

Topic-medium term Plan

	Year 1 Spr 2					
Topic title	I'm in Year 1 Get me out of here!					
Enquiry	History/ Geography/ Science					
Driver						
Enquiry	Art					
Enhancer	Diagona la alcastar this Allattar grives from graderingeric and alcas gra					
WOW starter	Please look after this A letter arrives from a safari park and clues are revealed throughout the day. Butterfly Farm					
National	Science: Animals, including humans					
Curriculum	Pupils should be taught to:					
Objectives						
	 identify and name a variety of common animals including fish, amphibians reptiles, birds and mammals 					
	identify and name a variety of common animals that are carnivores, herbi- vores and omnivores					
	 describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals including pets) 					
	 identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense 					
	Geography					
	Pupils should be taught to:					
	 use basic geographical vocabulary 					
	 use and locational and directional language [for example, near and far, left and right], to describe the location of features and routes on a map. 					
	Computing					
	Pupils should be taught to:					
	understand what algorithms are; how they are implemented as programs on					
	digital devices; and that programs execute by following precise and unam- biguous instructions					
	Art and Design					
	Pupils should be taught:					
	 to use a range of materials creatively to design and make products 					
	 to use drawing, painting and sculpture to develop and share their 					
	ideas, experiences and imagination to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.					



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Key Knowledge and Skills (driver)	 Science To know the main parts of the human body To know which part of the human body is associated with each sense. To know common animal groups (fish, amphibians, birds, reptiles and mammals) and their characteristics. To know and classify animals by what they eat (carnivore, herbivore and omnivore) To know how to sort by living and non living things. To know the common structural characteristics of animals. To know that questions can be answered in different ways. To know how to set up a simple test to explore the senses.
	 To understand and use the vocabulary: Forest To know how to draw and label a simple map of a fairy tale/imaginary world. To understand and use locational and directional language: forwards, backwards, left, right, near, far To be able to describe a simple route on a map using directional language.
Key Knowledge and Skills (enhancer)	 Design and Technology To know an algorithm is a set of instructions. To be able to write a simple set of 3 or 4 instructions. To know how to program a toy to move. To know how to program a toy with 3 or 4 instructions. Art and Design: To know some simple textile art techniques (weaving, simple stitch, fabric paint) To know some ways to embellish a small piece of fabric. (fabric paint, adding buttons/ribbons/sequins) To be able draw a simple animal design. To be able to select techniques to represent their design in fabric.
Sticky Learning	 Science: I know how to sort by living and non living things. I know the main parts of the human body I know which part of the human body is used each sense. I know how to set up a simple test to explore the senses. I know the common structural characteristics of animals. I know common animal groups (fish, amphibians, birds, reptiles and mammals) and their characteristics. I know how to classify animals by what they eat (carnivore, herbivore and omnivore)



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	To know that questions can be answered in different ways.				
	 Geography I can understand and use the vocabulary: Forest I know how to draw and label a simple map of a fairy tale/imaginary world. I know how to use the locational and directional language: forwards, backwards, left, right, near, far I know how to describe a simple route on a map using directional language. 				
Supporting Text	WHERE THE WILD THINGS ARE GRUFFALO CRUFFALO				
Main Writing Genre Type of writing Eg-Persuasive Writing, narrative, non chron report etc	 Non Chronological report: Title Inclusion of facts Inclusion of diagrams or pictures Technical language. Full stops, capital letters. Inclusion of adjectives. 				
Reflection of Learning	Collaborative: annotating pictures.				
Knowledge organiser	See separate document.				
Experts/ Experiences/ visits/ visitors	Music – The Princess and the Pea Performance PE – Dance Festival Performance				
Additional Links	British Values	Outdoor Learning	Community /citizenship		
			Our responsibility for our environment.		



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Pupil Voice	Aspirations	Global Studies	Home Learning
		David Attenborough – Iooking after our planet.	