Medium Term Plan for Year 1 Elm class	Spring Term 1	Spring Term 2
<u>Topic</u>	Bright Lights, Big City	Moon Zoom!
	Sci: Materials	Sci: Properties of everyday materials/ working scientifically
<u>History</u>	Sequence events of The Great Fire of London.	Learn about the lives of significant individuals in the past.
	To learn about a historical character/significant people (Samuel Pepys).	Learn about changes within living memory.
		To use simple vocabulary to describe the passing of time. (now,then, long ago)
Design and Technology	To build simple structures, exploring how they can be made stronger, stiffer and more stable.	To use materials creatively to make products.
	Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.	Evaluate their ideas and products against design criteria.
	With help, put ideas into practice.	Describe how an existing product works.
	Select and explain choice of materials, sometimes with help.	To talk about their own and others work identifying strengths or weaknesses.

<u>Geography</u>	Name, locate and identify characteristics of the four countries and capital cities of the UK and its surrounding seas. Use simple compass directions	To look at and talk about satellite images. To use basic geographical vocabulary to refer to key physical features.
	Use basic geographical vocabulary to refer to key human features, including city, town, village, factory, farm, house, office, port, harbour and shop.	
<u>Science</u>	Distinguish between an object and the material from which it is made.	Describe the simple physical properties of a variety of everyday materials.
	Identify the material an object is made from, suggesting why it is made from that material. Begin to use simple scientific words to ask or answer scientific questions.	Identify and name a variety of everyday materials. To compare and group together a variety of everyday materials. To gather and record data to help in answering questions. To perform simple tests.
<u>Computing</u>	Recognise the way we use technology in our classroom. Discuss and share how and when they use ICT in everyday life. I can give instructions to my friend and follow their instructions. Complete simple tasks on a computer by following instructions. Show an awareness of information in different	To use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise the common uses of information technology beyond school.
	instructions.	

<u>Art</u>	Know how to create symbols and scribble patterns. Know how to mix primary colours.	Draw a simple picture of an intended design with basic labelling.
	To create a range of marks with a paintbrush and a variety of tools.	To apply paint using a range of tools.
	To cut shapes using scissors.	
	To consolidate fine motor control through the use of different pencils.	
<u>Literacy</u>	Fiction 3: Stories with repeating patterns and counting stories. Non-fiction 3: Instructions. Poetry 3: The Senses.	Non-fiction 4: Information texts. Poetry 4: Humorous poems. Fiction 4: Traditional Tales.
Numeracy	Ordering numbers to 100. Place value. Adding more than two numbers. Subtraction. Weight. Coin recognition.	Shape. Bridging ten. Symmetry. Data. Length. Weeks and Months. 2's and 10's. Halves, doubles and quarters.
RE Come and See	Local Community: Know that we belong to a Parish	LENT & EASTER: Know that Lent is a time for self reflection Know that Jesus rose from the dead on Easter Sunday
	To explore the experience of community-gathering as a Parish on Sundays.	Reflect on our lives, how we can be better people and give more of ourselves to help others.
	EUCHARIST: Know the word Eucharist and what it means Experience how Catholic Christians gather to receive a special meal at Church called Holy Communion.	

<u>PE</u>	Attack, Defend, Shoot Know and develop fundamental movement skills in a variety of games To engage in competitive situations with some attacking and defending skill. Hit, Catch, Run Extend agility and coordination through throwing, catching and retrieving. Participate in simple hit, catch and run games. Score points through sending balls and running.	Attack, Defend, Shoot Become increasingly competent and confident with fundamental movement skills To develop simple tactics in game situations Hit, Catch, Run Know how to hit an object with hand or bat. To track and retrieve a rolling ball. To practise throwing and catching a variety of balls and objects