



Queensgate Foundation Primary School

Year 1 2019 - 2020	Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B
Katie Stone Carolyn Edmonds	On The Farm Visiting Tapnell Farm, harvest celebration, <u>The Little Red Hen</u> , <u>The Very Busy Spider</u> , non-fiction, information, scarecrows, 'Out & About', cooking...	There's No Place Like Home Christmas Osborne House, Nativity, <u>The 3 Little Pigs</u> , <u>Footprints in the Snow</u> , homes in the past artefact collection, a model room, 'Out & About', cooking...	Toys Toys in the past artefact collection, Carisbrooke Castle museum, <u>Lost in the Toy Museum</u> , <u>Dogger</u> Victorian child's day, Osborne House, our favourite cuddly toys to visit school, making games...	How do you do it? How to Wash a Woolly Mammoth, board and dice games, body parts and hygiene,	Giants! Plants, gardens, Jack and the Beanstalk, sensory exploration, sunflowers, Vincent van Gogh, miniature container gardens, 'Out & About', cooking ...	The Lighthouse Visiting the RNLI, seaside, lighthouses, lifeboats, sea-life, rock pools, water and sun safety, making model lifeboats, Grace Darling, 'Out & About', cooking...
English	Story telling with 'The Little Red Hen'. Story beginnings. T4W Very Busy spider speech sentences and actions/verbs. Animal information text and simple report writing.	Story telling with 'The Three Little Pigs'. Story middles. Footprints in the snow. Story endings Nativity dialogue and drama. Christmas stories.	Lost in the toy museum. Directions/instructions/ clues. Dogger. Describing, lost posters.	How to wash a woolly mammoth. Instructions.	Story telling with 'Jack and the Beanstalk'. Own versions. Giant chants and rhymes and a poem (Pie Corbett Freaky Week/ In the giant's rucksack.) Giant stories.	Alternative text styles (animation to infer and add words: The Lighthouse) Newspaper reports Interviewing Grace.
Maths	<i>See discrete plans (including assessments) for English and Maths.</i>					
Science	Animals- including humans	Everyday materials	Forces and materials	The human body & senses	Plants	



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	<p>Seasonal changes/weather</p> <p>identify and name a variety of common animals that are carnivores, herbivores and omnivores and classify animals into different groups</p>	<p>Seasonal changes/weather</p> <p>identify, name and group a variety of everyday materials, distinguishing between an object and the material from which it is made</p>	<p>Seasonal changes/weather</p> <p>describe the simple physical properties of a variety of everyday materials</p>	<p>Seasonal changes/weather</p> <p>identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense</p>	<p>Seasonal changes/weather</p> <p>identify and name a variety of common wild and garden plants, including deciduous and evergreen trees and describe their basic structure</p>	<p>Seasonal changes/weather</p> <p>describe weather associated with the seasons and how day length varies</p>
<p>Art & Design</p>	<p>Animal art, artists and landscapes</p> <p>can use drawing, painting and sculpture to develop and share their ideas, experiences and imagination (via Out & About... Goldsworthy/Archimboldo (seasons faces only)</p> <p>Farm animal art in different media.</p>	<p>Seasonal art & design</p> <p>can use a range of materials creatively to design and make products</p>	<p>Illustrators art and portraits</p> <p>can use painting to develop and share their ideas, experiences and imagination</p>	<p>Posters</p> <p>ways to change our world posters</p>	<p>Van Gogh artist study</p> <p>can describe the work of a range of artists</p>	<p>Seascapes</p> <p>demonstrates range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p>
<p>Computing</p>	<p>Learning with IT</p> <p>can use technology to create, organise, store, manipulate and retrieve digital content</p>	<p>IT in the home</p> <p>can recognise common uses of info. technology beyond school, can explain e-safety</p>	<p>Discovery coding unit 1</p> <p>can create simple programs</p>	<p>Discovery coding unit 1.2</p> <p>can debug simple programs</p>	<p>Discovery coding unit 2</p> <p>can explain that programs execute by following precise instructions</p>	<p>Discovery coding unit 2.2</p> <p>can predict the behaviour of simple programs</p>



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<p>Design & Technology</p>	<p>Using tools safely</p> <p>Can use scissors and other tools safely</p> <p>can use a range of tools and equipment to perform practical tasks</p>	<p>Using a range of materials</p> <p>can use a wide range of materials and components and describe their characteristics</p>	<p>Make a toy</p> <p>can use mechanisms in their products</p>	<p>Designing and making a game</p> <p>can design purposeful, functional, appealing products for themselves</p>	<p>Grow, cook, eat</p> <p>Can name, describe and use a wide range of ingredients in food preparation</p>	<p>Strong structures</p> <p>can build structures showing how they can be made stronger, stiffer and more stable</p>
<p>Geography</p>	<p>Human and physical features of our Island</p> <p>can use geographical vocabulary to refer to key human and physical features of the environment</p>		<p>Maps, directions and routes</p> <p>use simple compass directions and locational and directional language</p>	<p>Ten Things I can do to save my world</p> <p>Can recognise ecological issues and raise awareness of how we can make a difference to our environment</p>	<p>Hot and cold, near and far</p> <p>describe geographical similarities and differences</p>	<p>Countries, capitals, continents and oceans</p> <p>name & locate world's seven continents & five oceans, name, locate and identify the four countries and capital cities of the United Kingdom and its surrounding seas</p>
<p>History</p>		<p>Homes in the past</p> <p>explain significant historical events, people and places in their own locality (Osborne House)</p> <p>Guy Fawkes</p>	<p>Toys then and now</p> <p>identify similarities and differences between ways of life in different periods</p> <p>Toys in the past</p> <p>Life as a Victorian child and Victorian school day (Osborne House)</p>			<p>How do we know about Grace Darling?</p> <p>describe some of the ways in which we find out about the past and learn about Grace Darling and Ethel Langton</p>



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Music	Storytime (see Music Express). Focus: Exploring sounds. Link: English Play a simple rhythm pattern on an un-tuned instrument.	Our Bodies (see Music Express). Focus: Beat. Link: Science Recognise and keep a steady beat.	Machines (see Music Express). Focus: Beat. Link: PSHE I can identify changes in tempo (speed) when I listen to music.	Our School (see Music Express). Focus: Exploring Sounds. Link: Geography. I can choose sounds to create a soundscape of sounds around our school.	Seasons (see Music Express). Focus: Pitch. Link: Science. I can recognise changes in pitch.	Water (see Music Express). Focus: Pitch. Link: Art
PE	Games and multiskills demonstrate skills including throwing, catching, aiming and dribbling	Gym and multiskills demonstrates balance, agility and co-ordination	Games and multiskills can show simple tactics for attacking and defending in games situations	Gym and multiskills performs controlled in a range of activities	Dance and Multiskills performs dances using simple movement patterns	Athletics and multiskills, Show mastery of movements including running and jumping
PSHE	New Beginnings describe similarities and differences between people School code and class transition Growth mind-set	Getting On & Falling Out Say No To Bullying can say how to make up with a friend after 'falling out' know how to respond to bullying	Going For Goals can set simple goals and recognise achievements with growth mind-set and resilience	Good To Be Me can talk about being proud and say how to help another person feel proud	Relationships describe important relationships within own experience and recognise different family set-ups	Changes (and SRE) recognise and describe how people change over time, preparing for change and learning about our changing, growing bodies
RE	Christianity Celebrations (Link concept of thanking) Harvest	Christianity Journey's End Journeys in the Nativity.	Christianity Authority A Key events in Jesus' life.	Christianity Welcoming A Palm Sunday.	Christianity Remembering A (Passover)	Christianity Special Places (church) (Specialness)



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<p>Out & About</p>	<p>On the Farm</p> <p>Local walk – looking at landscape features, geographical terminology, eg hedges, gates, crops, valley, River Medina. Using the patch.</p> <p>Art- see above</p>	<p>There's no place like home</p> <p>Visit to Winkle Street, looking at different cottages, materials used, sketching, Pooh sticks in stream, revisit geographical language and architectural language.</p> <p>Walk around the local area looking at homes from flats to palaces.</p>	<p>Toys</p> <p>Local walk to play parks and understand forces of pushes and pulls, use and naming of materials.</p>	<p>How do you do it?</p>	<p>Giants</p> <p>Looking for giant trees, gardens and growing places in the local area. Out & About using a compass, NESW. Map making through a wood.</p>	<p>The Lighthouse</p> <p>Visit to Puckpool Battery and Appley.</p> <p>Understanding about dangers on the beach and on the water.</p> <p>The RNLI factory in East Cowes. Aspirational employment, looking at manufacturing site and materials.</p>
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