



KS1 Long Term Plan (Year A)						
Subject/Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Maths	Year 1 Place Value Addition and Subtraction Shape Year 2 Place Value Addition and Subtraction Shape		Year 1 Place Value Addition and Subtraction Place Value Length and Height Mass and Volume Year 2 Money Multiplication and Division Length and Height Mass, Capacity and Temperature		Year 1 Multiplication and Division Fractions Position and Direction Place Value Money Time Year 2 Fractions Time Statistics Position and Direction	
English	Text: Rapunzel Narrative - A traditional tale Instructions - How to catch...	Text: The Secret of Black Rock Narrative - A return story Recount - Postcards	Text: Major Glad, Major Dizzy Narrative - Discovery narrative Recount - Messages	Text: Grandad's Island Narrative - Return narrative Information - Jungle Animals	Text: Jack in the Baked Beanstalk Narrative - Twisted narrative Persuasion - Letters	Text: The Night Gardener Narrative - Setting narrative Recount - Diary
Science	Seasonal Change – Autumn Walk	Plants (Year 1) Plants (Year 2)	Seasonal Change Y1 Winter Walk	Animals and their habitats (Year 2)	Plants (Year 1) Plants (Year 2) Seasonal Change – Spring Walk	Seasonal Change – Summer Walk
History	How am I making history?		How have toys changed?		Local History Why was Fleetwood an important place to visit in the past?	
Geography		What is the weather like in the UK?		Would you prefer to live in a hot or cold place?		What makes our natural world wonder?
Art	Painting (Mixing colours and experimenting with painting tools)		Drawing (Mark making and developing pencil techniques)		Printing (Printing with a range of hard and soft materials. Building repeating patterns)	
Design Technology		Food: Fruit and vegetables		Mechanisms: Making a moving story book		Structures: Constructing a windmill



		Learn to distinguish between fruit and vegetables and where they grow. Design a fruit and vegetable smoothie and accompanying packaging.		Explore slider mechanisms and the movement they output, to design, make and evaluate a moving storybook from a range of templates.		Inspired by the song, 'Mouse in a windmill', design and construct a windmill for a client (mouse) to live in. Explore various types of windmill, how they work and their key features.
Physical Education	FMS Baseline Dance Activities - Three Little Pigs FMS - Rolling a Ball		Dance Activities - Toy Story FMS - Underarm Throw FMS - Overarm Throw Gymnastic Activities 1		Athletics - Honey Pot FMS - Catching and Bouncing a Ball Gymnastic Activities 2 Year 2 - FMS End of KS1 Assessment	
Computing	Online Safety - Self Image & Identity Computing systems and networks – Technology around us	Online Safety - Self Image & Identity Creating Media - Digital Painting	Online Safety - Online Relationships Creating Media - Digital Writing	Online Safety - Online Relationships Data and information – Grouping data	Online Safety - Online Reputation Programming A – Moving a robot	Online Safety - Online Reputation Programming B – Introduction to animation
Religious Education	Christianity - Why do Christians say that God is the Father?	Christianity- Why is Jesus special to Christians?	Islam- How might beliefs about creation affect the way people treat the world?	Judaism- Why might some people put their trust in God?	Hinduism- What do Hindu's believe about God?	Christianity- How might some people show that they 'belong' to God?
Music	Hey You! A hHip Hop song for children.	Rhythm In The Way We Walk/The Banana Rap Action songs.	In The Groove An easy-to-learn song that demonstrates different styles of music.	Round And Round A Bossa Nova.	Your Imagination A song about using your imagination.	Reflect, Rewind and Replay Revision and deciding what to perform. Listen to Western Classical Music. The language of music.
PSHE	Me and my Relationships	Valuing Differences	Keeping Myself Safe	Rights and Responsibilities	Being My Best	Growing and Changing