KS1 Long Term Plans A

	Autumn Superheroes	Spring Amazing Animals	Summer What a Wonderful World
Art	**Drawing** The children will explore the comic book art of **Steve Ditko** and look at logos and lettering styles using the computer. The children ill create moods and show how people are feeling. They will use different tools to draw lines of different thickness.	**Sculpture** The children will be inspired by Giacometti's works and imitate sculptures of animals using tin foil. They will explore body shapes and show humans on the move through shapes and use this to draw building on last term's work and then sculpt figures in action.	**Colour Mixing** The children will study the work of Kandinsky and look at how he uses colour and shape to create abstract art. They will build on knowledge from the first term and further develop drawing skills to create tone and shade and mix colours that are darker and lighter.
DT	**Textiles** The children will design and make a mask for a superhero. They will link learning from science where they will discover more about the properties of materials to help them choose suitable materials. They will investigate different joining techniques for fabric.	**Structures** The children will design and make a suitable structure for an animal enclosure. They will link their learning from science where they will discover more about animal needs and habitats. They will investigate making structures more stable using construction materials.	**Structures** The children will observe the most amazing bridges around the world and find out about different designs. They will investigate making bridges with different criteria and build on knowledge from last term about how to make structures stable using wood , paper or found materials.
Geog	**Why do superheroes like the city?** Place knowledge Start with 'me' What do you like about the place you livein ? What special places are there? Explain likes and dislikes. What would the city be like for the superheroes? Would you like that place? Focus on field work skills	**Why can't penguins live in Blackshaw Moor?** Locational Knowledge Build on previous term's work by locating these places on maps. Where are we in the UK? Name the 4 countries of the UK and their capital cities. Locate New York and America where the superheroes lived. Locate places where animals we are studying live in UK and begin to look at wider world. Focus on map work skills	**What if your house was on stilts?** Human and Physical Knowledge Build on previous term's work by learning about the continents and weather patterns around the world. Learn about Tobago using the story of Gregory Cool Apply skills acquired in fieldwork and map work
Hist	**Have children always played with toys?** What toys did your parents and grandparents play with? Find out the life story of **Ole Christiansen**, the inventor of Lego.	**How should we remember Florence Nightingale?** When we get sick we go the doctor or maybe even the hospital. Were hospitals always like this? Why was Florence Nightingale important	**What happens when there is a fire?** Through this topic we will study the effect of the wildfires on the Roaches and link this to the terrible Great Fire of London. We can compare fighting fires today with how they coped in the past.
Sc	**Which material should we use to make an outfit for Traction Man's next adventure?** Y1 will learn to recognise and name materials that an object is made from. They will learn more about each materials and learn how to group them. Y2 will name materials and know why they are chosen for specific purposes. They will learn how materials can be changed. The children will learn about humans 'super powers'. Y1 will learn how to link the correct part of the human body to each sense. Y2 will learn how to look after our bodies through exercise, a balanced diet and god hygiene. We will learn about the inventor Charles Mackintosh	**Do all animals have a skeleton ?** Y1 will learn to name animals and sort them into categories. They will learn what animals eat and where they find their food. They will be able to name body parts. Y2 will know about stages in an animal's life cycle, what they need to survive and why specific habitats provide basic needs for the animals that live there. They will know about food chains and will be able to name different sources of food for animals. We will learn about the life and work of David Attenborough and how he has helped us learn more and his work now on conservation.	**Do large seeds produce large plants?** Y1 will know the name of a variety of common wild and garden plants. The will know the name of parts of a flowering plant and the parts of a tree. Y2 will know how seeds and bulbs grow into plants. They will know what plants need to grow and stay healthy. The children will explore the story of 'Jack and the Beanstalk' as a hook into this topic. They will learn about Victorian plant hunters and follow in Charles Darwin's footsteps as we make plant diaries as he did.

Comp Y1	All About Me: What makes me unique and how can I keep it private? The children will complete activities on common sense media to learn about personal details. They will complete a project on typing their name as they learn to find their way around the keyboard. They will make a 'mini me' robot to give instructions to as they find out about controlling machines and look at how they use technology. They will learn how to access Purple Mash and Espresso to complete tasks on coding, using spreadsheets and pictograms and creating words and pictures.	I Robot: What if I could talk to a robot? The children will learn to recognise what sites are safe to use online and what to do if something they see is upsetting. They will learn to question what they see online and not believe everything to be true. They will continue to build knowledge of the keyboard and be able to type simple sentences then save their work by giving it a name you can find again. They will build on their understanding of algorithms by giving instructions in computer games. They will extend their knowledge of using technology to find out how it is used in the wider world such as in shops or the local businesses like The Three Horseshoes and the caravan site. They will learn how to access websites from trusted sources.	Creative Creations: How can I use the knowledge I have learned this year in my other lessons ? The children will use what they have learned this year to produce spreadsheets, graphs, word documents and presentations after accessing a website safely in other subjects, how to write a simple algorithms and how to communicate simply by sending messages on seesaw or Purple Mash.
Comp Y2	All About Me: What if I want to stay safe and happy using the internet? Building on last year's knowledge of Keep it Private from common sense media, children will complete a pro forma advising how to keep safe online. They will use 'dancemat typing' to from the BBC to improve speed and will learn about the mouse pad. They will learn about naming files to save and where they are stored. They will refine the algorithms they wrote in Y1 by giving more precise information and use the BBC site to find out what a bug is. They will improve their knowledge from Y1 on effective internet searching and will make ebooks online.	Say That Again :What happens when an algorithm goes wrong? Building on last term's knowledge of what information is to be kept private, the children will learn about passwords from common sense media. They will continue to practise speed of typing and will learn how to present work using text options in word. They will learn how to retrieve their saved work and use save as. They will use Lightbot and other coding games to check algorithms are working. This will link to work in geography and maths this term on directional language. They will build on their knowledge of internet searching by finding answers to specific questions and use what they have learned about word by presenting it as a fact sheet.	Creative Creations: How many different ways can I show my learning to audiences? Building on last year's knowledge the children will use the Thinkuknow website again and look at websites we trust and ones we can't. The children will look at other presentation options in word and that we see the same icons in PPT and Publisher. They will use shift for a capital letter. The children will develop their coding skills further by completing work on PM, transom logo and studio code with increasingly difficult tasks and beginning to predict the outcome of an algorithm. They will learn how to communicate safely to trusted adults using seesaw and PM.