

Year A Long Term Plan 2015/16

	Autumn Term 1 Pets Democracy Rule of Law	Autumn Term 2 Toys Individual Liberty Respect	Spring Term 1 Dinosaurs Tolerance	Spring Term 2 3, 2, 1 - Blast off! Rule of Law	Summer Term 1 I'll Huff and I'll Puff (Materials) Rule of Law	Summer Term 2 Treasure Island Individual Liberty Respect
English	Genres to link with topic To be decided by Reception, Year 1 and Year 2 teachers to link appropriately with year group objectives	Genres to link with topic To be decided by Reception, Year 1 and Year 2 teachers to link appropriately with year group objectives	Genres to link with topic To be decided by Reception, Year 1 and Year 2 teachers to link appropriately with year group objectives	Genres to link with topic To be decided by Reception, Year 1 and Year 2 teachers to link appropriately with year group objectives	Genres to link with topic To be decided by Reception, Year 1 and Year 2 teachers to link appropriately with year group objectives	Genres to link with topic To be decided by Reception, Year 1 and Year 2 teachers to link appropriately with year group objectives
Maths	Count, read & write numerals to 100. Addition & subtraction to 20. Number bonds to 10. Compare, describe & solve practical problems for, weight, length, capacity, time. Money - recognise coins. Recognise & name common 2D & 3D shapes.		Order numerals to 100. Read & write numerals to 20 in words. Doubles and halves to 20. Multiplication & division. Recognise and find one half. Begin to measure and record length, mass, capacity and time. Money - solve simple problems.		Identify and represent numbers using objects and pictorial representations - place value. 10 and 2 x tables. Solve problems involving multiplication and division. Recognise and find one quarter. Recognise and use standard units to measure length, mass, capacity, time. Recognise properties of 2D & 3D shapes.	
Science	Identify parts of the human body and compare this to the structure of other animals.	Forces and Movement - pushes and pulls affect the movement and shape of objects.	Animals - Identify and name a range of common animals and know whether they are herbivores, carnivore or omnivores.	Light and Dark	Everyday materials. Distinguish between an object and the material that it is made from. Name some common materials and describe their properties. Compare and group materials according to their properties.	Plants in Local Environment - different places have different range of plants and animals; animals & humans reproduce (land and water)
<i>On Going (Forest School)</i> Seasonal changes - Observe and describe how the weather changes over the four seasons						
History	<i>Not main focus</i>	How have toys and games changed over time? Explore children's toys and the games they have played over the past 100 years.	Significant events beyond living memory - Dinosaurs	Neil Armstrong ~ Landing on the Moon	Explore how houses have changed.	Explore the History of Pirates
Geography	Pets from around the world	Toys from around the world	Look at maps to locate where dinosaurs existed		Explore different homes around the world.	Weather around the World - 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.
Art & Design	Observational drawings		Develop a wide range of art and design techniques in using		Develop a wide range of art and design techniques in using,	

			colour, pattern, texture, form and space - 2D work including drawing, painting and collage,		line, shape, form and space to draw.
D & T	Generate, develop, model and communicate their ideas through talking and drawing to design and make a toy for a purpose. Sewing a teddy Christmas Crafts		Make rockets using various materials	Explore and evaluate a range of existing products prior to designing a purposeful, functional, appealing product for themselves and other users based on design criteria - make a house	Mantle of the Expert - children's input
Music	Use the voice expressively and creatively through learning new songs, chants and rhymes. Play untuned instruments.	Play simple tuned instruments, following instructions.		Listen with concentration and understanding to a range of music, recognising the sounds of different instruments. Musician study	
Computing/ICT	Understand and use simple programs on a range of devices - laptop, I pad, Interactive White board. Use logical reasoning to predict the behaviour of simple programs	Use programmable toys and apps to understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.		Use technology purposefully to create, organise, store, manipulate and retrieve digital content - using a laptop for drawing and word processing.	
PE	Gymnastics Dance	Gymnastics Ball skills & simple games		Athletics Striking games	
SEAL/PSHE	Friendship School Council	Anti Bullying	Citizenship	Health	Keeping myself safe Going for Goals Moving on
RE	Harvest Christmas	Who celebrates what and why? Jewish Passover Easter		Special stories for Christians	
Daily Religious Themed Assemblies					