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 memoryTimeline 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 environmentBrazil |
| Religious Education | Ourselves/harvest  | Who celebrates what and why.Christmas | Stories | A time of celebration and joy at Easter | Special stories for Christians and muslims1.3 | Places of worship |
| Art/Design Technology | PuppetsPortraits *Picasso* | Winter paintingsChristmas stockingSewing | Pirate sketchFlagsTelescope  | 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 onMy healthy lifestyle |
| Enrichment/Visits |  | Monk park farm | Farmers cart/Pizza farm |