

Long Term Plan – Year A

Subject	Autumn 1 Hands, Paws, Feet and Claws	Autumn 2 Let's Celebrate!	Spring 3 Cold Places	Spring 4 Home Sweet Home	Summer 5 Wheels, Wings and Other Things	Summer 6 To Infinity and Beyond
Science	Seasonal Changes					
	Animals, including humans		Living things and their habitats	Everyday materials and uses of everyday materials		Plants
History		Events beyond living memory that are significant nationally or globally		Significant historical events, people and places in their own locality	Changes within living memory	The lives of significant individuals in the past
Geography	Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment Devise a simple map and use and construct basic symbols in a key Use simple compass directions and locational and directional language to describe the	Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding areas. Use world maps, atlases and globes to identify the UK and its countries, as well as the countries, continents and oceans studied at this key stage Use aerial photographs and	Name and locate the world's seven continents and five oceans Identify seasonal and daily weather patterns in the UK and the location of hot and cold areas of the world in relation to the Equator and North and South Poles		Understand geographical similarities and differences through studying the human and physical geography of a small area of the UK and of a small area in a contrasting non-European country	

	location of features and routes on a map	plan perspectives to recognise landmarks and basic human and physical features				
Art and Design	Look at the work of a range of artists, craft makers and designers, describing the differences and similarities between different practises and discipline, and making links to their own work					
	Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space		Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination			Use a range of materials creatively to design and make products
Design and Technology		Understand where food comes from Use the basic principles of a healthy and varied diet to prepare dishes		Textiles	Explore and use mechanisms to make a moving picture	Design and make a space mobile
Computing	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies					
	Recognise common uses of IT beyond school Online Safety	Use technology purposefully to create, organise, store, manipulate and retrieve digital content		Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Understand what algorithms are; how they are implemented on digital devices; and that programmes	

					<p>execute by following precise and unambiguous instructions</p> <p>Create a debug simple programmes</p> <p>Use logical reasoning to predict the behaviour or simple programmes</p>	
Music	Use their voices expressively and creatively by singing songs and speaking chants and rhymes					
		<p>Play tuned and untuned instruments musically</p> <p>Listen with concentration and understanding to a range of high quality live and recorded music</p> <p>Experiment with, create, select and combine sounds using the inter-related dimensions of music</p>		<p>Play tuned and untuned instruments musically</p> <p>Listen with concentration and understanding to a range of high quality live and recorded music</p> <p>Experiment with, create, select and combine sounds using the inter-related dimensions of music</p>		<p>Play tuned and untuned instruments musically</p> <p>Listen with concentration and understanding to a range of high quality live and recorded music</p> <p>Experiment with, create, select and combine sounds using the inter-related dimensions of music</p>

PE	Master basic movements including running, jumping, throwing and catching; Develop balance, agility and coordination, and begin to apply these in a range of activities; Participate in team games, developing simple tactics for attacking and defending; Perform dances using simple movement patterns					
RE	We follow the Derbyshire Agreed Syllabus plus Understanding Christianity. If the academic year starts on an even number, we will follow Year 1 of the cycle and if the academic year starts on an odd number, we will follow Year 2 of the cycle.					
PSHE	We follow the PSHE Matters Curriculum which is taught on a two year cycle. If the academic year starts on an even number, we will follow Year 1 of the cycle and if the academic year starts on an odd number, we will follow Year 2 of the cycle.					
Potential Trips/Visitors into School	Harvest Festival	Pantomime Religious Festival Workshops	Snow Dome	Eyam Village	Train Station Bus Station	Space Centre