

**Gillamoore CE primary School: Where God's love is sown, grown and taken home.**

**Long term plan Key Stage 1 Subject coverage summary Cycle 1 2014/2015**

Term and theme	English	Maths	Science	History	Geography	RE
<b>Term 1</b>  Transport and Movement	Narrative  Report  Letters  Poetry	Basic skills  number ordering and patterns  problem solving	Animals including humans  Seasonal changes  Great scientific discoveries of the past	Famous Trains  Famous People of the Past (Richard Trevithick [1808] & Robert Stephenson [1829])	Geography of the UK (where we've been)	Special Books and stories 1.3  A wet and windy Harvest for Puddles Harvest  Thankfulness  Christmas
<b>Term 2</b>  Dark, Dark Night  Knock, Knock Who's There	Narrative  Diaries  Instructions  Reports  Information,  Speech and Language and drama	Basic skills  number ordering and patterns  problem solving  Time (am and pm), number patterns and problems, measures  Tessellation	Nocturnal animals Night and Day  Climate and seasonal changes  Everyday materials and their uses  Reflective and non-reflective materials (materials and their properties)	?Trip to Ryedale Folk Museum  Historic jobs in the dark (mines, chimney sweeps) or at night  Changes in homes in the UK over-time  History of relocation in their families	Local study of housing and industry  Houses and homes around the world  Contrasting UK locality with historic buildings	Islam  (sharing the stories of The Tiny Ants, Seven New Kittens and The Baby Birds)
<b>Term 3</b>  She Sells Sea Shells  A Sailor Went to Sea	Write stories with familiar setting based around the story 'Dolphin boy'  Recount, myths and legends, dialogue, reports, diaries, information, drama, Speech and Language  Big Writing	Basic skills  number ordering and patterns  problem solving  Distance, time, timelines, problem solving, discrete investigations  Money	Structure of different animals  Living things and their Habitats and life-cycles  Sources of food and simple food chains  Materials (floating and sinking), electricity, simple scientific reports on the weather  Plants	?Trip to Whitby  Significance of railways to coastal areas  How coastal towns have changed over time	Local housing and business and seaside housing and business  Comparing the local landscape and the coastline  Compass directions  Name the world's seven continents and five oceans	Belonging to the Christian family.  Families Baptism  (Puddles and the christening splash)  Questions that puzzle us 1.2

Term and theme	Art	Design technology	Computing Typing skills and e safety will be ongoing throughout the year	Music	PE	PSCHE
Term 1	<p>2D&amp;3D response to stimulus</p> <p>3D construction</p> <p>Pattern &amp; printing</p> <p>3D Modelling and Sculpture</p>	<p>Design and make 3D objects</p>	<p>Understand the use of algorithms</p> <p>Organise, store, retrieve and manipulate data</p> <p>Communicate online safely and respectfully</p>	<p>Music and songs related to the theme and seasonal changes</p>	<p>Swimming</p> <p>Master a range of basic movements</p>	<p>New start, new year</p> <p>Our school values: thankfulness, generosity, courage, love and care, forgiveness, honesty and respect</p>
Term 2 Dark, Dark Night Knock, Knock Who's There	<p>2D media response to stimulus</p> <p>Patterns and Prints</p>	<p>Finger puppets</p> <p>Safety clothing</p> <p>A tent (or yurt)</p> <p>Class book of British dwellings in the past and present to send to children in Kenya</p>	<p>Research and present ideas</p> <p>Photo montage of their own house with key features identified</p> <p>Beebots</p>	<p>Compose songs in response to the stimulus</p> <p>Sing songs about homes and families</p>	<p>Swimming</p> <p>Dance</p> <p>Team games</p>	<p>New beginnings</p> <p>Kind Hands</p> <p>Being kind</p> <p>Being a friend</p>
Term 3 She Sells Sea Shells A Sailor Went to Sea	<p>Explore colour mixing</p> <p>Create pictures on a seaside theme using a variety of textures, patterns and shapes</p>	<p>Design beach huts and investigate a range of materials and processes</p> <p>Design and make musical instruments to reflect the sounds of the sea</p>	<p>Database of marine animals that can be found at the seaside</p> <p>Use purple mash to support programming and debugging</p>	<p>Sing sea songs and use voices expressively</p> <p>Experiment with, create and combine sounds to create music</p>	<p>Swimming</p> <p>Team games</p> <p>Athletics</p> <p>Ball skills</p>	<p>Making changes</p> <p>Resolutions</p>