

Cycle B KS1 Long Term Plan													
	Subject	Self -Autumn				Community – Spring				World - Summer			
THEME		Near and Far				Toys				Down at the bottom of the garden.			
SPIRITUAL VALUES		Love		Forgiveness		Thankfulness		Responsibility		Honesty		Courage	
Key Dates		Health Week Harvest Festival Christmas and Advent Surprise Fair Remembrance				Chinese New Year 5 th February E Safety Day - February World Book Day Fair Trade Week Stem week				Islam: Ramadan 24.4-23.5.20 Eid-al-fitr 24.5.20 Environmental week Sledmere Eid al adha 31.7.20 Hajj 28.7.20			
RE		Belonging Christmas and Nativity				Believing Easter Story				Questions, Questions			
Linked Topics	Science			Animals including humans: Name common animals. Identify carnivores, herbivores and omnivores		Materials year 1: Distinguish between an object and the material it is made from. Compare and group simple materials. Materials year 2: Identify suitability of everyday materials for particular uses. Find out how shapes of solid objects can be changed.				Living things and their habitats: Seasonal Changes, Weather Plants: year 2: How seeds and bulbs grow into mature plants.			
	History					Changes in living memory. Where appropriate used to revel aspects of change in national life.							
	Geography	Location Knowledge, Place Knowledge, Human and Physical: Non EU Africa								Human and Physical: Identify seasonal and daily weather patterns in the UK and other area of the world.			
	Art	Plasticene print making Colour matching to autumn leaves				Drawing cartoon characters, making animal masks				Drawing snail spirals, minibeast collage			
	D & T					Project 2: Explore and use mechanisms, e.g. levers, sliders, wheels and axles in their products.				Project 3: Cooking and Nutrition Use basic principles of healthy and varied diet to prepare dishes. Understand were food comes from.			
Standalone Topics	Computing	Create and debug simple programs Recognise common uses of information technology beyond the school				E-Safety				Understand what algorithms are and how they are implemented as programs on digital devices. Use logical reasoning to predict the behaviour of simple programs.			
	PE	Throwing & Catching	Games: Teamwork	Passing: Skills	Dribbling: Hockey, Basketball, Football	Gymnastics	Team Activities	Dance	Dance	Striking and Fielding: Cricket	Striking and Fielding: Rounders	Outdoor Adventure Games	Athletics
	PSCHE	Heart smart Unit 1		Heart smart Unit 2		Heart smart Unit 3		Heart Smart unit 4		Heart Smart Unit 5		Heart Smart Unit 6	
	MUSIC	Charanga: Singing. Lessons _____				Charanga: Recorders. Lessons _____				Charanga including singing for Sledmere and school production			
	LANGUAGES	French				French				French			
English Book Focus		Tiger Child		The Leopards Drum		Dagger		The Flower		Instructions: Jack and the Beanstalk		Tadpole's Promise	
	MATHS	MNP Book 1		MNP Book 1		MNP Book 1		MNP Book 2		MNP Book 2		MNP Book 2	