

Year 1 Topic Long Term Plan

<p>TERM 1- Explorers</p> 	<p>TERM 2- (Journeys) Step back in time</p> 
<p><b>Geography-</b></p> <ul style="list-style-type: none"><li>• name and locate the world's seven continents and five oceans</li><li>• identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles</li><li>• use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map</li></ul> <p><b>History-</b></p> <ul style="list-style-type: none"><li>• changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life</li><li>• They should ask and answer questions.</li><li>• lives of significant individuals -Christopher Columbus, Captain Cook</li></ul> <p><b>Computing-</b></p> <ul style="list-style-type: none"><li>• 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.</li><li>• use technology purposefully to create, organise, store, manipulate and retrieve digital content</li></ul> <p><b>Art-</b></p> <ul style="list-style-type: none"><li>• to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</li></ul>	<p><b>History-</b></p> <ul style="list-style-type: none"><li>• events beyond living memory that are significant nationally or globally [for example, <b>the Great Fire of London</b>, the first aeroplane flight or events commemorated through festivals or anniversaries]</li></ul> <p><b>Art-</b></p> <ul style="list-style-type: none"><li>• to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</li></ul> <p><b>Geography-</b></p> <ul style="list-style-type: none"><li>• name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas</li></ul> <p><b>Design and technology-</b></p> <ul style="list-style-type: none"><li>• build structures, exploring how they can be made stronger, stiffer and more stable</li></ul> <p><b>Workshop:</b> Steps in time (Oliver)</p>

## TERM 5- Superheroes



### History-

- Changes within living memory. Where appropriate these should be used to reveal aspects of change in national life.

### Art-

- To use a range of materials creatively to design and make products

### DT-

- Select from and use a wider range of tools and equipment to perform practical tasks.
- Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.

### Geography-

- Explore the local area and the features

## TERM 4 - Food near and far



### Geography-

- Use simple field work and observational skills to study geography of their school and its grounds and the key human and physical features of its surrounding environment.

### Art-

- To use a range of materials creatively to design and make products.

### DT-

- Understand where food comes from.
- Varied healthy diet
- Design purposeful, functional, appealing products.
- Evaluate ideas & products against design criteria
- use the basic principles of a healthy and varied diet to prepare dishes

### Trip: Farm to fork trip

Understand how food grows and travels from faraway places.

### TERM 3 – Did you see a dinosaur?



#### History-

- changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life

#### Art and Design-

- to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

#### Geography-

- use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key
- use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage

**Trip: Maidstone Museum**

### TERM 6 – Mad Hatter Tea party (Fairy tales)



#### Geography-

- **Explore local area**

#### Art and Design-

- Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.
- Explore and use mechanisms

#### History-

- Changes within living memory. Where appropriate these should be used to reveal aspects of change in national life.

**Mini topic: Growing**