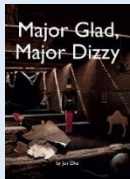
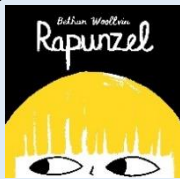
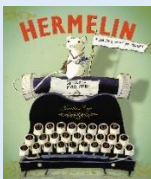

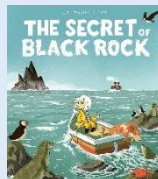
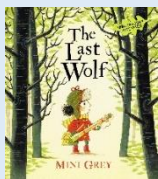






Castleway Primary School Year 1 Curriculum Long Term Plan

English	<p>Fiction Genre : Discovery narrative</p> <p>Purpose: To narrate</p> <p>Non-fiction Genre: Messages</p> <p>Purpose: To recount</p>	<p>Fiction Genre: A Traditional Tale</p> <p>Purpose: To narrate</p> <p>Non-fiction Genre: How to catch a witch</p> <p>Purpose: To instruct</p>	<p>Fiction Genre: A Detective Story</p> <p>Purpose: To narrate</p> <p>Non-fiction Genre: Letters</p> <p>Purpose: To recount</p>	<p>Fiction Genre: A Portal Story</p> <p>Purpose: To narrate</p> <p>Non-fiction Genre: Information</p> <p>Purpose: To inform</p>	<p>Fiction Genre: A Return Narrative</p> <p>Purpose: To narrate</p> <p>Non-fiction Genre: Postcards</p> <p>Purpose: To recount</p>	<p>Fiction Genre: A Hunting Story</p> <p>Purpose: To narrate</p> <p>Non-fiction Genre: Newspaper report</p> <p>Purpose: To instruct</p>
	<p>Quality text :</p> 	<p>Quality text :</p> 	<p>Quality text :</p> 	<p>Quality text :</p> 	<p>Quality text :</p> 	<p>Quality text :</p> 
Book list	Wilfrid Gordon McDonald Partridge		Topsy and Tim visit London		Whiffy Wilson: The Wolf who wouldn't go to school	
Mathematics	<p>Place Value (within 10)</p> <ul style="list-style-type: none"> Sort objects. Count objects. Represent objects. Count, read and write forwards from any number 0 to 10. Count, read and write back from any number 0 to 10. Count one more. Count one less. One to one correspondence to start to compare groups. Compare groups using language equal, more/greater, less/fewer Introduce = > and < symbols. Compare numbers. Order groups of objects. Order numbers. Ordinal numbers (1st, 2nd, 3rd). The number line. 	<p>Shape</p> <ul style="list-style-type: none"> Recognise and name 3D shapes. Sort 3D shapes. Recognise and name 2D shapes. Sort 2D shapes. Patterns with 3D and 2D shapes. <p>Place Value (within 20)</p> <ul style="list-style-type: none"> Count forwards and backwards and write numbers to 20 in numerals and words. Numbers from 11 to 20. Tens and ones. Count one more and one less. Compare groups of objects. Compare numbers. Order groups of objects. Order numbers. 	<p>Addition and Subtraction (within 20)</p> <ul style="list-style-type: none"> Add by counting on. Find and make number bonds. Add by making 10. Subtraction – Not crossing 10. Subtraction – Crossing 10 (1). Subtraction – Crossing 10 (2). Related Facts. Compare Number Sentences. 	<p>Length/Height</p> <ul style="list-style-type: none"> Compare lengths and heights. Measure length (1). Measure length (2) 	<p>Multiplication and (including multiples of 2, 5 and 10)</p> <ul style="list-style-type: none"> Count in 10s. Make equal groups. Add equal groups. Make arrays. Make doubles. Make equal groups – grouping. Make equal groups – sharing. 	<p>Place Value (within 100)</p> <ul style="list-style-type: none"> Counting to 100. Partitioning numbers. Comparing numbers (1). Comparing numbers (2). Ordering numbers. One more, one less. <p>Money</p> <ul style="list-style-type: none"> Recognising coins. Recognising notes. Counting in coins.

		Addition and Subtraction (within 10) <ul style="list-style-type: none"> Part whole model. Addition symbol. Fact families – Addition facts. Find number bonds for numbers within 10. Systematic methods for number bonds within 10. Number bonds to 10. Compare number bonds. Adding together. Adding more. Finding a part. Taking away, how many left? Crossing out. Taking away, how many left? Introducing -. Finding a part, breaking apart. Fact families – The 8 facts. Counting back. Finding the difference. Comparing addition and subtraction statements $a + b > c$. Comparing addition and subtraction statements $a + b > c + d$. 		Place Value (within 50) <ul style="list-style-type: none"> Numbers to 50. Tens and ones. Represent numbers to 50. One more one less. Compare objects within 50. Compare numbers within 50. Order numbers within 50. Count in 2s. Count in 5s 	Weight/Volume <ul style="list-style-type: none"> Introduce weight and mass. Measure mass. Compare mass. Introduce capacity. Measure capacity. Compare capacity 	Fractions <ul style="list-style-type: none"> Halving shapes or objects. Halving a quantity. Find a quarter of a shape/ object. Find a quarter of a quantity. Position and direction <ul style="list-style-type: none"> Describe turns. Describe Position (1). 	Time <ul style="list-style-type: none"> Before and after. Dates. Time to the hour. Time to the half hour. Writing time. Comparing time. Consolidation
Main Project		Childhood 		Bright Lights, Big City 		School Days 	
Mini project	Science	Everyday Materials	Humans	Seasonal changes		Plants	Animals
	Art	Mix it	Funny faces and fabulous features	Rain and sunrays		Street view	
	DT	Shade and shelter		Taxi		Chop, Slice, Mash	
	Geog	Our Wonderful World		Covered in main project		Geography revision and retrieval practice	
Computing & ICT		1.1 Basic computing skills	1.2 Presenting Information (Intro to word processing)	1.3 Pictograms (2Count)	1.4 Introduction to Algorithms (Code.org)	1.5 Coding Using Beebots	1.6 Games Creation (2DIY)
		Building from: Operating ICT equipment Leading to: 2.1 What is a computer? / E-Safety	Building from: 2Paint a Picture Mashcams Leading to: 2.2 Word Processing (Microsoft Word)	Building from: Mini Mash Jigsaws – dragging and dropping Basic Coding Beebots Leading to: 2.3 Graphs (2Graph)	Building from: 2Design Make Maths City 1 Leading to: 2.4 Unplugged Algorithms (Code.org)	Building from: Maths City Paint Projects Leading to: 2.5 Programming (Scratch jr)	Building from: Simple City Number Paint Projects Leading to: 2.6 Presenting Information (iPads: Book Creator / Pic Collage)
Music		Hey You! Style: Old-School Hip Hop	Rhythm In The Way We Walk and Banana Rap Style: Reggae, Hip Hop	In The Groove Style: Blues, Latin, Folk, Funk, Baroque, Bhangra	Round And Round Style: Film music, Big Band Jazz, Mash-up, Latin fusion	Your Imagination Style: Pop	Reflect, Rewind and Replay Style: Choice from Year 1

Physical Education and wellbeing	Physical Literacy <ul style="list-style-type: none"> How to move competently and confidently How to manipulate objects with control To demonstrate balance and control Explain how we can move in a variety of ways 	Target Games <ul style="list-style-type: none"> Aim and reach a variety of targets; into, onto, at Demonstrate underarm throwing when aiming at targets Use positional and descriptive language to support success in target games 	Dance <ul style="list-style-type: none"> How to use movement to explore and communicate ideas and issues, and their own feelings and thoughts. As they work, they develop an awareness of the historical and cultural origins of different dances. Explore basic body actions; begin to make single movements and combine movements using different parts of the body 	Team Games <ul style="list-style-type: none"> Show accuracy in throwing and aiming To use skills in different ways to try to win points. How to work collaboratively as a team. To communicate in a variety of ways. 	Attacking and Defending <ul style="list-style-type: none"> To practice basic movements including running, jumping, throwing and catching To begin to engage in competitive activities To experience opportunities to improve agility, balance and coordination 	Athletics <ul style="list-style-type: none"> In this unit children explore running, jumping and throwing activities and take part in simple challenges and competitions. -They experiment with different ways of travelling, throwing and jumping, increasing their awareness of speed and distance.
Sports	Football	Hockey	Rugby	Rounders/Cricket	Tennis	Netball/Basketball
Religious Education	Harvest of Hands	Here comes Christmas!	Me and you	Easter	Our Planet	Our Planet
CPHSE	Being in My World Feeling special Being part of a class Rights and responsibilities Rewards and feeling proud Consequences Owning the Learning Charter	Celebrating Difference Similarities and differences Understanding bullying and knowing how to deal with it. Making new friends Celebrating the differences in everyone.	Dreams and Goals Setting goals Identifying successes and achievements Learning styles Working well and celebrating achievement with a partner Tackling new challenges Identifying and overcoming obstacles Feelings of success	Healthy Me Keeping myself healthy Healthier life style choices Keeping clean Being safe Medicine safety/safety with house hold items Road safety Linking health and happiness	Relationships Belonging to a family Making friends/being a good friend Physical contact preferences People who help us Qualities as a friend and person Self-acknowledgement Being a good friend to myself Celebrating special relationship	Changing Me Lifecycles– animal and human Changes in me Changes since being a baby Differences between female and male bodies (correct terminology) Linking growing and learning Coping with change Transition