St Mary's   YEAR 1 LONG TERM PLAN 2018 - 2019

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Values Heartsmart	**LOVE** 'Get HEARTSMART'	**DETERMINATION** 'No Way through isn't true!'	**RESPECT** 'Two much Selfie isn't healthy!'	**COMPASSION** 'Don't Forget to Let Love In!'	**HONESTY** 'Fake is a Mistake!'	**COURAGE** 'Don't Rub it in, Rub it Out!'
Visits/ Visitors	Doctors/ School nurse safety)	Christmas Pantomime	Fairtrade visitor	Chinese Workshop	Summer Trip Picnic for parents	
Maths	Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number (Counting in multiples of twos, fives and tens as appropriate – see Spring 1) Count, read and write numbers to 100 in numerals Read and write numbers from 1 to 20 in numerals and words Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least

Given a number, identify one more and one less | Read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs Represent and use number bonds and related subtraction facts within 20 Add and subtract one-digit and two-digit numbers to 20, including zero | Count in multiples of twos, fives and tens Solve one-step problems involving multiplication and division by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher Recognise, find and name a half as one of two equal parts of an object, shape or quantity Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity. Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number Given a number, identify one more and one less Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = ☐ - 9 Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher Recognise, find and name a half as one of two equal parts of an object, shape or quantity | Compare, describe and solve practical problems for: · lengths and heights [for example, long/short, longer/shorter, tall/short, double/half] Measure and begin to record lengths and heights Compare, describe and solve practical problems for: · mass/weight [for example, heavy/light, heavier than, lighter than] Measure and begin to record mass and weight Compare, describe and solve practical problems for: capacity and volume [for example, full/empty, more than, less than, half, half full, quarter] Measure and begin to record capacity and volume Sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening] Recognise and use language relating to dates, including days of the week, weeks, months and years Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times. | Recognise and name common 2-D shapes, including for example, rectangles, squares circles and triangles Recognise and name common 3-D shapes, including for example, cuboids, cubes pyramids and spheres. Describe position, direction and movement, including whole, half, quarter and three-quarter turns Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number including the number line, and use the language of: equal to, more than, less than (fewer), most, least Given a number, identify one more and one less Identify and represent numbers using objects and pictorial representations Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = ☐ - 9. | Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher Recognise, find and name a half as one of two equal parts of an object, shape or quantity Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity. Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity. |

				Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity. .	Compare, describe and solve practical problems for: • time [for example, quicker, slower, earlier, later] Measure and begin to record time (hours, minutes, seconds) Recognise and know the value of different denominations of coins and notes Given a number, identify one more and one less Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = - 9. Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher Recognise, find and name a half as one of two equal parts of an object, shape or quantity Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.		

	English	The Big Book of Bugs – Yuval Zommer Writing fact-files Beegu by Alexis Deacon Diary entry Retell a story with an additional event Instructional writing Persuasion Non-chronological report Footprints in the snow Speech Bubbles/thought bubbles Alternative endings of story Letter writing Recipe instructions Invitations The Christmas Story (cross-curricular R.E.) Re-telling Christmas Poetry- patterns and language		Meerkat Mail Postcards Email Factual Report Labels Lists The Turtle and the Crane (cross-curricular Geography-China) Stories other cultures Characters Settings Fact files- Chinese Animals Poetry (various) Performance Poetry		(cross-curricular – History/Geography Seaside) Seahorses Fact-files/Reports Diary The Lighthouse Keepers'.... Story structure Healthy Eating report Information writing structure Instructions-recipes	
RE	Good News God	Christian Community Incarnation	Kingdom of God	Forgiveness Salvation Resurrection	Discipleship Holy Spirit Creation	Other Religions Judaism
Computing	Algorithms	Digital photography	Game design	Programming	Searching the Internet	Researching
SCIENCE	Animals including humans		Living things and their habitats		Materials P lants	
GEOGRAPHY/ HISTORY	Florence Nightingale		China		Seaside	
PE	Net/Wall Games Fundamentals	Dance Fundamentals	Gymnastics Fundamentals	Invasion Games Fundamentals	Athletics Fundamentals	Striking & Fielding Fundamentals
DT/ART	Painting(Portraits)/Textiles		Digital media(Picture this)/ Structures		Sculpture/Food technology	
MUSIC	Exploration pitch		Pulse and Rhythm		Exploring Timbre	