

Beecroft Primary School Long Term Plan Year 1

<p><u>Art & Design</u></p> <ul style="list-style-type: none">• Use a range of materials• Use drawing, painting and sculpture• Develop techniques of colour, pattern, texture, line, shape, form and space (see geometry link)• Learn about range of artists, craftsmen and designers <p>Areas of study: Lowry (see history link)</p>	<p><u>Computing</u></p> <ul style="list-style-type: none">• Understand use of algorithms• Write & test simple programs• Use logical reasoning to make predictions• Organise, store, retrieve & manipulate data• Communicate online safely and respectfully• Recognise uses of IT outside of school
<p><u>Design & Technology</u></p> <ul style="list-style-type: none">• Design purposeful, functional & appealing products• Generate, model & communicate ideas• Use range of tools & materials to complete practical tasks• Evaluate existing products & own ideas• Build and improve structure & mechanisms• Understand where food comes from (see science – biology link)	<p><u>Geography</u></p> <ul style="list-style-type: none">• Name & locate the four countries and capital cities of the United Kingdom using atlases & globes• identify seasonal / daily weather patterns in the UK and the location of hot and cold areas of the world• Use basic geographical vocabulary to refer to local & familiar features• Use four compass directions & simple vocab <p>Areas of study: Seasons & weather in the UK & around the world (see science link) The locality of Kirkstall (see history link) Mapping of the UK and within areas of study.</p>

<p><u>Modern Languages</u></p> <ul style="list-style-type: none"> • Not required at KS1 	<p><u>Music</u></p> <ul style="list-style-type: none"> • Sing songs • Explore a range of tuned & un-tuned instruments • Listen to music from different genres and identify some instruments
<p><u>Physical Education</u></p> <ul style="list-style-type: none"> • Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination • Participate in team games • Perform dances using simple movement <ol style="list-style-type: none"> 1. Developing agility, balance, co-ordination & speed 2. Gymnastics 3. Dance 4. Large ball skills & games 5. Team & partner games – tennis skills and striking & fielding 6. Competitive team and individual activities – running, jumping & throwing 	<p><u>Religious Education</u></p> <ul style="list-style-type: none"> • Continue to follow Leeds agreed syllabus for RE • Christianity & Hinduism (see history link) • Festivals of the world religions related to our pupils.
<p><u>Science</u> <u>Biology</u></p> <ul style="list-style-type: none"> • Identify basic plants • Identify basic plant parts (roots, leaves, flowers, etc.) • Identify & compare common animals 	<p><u>History</u> <u>Key Concepts</u></p> <ul style="list-style-type: none"> • Changes in living memory <p><u>Key Individuals</u></p> <ul style="list-style-type: none"> • Lives of significant historical figures, including comparison of those from different periods

- Identify & name basic body parts

Chemistry

- Distinguish between objects & materials
- Identify & name common materials
- Describe simple properties of some materials
- Compare & classify materials

Physics

- Observe weather associated with changes of season (see geography link)

- Significant local people

Key Events

- e.g. Bonfire night
- Events of local importance

Areas of study:

Changes in living memory – toys/children at play, houses/ homes and shops (see geography link).

Guy Fawkes & Bonfire Night (see RE link – festivals of light).

Maths

Number/Calculation

- Count to / across 100
- Count in 1s, 2s, 5s and 10s
- Identify 'one more' and 'one less'
- Read & write numbers to 20
- Use language, e.g. 'more than', 'most'
- Use +, - and = symbols
- Know number bonds to 20
- Add and subtract one-digit and two-digit numbers to 20, including zero
- Solve one-step problems, including simple arrays

Geometry & Measures

- Use common vocabulary for comparison, e.g. heavier, taller, full, longest, quickest
- Begin to measure length, capacity, weight
- Recognise coins & notes
- Use time & ordering vocabulary

- Tell the time to hour/half-hour
- Use language of days, weeks, months & years
- Recognise & name common 2-d and 3-d shapes
- Order & arrange objects
- Describe position & movement, including half and quarter turns

Fractions

- Recognise & use $\frac{1}{2}$ & $\frac{1}{4}$

English

Reading

- Match graphemes for all phonemes
- Read accurately by blending sounds
- Read words with very common suffixes
- Read contractions & understand purpose
- Read phonics books aloud
- Link reading to own experiences
- Join in with predictable phrases
- Discuss significance of title & events
- Make simple predictions

Writing

- Name letters of the alphabet
- Spell very common 'exception' words
- Spell days of the week
- Use very common prefixes & suffixes

- Form lower case letters correctly
- Form capital letters & digits
- Compose sentences orally before writing
- Read own writing to peers or teachers

Grammar

- Leave spaces between words
- Begin to use basic punctuation: . ? !
- Use capital letters for proper nouns.
- Use common plural & verb suffixes

Speaking & Listening

- Listen & respond appropriately (see music link)
- Ask relevant questions
- Maintain attention & participate