Class 1 Medium Term Planning for Foundation Subjects Miss 5 Cunningham

Extended Writing Opportunities

Cross Curriculum Links

<mark>Further Challenge</mark>

Spring 1	Session								
	1	2	3	4	5	6			
Great Explorers National Curriculum Objectives: The lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods [Explorers, inventers, heroes, activists or kings and queens] Key Skills Historical Knowledge e) examine aspects of people's lives Know key facts about the life of an important historical figure (e.g. name, job, where they lived and an important achievement)	KWL What makes someone an important or significant person? -I can understand some of the criteria that makes a person significant. LO:I can understand some of the criteria that makes a person significant. -I can talk about the different reasons why someone is important -look at famous people pictures -follow up with statements why they are important -discuss which criteria they best fit into.	First Explorer: Ibn Battuta LO: I can find out about one of the first great explorers in history. -I can say that Ibn Battuta was a significant person because he was one of the first explorers. -I can create a representation (picture) of some of the experiences of Ibn Battuta -I can say what I think Ibn Battuta may have talked about and found out from the people he met <u>https://www.ducksters.com</u> /history/islam/ibn_battuta.php	Christopher Columbus LO: I can find out more about Christopher Columbus. -I can write about the experiences of Christopher Columbus, in a poster or message in a bottle. -I can answers questions about Christopher Columbus correctly. -spot differences between Ilbn Battuta and Christopher Columbus -Build a 'ship' and act out 'Life on the Ships and Setting Sail' -message in a bottle after activity Writing Task - Message in a Bottle	Christopher Columbus's and Neil Armstrong's' Missions LO: I can compare the experiences of Christopher Columbus and Neil Armstrong. LO: I can find out why Neil Armstrong is important. -I can describe how the missions of Columbus and Armstrong were similar and different. - I can sort various items according to whether they were important to Columbus or Armstrong. -I can say or write about why each item was important to Columbus or Armstrong. -I can explain why Neil Armstrong is an important or significant person. -I can recall some key facts about Neil Armstrong's mission to the moon.	Exploring the Antarctic: Robert Falcon Scott LO: I can find out about Captain Scott's journey to the Antarctic. -I can think of reasons for and against Captain Scott going to the Antarctic. -I can write a diary entry from the point of view of Captain Scott on the journey back from the Antarctic. -I can recall some key facts about Captain Scott's journey to the Antarctic. -which parts of the world would you want to explore and why? -what was the point of captain scott's expeditions? -good and bad reasons to go there? -story of what happened -drama of them sleeping cold, pulling the sledges, near death Writing Task - diary entry	How could they be remembered? LO: I can show what I know about some great explorers. -I can take part in a debate about who was the most important explorer from the people we have been learning about. -I can design my own memorial for my favourite explorer, using information I have learnt about them. -explorer definition our own and then compare to dictionary one -bravest explorer? -how are they remembered? -own memorials they would like to make for their chosen explorer -great explorers of today! KWL			
Potential EYFS enhanced provision Planning									
EYFS Key Skills and Progression Questioning		life was like in the past – <i>e</i> . alk about their lives and ide							

Class 1 History Medium Term Planning Spring 1

Class 1 Computing Medium Term Planning Spring 1

Spring 1	Session								
	1	2	3	4	5	6			
Programming and Instructions National Curriculum Objectives Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs Key Skills and Progression Programming Can they give instructions to a friend and follow their instructions to move around? Can they describe what happens when they press buttons on a robot/beebot? Can they press the buttons in the correct order to make my robot/beebot do what they want? Can they describe what actions I will need to make something happen and begin to use the word 'algorithm? Can they predict what will happen for a short sequence of instructions? Can they use the word 'debug' when they correct mistakes on a program?	KWL Q. What are instructions? Q. What does programming mean? Instructions - step by step guide on how to do something Programming - giving something technological instructions by pressing buttons to make it work	Exploring Instructions Explore range of real life instructions -interactive toy (button labels) -bossy language -batteries required or utensils/ingredients for cooking -craft instructions (making a paper aeroplane) -link instructions to programming through use of a beebot LO: I can explore a range of instructions. LO: I can explore programming by playing with beebots.	Giving and Following Instructions Giving friends instructions to move around outside - using correct left and right, forwards and backwards, one step, turn etc -link instructions to programming by turning on a Macbook LO: I can give and follow verbal instructions to a friend. LO: I can follow written/symbol instructions to turn on a Macbook. Further Challenge Blindfold simple obstacle course includes different levels (stepping on and off things, crouching and crawling through a tunnel)	Creating Instructions Beebot has no instructions, can we make some for it? -Beebot labels of buttons, needs batteries, why you would use the Beebot, -"debugging" what button to press if you make a mistake! -step by step guide on what to do 1. Turn it on 2. Press buttons to give instructions (programming it) 3. Press go button to make the beebot move 4. If you make a mistake you can 'debug' by pressing clear LO: I can label a picture of a beebot identifying what the buttons do. LO: I can write step by step guide on how to use a beebot. LO: I can use the vocabulary "debug"	Written Instructions Into the Woods Position and direction within maths -symbol instructions titled algorithm -use of beebot to move around a grid Instruction writing as part of English -exploring "algorithms" by providing a full set of instructions -write a step by step guide for their journey through the fairytale woods LO: I can program a beebot. LO: I can write a set of instructions using symbols and title it 'algorithm'. LO: I can write a step by step guide of my journey through the fairy tale woods.	Finding and Following Instructions Playing interactive games on a Macbook following the instructions in order to succeed at the game or activity LO: I can play an interactive game on a Macbook by following the instructions on how to play. LO: I can say what I have learnt about instructions and programming (KWL) KWL Refer back to KWL grid as a group and then question chn individual to get their voice			
Potential EYFS enhanced provision Planning		ons, interactive toys (on/o ctive games (phonics and m	•	bossy language cards, blindfolds f	or giving instructions around	indoor and outdoor obstacle			
EYFS Key Skills and Progression Questioning	Programming Can they explore and interact with their environment using a range of equipment? (e.g. using a camera to take photos, using an iPad to record videos) Can they recognize simple icons, buttons or shortcuts? Can they turn equipment on/off? Can they explore the functions of a simple programming tool? (e.g. Beebot) Can they begin to plan and test instructions?								

Class 1 Science Medium Term Planning Spring 1 Mrs F Nerney Planning

Subject	1	2	3	4	5	6
Science - <u>Class 1</u> <u>Hainford -</u> <u>Spring 1</u> <u>Seasons</u> (Inquiry: Into the Woods)	EYFS Talk about features of their own immediate environment Make observations of plants and animals and talk about changes <u>Y1</u> observe changes across the four seasons (Winter/Autumn) Next week begin collecting rain measurements.	EYFS Talk about features of their own immediate environment Make observations of plants and animals and talk about changes <u>Y1</u> observe changes across the four seasons (Winter/Autumn)	EYFS EYFS - Can they describe/ explain what they have done? Can I give a simple reason for my answer? - What happens to the ice? Why does it happen? <u>Y1</u> Observe closely using simple equipment Use their ideas and observations to suggest answers to questions - Why do you think there is ice in the Winter but not in the Summer?	EYFS Talk about features of their own immediate environment Make observations of plants and animals and talk about changes Y1 observe changes across the four seasons.	EYFS Talk about features of their own immediate environment Make observations of plants and animals and talk about changes <u>Y1</u> observe and describe weather associated with the seasons gathering and recording data to help in answering questions. (Repeat rain measurements in spring / summer)	EYFS Talk about features of their own immediate environment <u>Y1</u> Observe and describe how day length varies.
	Seasons song. Photos of seasons. What do you know about Autumn? Winter? Spring? Summer? KWL Winter walk. What do we Hear? See? Feel? How is different from your first days at school?	Begin Winter Tree display. (Make Autumn Tree and repeat Spring / Summer time – add to display)	Complete Winter/Autumn tree Ice investigation – observing changes as ice melts. Extension - Place in different places to slow down melting.	Matching seasons to pictures. Group / individual. EYFS – Box of clothes? Dress up for seasons / place in appropriate hoops (tough tray)	Weather forecasts. Was it correct for today? Look at examples of people presenting the weather Year 1 – Does it rain much in winter? Talk about rain measurements. Create table – use it in their weather report (weather over the last week) EYFS – Weather maps. Weather forecast.	Day length seasons wheels Extension – months for seasons wheel. <u>KWL –</u> What have we learned about the weather so far? (Next half term – spring tree. Spring Walk. Dangers of weather)

Class 1 Art Medium Term Planning Spring 1 Mrs Smith Planning

Class 1 Art Medium Term Planning Spring 1

Spring 1	Session								
	1	2	3	4	5	6			
Printmaking Key Skills and Progression Planning Can they talk about what they are going to do? Creating Can they represent their own ideas, thoughts and feelings through art and design? Can they create a picture independently? Evaluating Talk about their work and explain it? Describe what they think or feel about their own and others' work? Begin to use ways to improve work? Printing Can they create finger, hand, footprints developed into single, repeat and pictures? Can they create simple vegetable prints? Can they create printed pictures using objects such as leaves, lids, corks, sponges and screwed up paper? Can they look at work of printmakers and discuss?	Miss Cunningham had already done KWL with Year 1s and planned for the below activities. -beanstalk picture (hand and finger printing) Maths printmaking pictures -2D shape pictures -numicon pictures and patterns Write about shape picture in topic books	Manmade Printmaking Sponges, numicon, bubble wrap, bottle tops, corks, stamps, cars Discuss what printing is. Show objects What do these things share? Made by man. Share African print block. Demonstrate and all practise skills on paper roll. Share and discuss LO To make prints using manmade materials.	Natural Printmaking Leaves, sticks, stones, flowers What things do they think have been printed? Bring in fabric and wallpaper Intro William Morris and discuss natural subjects. Also repetition of motifs to create design. Use natural objects to print. Demonstrate how these can be repeated. Demonstrate and all practise skills on paper roll. Share and discuss LO To use natural objects to print a repeating pattern.	Printing with our Bodies Hands, feet, fingers, toes Andy Warhol Marilyn print. Look at colours (warm and cold) and repetition of image. Create with body prints. Thumbprints - uniqueness of you! Work in small groups LO To create an Andy Warhol style body print.	Etching Drawing onto polystyrene and printing Use rollers to print Group work onto fabric LO To print a design using foam board.	Final Piece - Seasonal Winter Picture -what prints did you use and why? -what colours did you use and why? -did you follow any particular artist and why? LO To use printmaking skills to make own Winter picture. KWL			
Potential EYFS enhanced provision Planning	Butterfly printing, colour	ring William Morris picture	, look at thumbprints with ı	magnifying glass					
EYFS Key Skills and Progression Questioning	Planning Can they talk about what they are going to do? Creating Can they use what they have learned about media and materials in purposeful and original ways? Can they explore simple mark making with a variety of materials (pencil, wax crayon, felt tip, biro etc) using a variety of textured, sized, coloured and shaped papers? Evaluating Can they talk about what they have done? Can they describe what they can see and like in the work of another artist? Can they say what they like about their artwork or what they did well?								

Class 1 RE Medium Term Planning Spring 1 Mrs Smith Planning

Spring 1	Session								
	1 2		3	4	5				
RE - God: Trinity Big Question - What words do Christians use to talk about God? Key Questions EYFS Recognise a number of religious words Introduce key theological vocabulary such as 'God'. Y1 What do Christians believe God is like? Why are symbols and artefacts important to some people?	KWL Q. What words to Christians use to talk about God? Q. What three key ways do we know God? (trinity)	Trinity -share that we we can be 3 things at once eg mum, teacher, sister -three leaved clover worksheet to fill in <u>LO</u> To recognise that we can be more thing one thing at once	Trinity -PPT to discuss the trinity; the father (God) -the son (Jesus born on Earth) -the holy spirit (lives within us) What pictures could help us to remember these? Fill in trinity diagram with pictures and discuss with partners <u>LO</u> to draw symbols to represent the 3 aspects of God in the trinity	Trinity -words to describe God. Brainstorm words to describe God to fill in a spider diagram. Reinforce the trinity. LO_To discuss different aspects of God in the trinity	KWL				

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 PSHE/RSE Behaviour Rights and Responsibilities See L TP for full breakdown on learning objectives. Key Skills Assessment EYFS Can they follow rules in class and school? Can they say how rules help them? Can they show a sense of fair play? Do they show willingness to take turns and share? Can they start thinking about others? Year 1 Can they take part in making and changing rules in class and school? Do they show willingness to stand up and speak for others? Can they show fairness in dealing with others Do they show respect for others feelings and ideas? Do they show respect for the rights of others? Do they demonstrate the belief that everyone has equal rights? 	Feeling more than one feeling at a time -recap feelings posters and feeling cards -	Others Behaviour "The Big Bad Bully Bunny" -read the story -discuss bully's behaviour, is he kind or horrible? -suggest what the other bunny's should do, should they tell? <i>Link to</i> <i>PANTS and not to keep secrets</i> <i>that upset you!</i> -talk about how the end of the story makes you feel, was it nice for the bunny's to throw carrots on them? <i>R12. to recognise when people are</i> <i>being unkind either to them or</i> <i>others, how to respond, who to tell</i> <i>and what to say</i> <i>R13. to recognise different types</i> <i>of teasing and bullying, to</i> <i>understand that these are wrong</i> <i>and unacceptable</i>	-sp rule -fo bet -re -th and bet -th you L1. of L2. foll to u L3. hav res (inc fee and tha Hel	naviour and School Rules ecial assembly on behaviour and school es llow up by creating a naviour/reflect and prayer display visit traffic light system ink about how it feels to be told off I how it feels to be rewarded for good naviour ink about how others feel because of ar own behaviour how they can contribute to the life the classroom and school to help construct, and agree to low, group, class and school rules and understand how these rules help them that people and other living things re rights and that everyone has ponsibilities to protect those rights cluding protecting others' bodies and elings; being able to take turns, share a understand the need to return things it have been borrowed) Ther Challenge: Ip create a behaviour and reflect a/display.	RSE lesson - Publi	t by 'privacy'; their s 'private'; the ecting others' privacy c and private activities 20 and link our right			