

Dereham Church Infant and Nursery School— Year 1—LTP—2018—2019

Autumn 1—Enchanted Woodland	Autumn 2—Bright lights, big city	Spring 1— Paws, claws and whiskers
<p>Science</p> <ul style="list-style-type: none"> *Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees *Identify and describe the basic structure of a variety of common flowering plants including trees *Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets) *Observe changes across the four seasons *Observe and describe weather associated with the seasons and how day length varies <p>Geography</p> <ul style="list-style-type: none"> *Use simple compass directions and locational and directional language to describe the location of features and routes on a map *Use basic geographical vocabulary to refer to key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop <p>D&T</p> <ul style="list-style-type: none"> *Design purposeful, functional, appealing products for themselves and other users based on design criteria *Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology *Evaluate ideas and products against design criteria *Build structures, exploring how they can be made stronger, stiffer and more stable <p>Art</p> <ul style="list-style-type: none"> *Use a range of materials creatively to design and make products *Use drawing, painting and sculpture to develop ideas, experiences and imagination *Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space <p>Computing</p> <ul style="list-style-type: none"> *Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies *Recognise common uses of information technology beyond school <p>Music</p> <ul style="list-style-type: none"> *Play tuned and untuned instruments musically *Listen with concentration and understanding to a range of high-quality live and recorded music 	<p>Science</p> <ul style="list-style-type: none"> *Everyday materials objectives <p>History</p> <ul style="list-style-type: none"> *Events beyond living memory that are significant nationally or globally *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 *Significant historical events, people and places in their own locality *Changes within living memory <p>Geography</p> <ul style="list-style-type: none"> *Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas *Use simple compass directions and locational and directional language to describe the location of features and routes on a map *Use basic geographical vocabulary to refer to key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop *Understand geographical similarities and differences of a small area of the United Kingdom and a contrasting non-European country <p>D&T</p> <ul style="list-style-type: none"> *Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology *Select from and use a range of tools and equipment to perform practical tasks *Build structures, exploring how they can be made stronger, stiffer and more stable *Explore and use mechanisms <p>Art</p> <ul style="list-style-type: none"> *Use drawing, painting and sculpture to develop and share ideas, experiences and imagination *Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practises and disciplines, making links to their own work <p>Computing</p> <ul style="list-style-type: none"> *Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions *Use logical reasoning to predict the behaviour of simple programs *Use technology purposefully to create, organise, store, manipulate and retrieve digital content <p>Music</p> <ul style="list-style-type: none"> Use their voices expressively and creatively by singing songs and speaking chants and rhymes 	<p>Science</p> <ul style="list-style-type: none"> *Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals *Identify and name a variety of common animals that are carnivores, herbivores and omnivores *Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets) *Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense <p>Geography</p> <ul style="list-style-type: none"> *Use world maps, atlases and globes *Name and locate the seven continents and five oceans *Understand geographical similarities and differences of a small area of the United Kingdom and a contrasting non-European country <p>D&T</p> <ul style="list-style-type: none"> *Design purposeful, functional, appealing products for themselves and other users based on design criteria *Explore and evaluate a range of existing products *Evaluate ideas and products against design criteria <p>Art</p> <ul style="list-style-type: none"> *Use drawing, painting and sculpture to develop and share ideas, experiences and imagination *Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space *Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practises and disciplines, making links to their own work <p>Computing</p> <ul style="list-style-type: none"> *Create and debug simple programs *Use technology purposefully to create, organise, store, manipulate and retrieve digital content *Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies <p>Music</p> <ul style="list-style-type: none"> *Play tuned and untuned instruments musically *Listen with concentration and understanding to a range of high-quality live and recorded music *Experiment with, create, select and combine sounds using the inter-related dimensions of music

Spring 2—Superheroes	Summer 1—Dinosaur planet	Summer 2—Rio de Vida
<p><u>Science</u> *Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense *Distinguish between an object and the material from which it is made *Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock *Describe the simple physical properties of a variety of everyday materials *Compare and group together a variety of everyday materials on the basis of their simple physical properties *Make predictions, collect evidence and communicate what happened</p> <p><u>History</u> *Changes within living memory *Events beyond living memory that are significant nationally or globally *The lives of significant individuals in the past who have contributed to national and international achievements *Significant historical events, people and places in their own locality</p> <p><u>D&T</u> *Design purposeful, functional, appealing products for themselves and other users based on design criteria *Select from and use a range of tools and equipment to perform practical tasks *Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics *Explore and evaluate a range of existing products</p> <p><u>Art</u> *Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</p> <p><u>Computing</u> *Use technology purposefully to create, organise, store, manipulate and retrieve digital content *Use technology safely and respectfully, keeping personal information private; 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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</p> <p><u>Music</u> *Use their voices expressively and creatively by singing songs and speaking chants and rhymes</p>	<p><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 *Observe changes across the four seasons *Observe and describe weather associated with the seasons and how day length varies</p> <p><u>Geography</u> *Use simple compass directions and locational and directional language to describe the location of features and routes on a map *Use world maps, atlases and globes *Name and locate the seven continents and five oceans *Name, locate and identify characteristics of the four countries and capital cities of the UK and its seas *Understand geographical similarities and differences of a small area of the UK and a contrasting non-European country *Use basic geographical vocab to refer to: key physical and key human features</p> <p><u>D&T</u> *Design purposeful, functional, appealing products for themselves and other users based on design criteria *Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, ICT *Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics *Evaluate ideas and products against design criteria *Explore and use mechanisms</p> <p><u>Art</u> *Use a range of materials creatively to design and make products *Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination *Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practises and disciplines, and making links to their own work</p> <p><u>Computing</u> *Use technology safely and respectfully *Recognise common uses of information technology beyond school</p> <p><u>Music</u> *Use their voices expressively and creatively by singing songs and speaking chants and rhymes *Play tuned and untuned instruments musically *Listen with concentration and understanding to a range of high-quality live and recorded music *Experiment with, create, select and combine sounds using the inter-related dimensions of music</p>

PE—Covered throughout the year (Weekly 2x1 hour sessions). **RE**—Blocked every half term