Long Term Curriculum Plan- (Year B) YearR/1

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| Curriculum Subject | Autumn Term | | | | | Spring Term | | | Summer Term | | |
| Superheroes | | Polar Explorers | | | Pirates | Spring chickens | | Victorians | | Gardeners World |
| Science | Animals Including **humans** | | | **Animals** including humans | | Materials | | Seasonal changes |  | | Plants |
| Seasonal changes | | | | | | | | | | |
| History | Changes within living memory  Timeline of our own/family lives | |  | | | Significant Individuals  *Captain Blackbeard* |  | | Significant indivduals  *Queen Victoria*  Events beyond living memory  *Victorian life* | |  |
| Geography |  | | Similarities and differences between UK and another country  *Antartic* | | | Name and label the continents and seas | Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas | |  | | Local environment  Brazil |
| Religious Education | Ourselves/harvest | Who celebrates what and why.  Christmas | | | | Stories | | A time of celebration and joy at Easter | Special stories for Christians and muslims  1.3 | Places of worship | |
| Art/Design Technology | Puppets  Portraits  *Picasso* | | | | Winter paintings  Christmas stocking  Sewing | Pirate sketch  Flags  Telescope | Famous Artist  *Van Gogh*  Easter crafts | | Still life | Famous artist *Guiseppe Archimboldo*  *Design a healthy meal* | |
| Computing | **E-saftey:**  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.  **Technology in our lives:**  Recognise common use of information technology beyond school.  Use technology purposefully to create, organise, store, manipulate and retrieve digital content. | | | | | **Handling data + Multimedia:**  Use technology purposefully to create, organise, store, manipulate and retrieve digital content. | | | **Programming:**  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 behaviour of simple programs.  Recognise common use of information technology beyond school. | | |
| Music | Singing and rhyming games for early years programme. | | | | | | | | | | |
| PE | Gymnastics | | Bats and balls | | | Gymnastics | Dance | | Games | | Athletics |
| P.S.H.E | Me and my relationships | | Keeping myself safe | | | Me and My  relationships | Me and My future | | Becoming an active citizen | | Moving on  My healthy lifestyle |
| Enrichment/Visits |  | | | | | Monk park farm | | | Farmers cart/Pizza farm | | |