

HARWELL PRIMARY SCHOOL - LONG TERM PLAN YEAR 1 2020 -2021

	Term 1	Term 1 (2nd Half)	Term 2	Term 2 (2nd Half)	Term 3	Term 3 (2nd Half)
<b>Project title</b>	Ahoy me hearties! (Art/DT Based)	To infinity and beyond (History Based)	Fabulous Food (IT/Science)	Is it a bird, is it a plane ... (PE/History Based)	Harwell Happenings (Geography/DT Based)	Amazing Animals (Science Based)
<b>Driving question</b>	Is it wrong to steal treasure?	Are aliens real?	Is healthy food tasty?	Do superheroes always need a cape?	What makes Harwell special?	Do animals have feelings?
<b>Trip/hook</b>	Letter from a pirate telling them about pirate school. Explain the different steps to becoming a pirate and at the end of term they are invited to a pirate party.  Making a ship out of resources, and finding a treasure map to follow.	Aliens invade the classroom. Children get to design and make water bottle rockets and test them. Looking through a telescope on the AGP.	Fruit and vegetable day. They can create a portrait like Archimboldi. Build free standing food models. Paint with the vegetables.	Superhero training day (come in with costume) Physical, intellectual, writing, powers	Trip to the park and collect research for why people should visit Harwell park	Trip to Cotswold
<b>Outcome</b>	Retell a story with pirate masks?  Coming into school dressed as a pirate and sharing work.  Can they get their boat to float?	<b>NATIVITY</b>	Fruit kebabs that children have prepared.  Food stop animation.	Circuits for the parents to join in with	Home project over the whole term: children to create their own house for a 'future Harwell village'.  Present weather observations throughout term.	Creating new animals and showing them to parents. From online design, to model and fact files (habitats, diet, adaptation for environment)
<b>Main curriculum areas</b>	Geography - To use maps and atlases to identify seas around the UK (best sea for pirates) -Basic reading a treasure maps -Looking at flags from around the world to create our own  History - To think about significant events that have happened in their life (COVID). What was different before and what is different now? -Events beyond living memory, first pirate ship to sale?  Art - See below  DT - See below	History - The lives of significant people. Express awareness of the past. Space race (Neil Armstrong/First man on the moon) -Think about how we learn about history. How might we research this? Class discussion on where we might find who the first man on the moon was.	Geography - Foods that are grown in different areas of the UK (4 countries)  History - Homes in the past, what food used to be in the house? To begin to think about how we know about the past (oral history) To contrast life today with life in the near past - what is the same and what is different. Ask them what their grandparents ate?  IT - See below	Geography - 4 cities where Olympic games have taken place (London which they may have watched)  History - Significant events within living memory and olympics they remember.  PE - See below	Geography - Daily weather observations (Winter into Spring daily weather diary). -Devise a simple map of the playground with key symbols (look at a map of Harwell as a basis). -Study of the school grounds and listing key features of places around Harwell -Similarities and differences between Harwell and somewhere along the coast (Ceebebies show about children showing their homes?  History - changes within living memory Children think about what they do when they leave school (create picture timeline)  DT - See below	Geography - Similarities and differences between Harwell and Africa. Thinking about physical features and weather ect (linking to Tinga Tinga art)  History: Investigation fossils and thinking about the past orally.  Science - See below
<b>PSHE</b>	Being me in my world	Celebrating Difference	Dreams and Goals	Healthy Me	Relationships	Changing Me (we adapt like every animals does)
<b>Literacy story</b>	Sayedda, the pirate princess  (Losing Tale)	Sally  (Tale of fear)  Space poem!	Superpotato  (Overcoming the monster story)	Traction man is here  (Journey Tale)	Ben and the Stolen Diamond  (Finding Tale)  Acrostic poem about Harwell!	Giraffes Can't Dance  (Character Flaw Tale)  POEMS
<b>Non-fiction</b>	Instructional writing (How to catch a pirate)	New paper article about alien (news presentation)	Recounts of a day of eating	Discussion text (What makes a good superhero?)	Persuasive letter - Visit the park- (research) the park and 10/10 score Why visit this attraction? What could we improve?	Fact File/Explanation Text - Pandas, elephants, Tigers
<b>Whole class reading text</b>	Captain Firebeard's School for Pirates	Aliens in underpants save the world	The Tiger who came to Tea	The Dot	All Are Welcome	Animal Antics
<b>Maths links</b>	Place value - counting pirates, money, ships, treasure chests  Addition and subtraction - pirate money	Place value - rocket that counts forwards and backwards. Counting aliens that have landed on earth.  Shape - rockets made out of 2D and 2D shapes	Addition and subtraction - adding and taking away with foods.  Measurement - measuring foods weight, volume (with juice) height and length	Multiplication and division - Superhero training counting in twos. Halving, quartering and doubling superhero snacks.  Geometry - direct the superhero away from the villain	Addition and subtraction - adding and taking away with resources from our school  Measurement - capacity	Money - buying and selling animal teddies  Time - if they had a zoo, what times they would feed the animals?

<p><b>Science</b></p> <p><b>Lines of enquiry</b></p> <p><b>Observing over time, Researching, Comparative/Fair testing, Pattern seeking, Identifying/Classifying/Grouping</b></p>	<p><b>Materials:</b> Object and what material it is made of (pirate feely bag, looking at what a ship is made of ect) Name a variety of everyday materials</p> <p>Ideas - Sinking and floating with different materials to test for what will make a safe boat (The Pirate and the pig)</p> <p>Cleaning pirate coins.</p> <p>Pirate eye patch experiment. Can you see with an eye patch? (variable being the eye patch)</p> <p><b>Comparative/Fair testing</b></p> <p><b>Identifying and Classifying</b></p>	<p><b>Materials:</b> Describe properties of everyday materials (what would be best for an alien spaceship and why?) Group different materials in terms of their property</p> <p><b>Identifying/Classifying/Grouping</b></p>	<p><b>Plants:</b> Identify and name a variety of common wild and garden plants, including trees (flower scavenger hunt/looking for where the plants grow best) What plants need to grow (grow own cress plant in the classroom). Healthy eating (making a healthy meal plate looking at the 5 food groups) Identify and describe a plants structure.</p> <p><b>Pattern seeking</b></p> <p><b>Identifying/Classifying/Grouping</b></p> <p><b>Comparative/Fair testing</b></p>	<p><b>Animals:</b> Label basic parts of the body on a person. Talk about the 5 senses and part of the body it is associated with (tasting different food and talking about senses).</p> <p><b>Materials:</b> Materials good for a cape based on previous understanding</p> <p><b>Gravity:</b> Children to investigate how gravity allows objects to fall</p> <p><b>Pattern seeking</b></p>	<p><b>Seasons:</b> Seasonal walk at the start and end of the term (what are the differences) Take a picture of the playground each morning and discuss the seasonal changes (weather, temperature, lightness of the day). Compare this season to the 4 other seasons</p> <p><b>Observing over time</b></p> <p><b>Comparative/Fair testing</b></p>	<p><b>Animals:</b> Identify and name a variety of common animals (fish, amphibians, reptiles, birds and mammals) Identify animals diets (carnivore, herbivore and omnivore) Describe and compare different animals (riddles, wanted posters, fact files, creations of their own animals and how that varies too)</p> <p><b>Researching</b></p> <p><b>Identifying/Classifying/Grouping</b></p>
<p><b>ICT</b></p>	<p>E-safety - Understanding rules apply online like they do offline. Talk about feelings and considering other people. Link to rules for pirates are the same on the sea and off the sea.</p>	<p>E-safety - Logging in and understanding the importance of passwords. Show awareness of everyday devices (comparing to those that were used in the space race)</p>	<p>Multimedia - Create short stop motions animations of Supertato with sounds.</p> <p>Collect simple information on a fruit/vegetable and use text to type their findings. Practise using spacebar ect.</p>	<p>Online - Internet research on a superhero of their choice. Explore different websites/superhero games by looking at menus. Recognise an email address and email a superhero.</p>	<p>Programming - Discuss what an algorithm is. Can we make instructions on how to get to the park, around the playground or their house? Using Beebots around the school classroom and talk about positioning.</p>	<p>Data - Animal pictograms and saying what information that shows us.</p>
<p><b>Art</b></p>	<p><b>Collage:</b> -Create a collage from a pirates paper, pirate pictures, fabrics (create images from a variety of media) -Sea picture for background of ship (begin to arrange and glue materials)</p> <p>-Printing with things you find on a pirate ship (exploring printing with a range of materials)</p> <p><b>Ideas</b> - Pirate masks Draw a pirate ship Designing flag Pirate portraits Paintings of under the sea Cardboard tube pirate</p>	<p><b>Printing and Patterns:</b> -Explore alien in underpants printing (explore different forms of printing, awareness of repeating patterns ect) -Design a pair of pants that we will print (use equipment to produce a clean printed image) - Van Gogh Starry Night picture (creating patterns)</p> <p>-Making paper mache planet (experiment with different media manipulate materials into a shape for purpose)</p>	<p><b>Colour:</b> -Name colours in different foods. Mixing secondary colours to make these (name all primary and secondary colours) -Painting with fruit and vegetables (paint with different surfaces, explore applying colour with variety of tools) -Picasso still life drawing of fruit bowl (control marks that are made,</p> <p>-Making food out of clay (experiment with different media manipulate materials into a shape for purpose)</p> <p>-Potato printing (explore different forms of printing)</p>	<p><b>Textiles:</b> -Making superhero blanket (begin to identify different forms of textiles, weaving process and techniques) -Superhero cape (different types of fabric, cut, shape and combine and colouring textiles fabric crayons?) -Superhero pop art slogans (describing colours)</p>	<p><b>Form and Sculpture:</b> -Sketch Harwell school from a chosen point (extending a variety of drawing tools) -Futuristic house (Making simple joins, using tools safely) -Photograph buildings of interest to draw and to create a class collage of our favourite places</p>	<p><b>Drawing:</b> -Tinga Tinga artist study (exploring shape and textures in pictures) -Sunset watercolor and black shadow (extending a variety of drawing tools) -Designing own animal (Copy techniques and incorporate in own art, lightening and darkening of colours) -Making own animal out of clay (manipulate materials into a shape for purpose continued)</p>
<p><b>DT</b></p>	<p>Sliders and levers: They can tell a story (pirate boat bobbing up and down on the sea)</p> <p>Making ship (testing them in different environments linking to science and materials)</p>	<p>Making water bottle rockets (launch)</p> <p>Designing, making and evaluating rockets (peer assessment)</p>	<p>Preparing fruit and vegetables for outcomes</p>	<p>DT: Superhero vehicle (design, make and evaluate) - wheels and axis</p>	<p>Make free standing structures (junk modelling). Making a futuristic house home project. A piece of equipment for the park.</p>	<p>DT: Design, make and evaluate a brand new animal</p>
<p><b>RE</b></p>	<p>Chirstianty</p>	<p>Chirstianty (Nativity link)</p>	<p>Chirstianty (foods they have in church and why)</p>	<p>Judaism ( people in Judaism religion who are special)</p>	<p>Chirstianty (Church in Harwell and features of it)</p>	<p>Judaism (how they treat animals)</p>
<p><b>Music</b></p>	<p><b>Listening and Reviewing</b> Listening to pirate music and thinking about the different moods of the music. Use our voices to recreate these sounds. Choose sounds to represent different pirate objects (pirates, treasure, parrots, ship, islands, maps)</p> <p><a href="https://www.bbc.co.uk/teach/school-radio/music-ks1-sun-sea-song-ind ex/zr4x2sq">https://www.bbc.co.uk/teach/school-radio/music-ks1-sun-sea-song-ind ex/zr4x2sq</a></p>	<p><b>Performing</b> Nativity songs - simple songs and chants, songs with actions, using voice to create sounds, stop and starting, using a steady beat.</p> <p>Mars from the planets - Gustav Holst</p>	<p><b>Improvising and composing</b> Composing tense and/or exciting music for their animation</p>	<p><b>Improvising and composing</b> Listen to different superhero theme tunes. Make a sequence of tunes to create their own (long or short, high or low/high pitch)</p>	<p><b>Applying knowledge and understanding</b> Listen for different types of sounds. Know how they are made and changed. Use voice in different ways to create different effects.</p>	<p><b>Dimensions</b> Listen to the Carnival of the Animals and discuss the different dimensions.</p>



