

**The Federation of Winklebury Infant and Junior Schools**

**Tier 2 – Long Term Planning**

**Year 1**

**Updated May 2016**

## Year 1

**Autumn 1:**                    **Our School In The Middle Of Our Street**  
**Hook:**                        I spy activity  
**Outcome:**                    Sharing models of playground equipment

	1	2	3	4	5	6	7
<b>Literacy</b>		Inspiration: The Enormous Turnip		Inspiration: new classroom		Inspiration: riddles	
		Reading: listening to and reading stories with repetitive language Writing: an innovation of a familiar story to entertain S and L: acting out the story taking on roles of characters		Reading: a range of non-fiction texts focusing on labels to inform Writing: labels for the classroom to inform		Reading: a range of nursery rhymes and poems on a theme Writing: simple riddles to entertain S and L: perform nursery rhymes	
<b>Site of Application</b>						To inform about the school (geography)	
<b>Maths</b>		Recap from previous year			Phase 1		
<b>Science</b>		Year 1 Animals including humans Investigate animals in the school site				Year 1 Seasonal Changes Autumn	
<b>Computing</b>	E-Safety: SORTED and internet agreement		IT: IT skills (logging on, saving, etc)			Computer Studies: Bee-bots (1 step instructions)	
<b>History</b>							
<b>Geography</b>	Walk around school Journey sticks	Using photos to investigate the school site	Linking photos and maps	Using maps to situate the school	Journeys from home to school	Leaflets to inform about the school	
<b>Art</b>	Self-portraits (to be displayed in school hall)						Design a Christmas card
<b>DT</b>			Technical knowledge Investigate how structures can be made stronger		Design, make and evaluate a piece of playground equipment		
<b>PE</b>	Games: Playground games (fair play) Dance: County dancing						
<b>Music</b>	Sound explorers: Timbre						
<b>RE</b>					Concept: Symbol Theme: Bread as a symbol		
<b>PDL</b> Working well together	Class charter Aspiration display	Playground games that involve turn-taking and co-operation		Play board games that demonstrate turn-taking and co-operation		Create rules for co-operation	
<b>Visits/Visitors</b>				JRSO: Prior Knowledge	Local park		Church: Harvest assembly

## Year 1

**Autumn 2:** **Who Turned Out The Light?**  
**Hook:** Florence Nightingale's suitcase  
**Outcome:** Christmas cards for parents

	1	2	3	4	5	6	7	
<b>Literacy</b>	Thematic Week (can take place at any point during the half term)	Inspiration: Brown Bear Brown Bear		Inspiration: Can't You Sleep Little Bear? focusing on story language		Inspiration: Christmas play		
		Reading: a range of poems Writing: simple poems to entertain S and L: listen to range of poems and respond to them, perform poems		Reading: Can't You Sleep Little Bear? Writing: re-write part of a story to entertain S and L: role play story		S and L: drama linked to Christmas play		
<b>Site of application</b>		To inform what life was like in a hospital (history)		To recount events (history)				
<b>Maths</b>		Time to address gaps identified through AfL	Phase 1					Time to address gaps identified through AfL
<b>Science</b>		Light No light?	Light Light sources	Year 1 Seasonal Changes Winter				
<b>Computing</b>		Digital literacy: Word processing E-Safety: Sharing info with others						
<b>History</b>		Florence Nightingale	Life in hospitals	Different interpretations (lamps)	Understanding Florence	Comparison to today	Comparison to Mary Seacole	
<b>Geography</b>								
<b>Art</b>		Using pastels to create firework pictures						
<b>DT</b>				Technical knowledge Investigate levers and sliders		Design, make and evaluate a moving picture for a Christmas card		
<b>PE</b>		Games: Ball skills Gymnastics: Shape and balance						
<b>Music</b>		Songs for the Christmas production						
<b>RE</b>						Concept: Light as a symbol Theme: Light as a symbol		
<b>PDL</b> Caring for others		Important people in our lives	Caring for parents	Caring for other family members	Caring for friends	Caring for animals		
<b>Visits/visitors</b>	JRSO Be Seen Be Safe	Church: Remembrance assembly		Church: Advent assembly	Pantomime	Church: Meaning of Christmas assembly		

**Autumn Home Learning Project:** Design a playground, design and make a playground ride or map of local area

## Year 1

**Spring 1:**                    **The Magic Toymaker**  
**Hook:**                      Investigating old toys  
**Outcome:**                 Visit from a toy expert

	1	2	3	4	5	6
<b>Literacy</b>	Inspiration: a range of different toys			Inspiration : visit from a toy expert		
	Reading: a range of non-fiction texts Writing: a simple non-fiction text to inform			Reading: a range of recounts Writing: a recount to inform S and L: ask and respond to questions		
<b>Site of Application</b>				To inform about toys (history)		A letter to advise the toymaker (science)
<b>Maths</b>	Phase 2					Time to address gaps identified through AfL
<b>Science</b>	Year 1 Materials Identify and name materials	Year 1 Materials Physical properties of materials	Year 1 Materials Compare and group materials	Year 1 Materials Investigating materials		Year 1 Materials Advice to the toymaker
<b>Computing</b>		Digital Literacy: Using the Internet to find things out (link to history) E-safety: Use of favourites				
<b>History</b>	Favourite toys Grandparents toys	Comparing past and present toys		Leaflet about toys		
<b>Geography</b>						
<b>Art</b>			Using textiles to create a collage			
<b>DT</b>	Design, make and evaluate a sock puppet					
<b>PE</b>	Games: Sending and receiving skills Dance: Magician's hat					
<b>Music</b>	Toys: Tempo, duration and pitch					
<b>PDL</b> Other people are special too	Identify groups/communities they belong to	Finding out what other people are good at	What other people need (emotional and physical)	Feelings and emotions	Network of special people	How do I make them feel?
<b>RE</b>					Concept: Change Theme: People Jesus met	
<b>Visits/Visitors</b>		JRSO In car safety			Visit from a toy expert	Church: Lent assembly

## Year 1

**Spring 2:** **Once Upon A Time**  
**Hook:** Growing beans  
**Outcome:** Bean diaries

	1	2	3	4	5	6	
<b>Literacy</b>	Thematic Week (can take place at any point during the half term)	Inspiration: growing beans		Inspiration: Jack and the Beanstalk			
		Reading: a range of non-fiction texts on plants Writing: a text on growing plants to inform		Read: a range of stories with fantasy settings Writing: an innovation of a story to entertain/share S and L: orally tell an fantasy narrative through role-play			
<b>Site of application</b>							
<b>Maths</b>		Phase 2				Time to address gaps identified through AfL	
<b>Science</b>		Year 1 Seasonal Changes Spring		Year 1 Plants Plant and tree walk	Year 1 Plants Labelling a plant and a tree	Year 1 Plants Name and identify plant and trees	
<b>Computing</b>		Digital Literacy: Art packages and digital photos E-safety: Sharing digital photos			Digital Literacy: using an art package to make a Easter card		
<b>History</b>			Comparing Basingstoke past and present (maps and pictures)				
<b>Geography</b>		Locate the countries of the UK, capital cities and seas	Comparing Basingstoke past and present (maps and pictures)		Physical geography of Basingstoke	Human geography of Basingstoke	Locating features on a map Future maps
<b>Art</b>		Drawing Pre assessment task Pencil skills	Drawing Crayon, charcoal and pastel skills		Drawing Observations drawings		Drawing Evaluating their work
<b>DT</b>							
<b>PE</b>		Gymnastics: Wallbars Games: Net and wall games (badminton)					
<b>Music</b>		Stories with music: Texture, dynamics, tempo and duration					
<b>PDL</b> Keeping safe		Keeping safe at school	Keeping safe at playtime	Keeping safe at home	Keeping safe at the playground	Whose job is it to keep us safe?	
<b>RE</b>					Theme: Welcoming Concept: Palm Sunday		
<b>Visits/visitors</b>		JRSO Bike safety	Willis Museum		Church: Easter assembly		

**Spring Home Learning Project:** Design and make a magic toy, write a story or collage of favourite toy.

## Year 1

**Summer 1:**            **A Knight's Tale**  
**Hook:**                Visit to Portchester castle  
**Outcome:**            Sharing sculptures of Portchester castle

	1	2	3	4	5	6	7	
<b>Literacy</b>	Inspiration: George and the Dragon		Inspiration: Portchester castle trip		Inspiration: 5 Senses			Thematic Week (can take place at any point during the half term)
	Reading: George and the Dragon Writing: character descriptions (with a focus on sentence level skills) S and L: re-enact the story using story language		Reading: a range of non-fiction and fiction texts about castles Writing: to inform about castles using non-fiction features Sand L: verbally sequence events		Read: a range of poems Writing: simple poems to entertain S and L: listen to range of poems and respond to them, perform poems			
<b>Site of Application</b>	To inform using labels, lists and captions (history)				To recount the visit to Portchester castle (history)			
<b>Maths</b>	Phase 3					Time to address gaps identified through AfL		
<b>Science</b>			Year 1 Animals Identify and name		Year 1 Animals Name and label parts of the body (link to senses)			
<b>Computing</b>				Digital Literacy: Graphing packages (pictograms)				
<b>History</b>	Castles, Kings and Queens	Elizabeth I	Elizabeth II	Richard II	Poster, leaflets or booklets about Portchester castle			
<b>Geography</b>								
<b>Art</b>								
<b>DT</b>			Technical knowledge Investigate making structures stronger, stiffer and more stable and hinges		Design, make and evaluate a castle with a moving drawbridge			
<b>PE</b>	Games: Invasion games (football) Games: Athletic activities							
<b>Music</b>	Jack and the Beanstalk: Pitch							
<b>PDL</b> Caring for myself	Expressing personal opinions	Keeping healthy (washing)	Keeping healthy (teeth)	Infections	Medicines	People who help (dentists, doctors, etc.)		
<b>RE</b>	Concept: Specialness Theme: Special books							
<b>Visits/Visitors</b>	Portchester castle	Church: Special books		JRSO Green Cross Code				

## Year 1

**Summer 2:** **Jambo From Kenya**  
**Hook:** African artefacts and costumes  
**Outcome:** Kenya Day

	1	2	3	4	5	6	7	
<b>Literacy</b>	Inspiration: African Poetry		Inspiration: Handa's Surprise		Inspiration: Fruit Salad			
	Reading: a range of simple rhymes and patterned stories Writing: patterned poems to entertain S and L: listen to and respond to a range of poems		Reading: a range of stories from other cultures Writing: an innovation of the story to entertain Yr 1 next year S and L: role play story/re-tell story		Reading: a range of instructions Writing: to instruct how to make a fruit salad Sand L: listen to, follow and give clear instructions			
<b>Site of Application</b>								
<b>Maths</b>	Phase 3			Time to address gaps identified through AfL				
<b>Science</b>	Year 1 Seasonal Changes Summer		Year 1 Seasonal changes Summary of Seasons	Year 1 Seasonal changes Summary of length of day	Year 1 Seasonal changes Summary of weather			
<b>Computing</b>				Computer Studies: Bee-bots (2 step instructions)				
<b>History</b>								
<b>Geography</b>	Identify continents and oceans on a map	GB and Kenya on a map	Kenya towns Kenya villages	Physical geography of Kenya town	Human geography of a Kenyan town	Life in Kenya	Comparison with Basingstoke	
<b>Art</b>	Sculpture Making African masks							
<b>DT</b>				Design, make and evaluate a fruit salad				
<b>PE</b>	Games: Athletic activities Dance: African dance			Sports morning	Games: Athletic activities Dance: African dance			
<b>Music</b>	African music: Structure and duration							
<b>PDL</b> Looking forward	What makes school a safe and happy place		Changes since starting Yr 1	Achievements since starting Yr 1	Transition to Yr 2 (concerns and expectations)		Targets for Yr 2	
<b>RE</b>	Concept: Creation Theme: Creation stories							
<b>Visits/Visitors</b>		Church: Creation			JRSO Review of year	Visit from a Kenyan		

**Summer Home Learning Project:** Design and make a shield, poster about knight/castles or leaflet about Portchester Castle