing numbers to and over 100 Addition and subtraction within 20 to solve problems Addition and subtractions bonds to 10 and to 20 to solve problems Multiplication and division and fractions to solve problems Measures – Money to solve problems Measures-mass/weight to solve problems Measures-time to solve problems, tell time to hour and half hour Shape, Position and direction to solve problems Fractions to solve problems		Number and place value to solve problems Addition within 20 to solve problems Subtraction within 20 to solve problems Multiplication and Division to solve problems Measures - Money to solve problems Measures - Capacity to solve problems Measures - Time to solve problems Addition and subtraction bonds to 20 to solve problems Fractions to solve problems Properties of Shape and position and direction to solve problems	
English	Fiction - Stories with patterned language Stories with familiar settings Nonfiction - labels, lists and captions, Interviewing people, recount of our Maidstone Museum day, non-chronological reports. Poetry – Autumn/Harvest			Fiction - Multiple stories with the same characters - The Lighthouse Keepers Lunch and other stories Non-fiction – research, writing in the past - diaries and letters (Grace Darling) Poetry – descriptive language		Traditional Tales - Jack and the Beanstalk including alternative versions. Non-Fiction - Information book – Sunflowers	Stories from other cultures- Monkey See! Monkey Do! Dictionary work Instructions
TEXT	<i>Funny Bones,</i> <i>Where's My Teddy?</i> <i>Dogger</i> <i>A Hug for Humphrey</i> <i>Peace at Last</i>			<i>Lighthouse Keeper stories</i> <i>Stories from the past</i> <i>The Magic Box (poem)</i> <i>The Storm whale</i> <i>RNLI</i>		<i>Jack and the Beanstalk</i> <i>Trust me, Jack's Beanstalk Stinks!</i> <i>Jack and the Jelly Bean Stalk</i> <i>Jim and the Beanstalk</i> <i>Jack and the Baked Bean Stalk</i> <i>Traditional Tales</i>	<i>Non-fiction castle text</i> <i>Meercat Mail</i>
Science	Identify, draw and label basic parts of the human body and senses. Distinguish between objects and materials. Identify materials and properties.	Explore changes to materials when they are heated and cooled.		Identify, name and explore the senses and say which part of the body is associated with each sense. Identify and name common animals Describe and compare structure of common animals		Identify and describe basic structure of a variety of common flowering plants Identify basic plants Name common wild + garden plants.	Local common animals including fish, amphibians, reptiles, birds and mammals. Evolution and Inheritance.
Seasonal Changes							

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History	Changes within living memory Understand the difference between things that happened in the past and the present History vocabulary – now, yesterday, last week etc Sort objects into then and now use timelines and stories The history of the teddy bear Entertainment in the past (puppets) Bonfire Night and Guy Fawkes	Changes within living memory – aspects of change in national life beyond living memory. Grace Darling and the RNLI – lives of significant individuals in the past who have contributed to changes in national life	Castles – features of castles			
Geography		Key physical features: beach, cliff, coast, sea, Human features – port, harbor etc Aerial photographs Map work	Simple field work and observational skills to study geography of the school and grounds. Key human and physical features of surrounding environment (Ryarsh) 4 compass points.	Locating UK and Mexico on a world map Comparing life in UK and Mexico Culture in Mexico Seasons and weather - weather forecasting Climates in other countries		
Art	Painting – primary colours, colour mixing, brush strokes Explore mark making	Responding to stories through art	Suffolk art collage – seascapes	Andy Goldsworthy Dip dye cloth and flowers Richard Long - circles	3D Mexican Masks	
D.T.	Experimenting with wheels and axels – make a vehicle.	Make hand puppets	Make a pulley system for a basket Design and make a picnic lunch	Sewing flowers and patterns for display.	Design and make food for a Mexican fiesta Design and make maracas	
P.E.	Dance – Toys Games – Football	Gymnastics – Flight (bouncing/jumping/landing) Christmas Production Dances	Gymnastics – Balance Games – Ball games - Netball*	Dance – Under the Sea/Beside the Sea Athletics – Running	Athletics – Sports Day Games – Tennis*	Athletics – Throwing Games – Ultimate Frisbee
Music	Hey you! Linked to Ourselves - Vocal and percussion	Christmas production - Singing performance	In the Groove - Singing and instruments	Rhythm in the way we walk Banana rap - Vocal	Round and Round - Singing and instruments - improvisation	Reflect, rewind, replay – games, singing, playing instruments, improvising and composing
R.E.	What does it mean to belong to a faith community?	How and why do we celebrate special and sacred times?	Who is a Christian and what do they believe?	What makes some places sacred?		
M.F.L.						
P.S.H.E.	What does it mean to belong to a faith community?	Getting on and falling out	Going for goals. People who help us.	Good to be me Medicines and keeping safe	Relationships – likes and dislikes	Changes; Being healthy
Computing	Using programmable toys Focus- Programming. Using Programmable toys.	Creating a card digitally Focus – Productivity Using Power Point, Word, 2Paint a Picture	Finding images using the web Focus – Computer networks Using Web browser, Powerpoint	Illustrating an ebook Focus – Creativity Using 2Paint a Picture, Word	Creating a talking book Focus –Communications/ Collaboration Using PowerPoint, 2create a story	Filming the steps of a recipe Focus – Computational thinking Using Paint, Movie Maker
Trips, visits and visitors	Adults to talk about toys from the past and compare changes. (History)	Maidstone Museum Visitor – opportunities to play with toys from the past and make own peg dolls. (History)	Visit from the R.N.L.I. (History) and Grace Darling	Visit from a doctor or nurse (PSHE) Visit from Reverend Linda/to church - Easter	Walks around the local area. (Geography) Class trip to a castle* (History/topic)	Hindu visitor to talk about Puja and worship. (RE)

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		Tesco visit – Christmas (RE)				
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