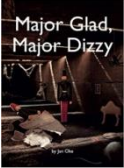
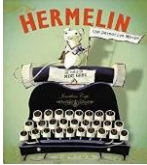

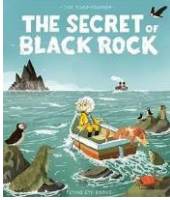

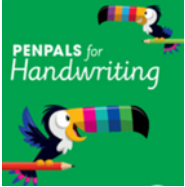









## Black Horse Hill Infant School Long Term Plan Year 1

Topic/Theme	Childhood Funny Faces and Fabulous Features	Paws, claws and whiskers What can our hands do?	Bright Lights Big City Taxi	March	School Days Street View	The Enchanted Woodland Are all leaves the same?	June	Moon Zoom! What keeps us dry?	July
Half Term	Autumn 1	Autumn 2	Spring 1		Spring 2	Summer 1		Summer 2	
<b>English</b>  	Major Glad, Major Dizzy    Finding Story Recount messages	Rapunzel    Traditional Tale Instructions	Hermelin    Detective Narrative Letters	<b>Book Week</b>	Where the Wild Things Are    Portal Story Non-chronological report	The Secret of Black Rock    Return Story Postcards	<b>Health y Body, Health y Mind Week</b>	The Last Wolf    Hunting Story Recipes	<b>Coast to Country Environme nt Project</b>
<b>Phonics</b>  	Phase 3/4 review + 4 Phase 5 GPCs ay,ou,oy and ea  Tricky words: to into I no go of the she we me be was you they all are my by sure pure said have like so do some come love were there little one when out what says here today	Phase 5 graphemes ir, ie, ue, u, o, i, a, e, a-e, i-e, o-e, u-e, e-e, ew, ie(shield), aw.  Grow the code: /igh/ ie i i-e /ai/ ay a a-e /oa/ oa o o-e /ee/ e ie e-e ea /oo/ /yoo/ ew u-e u ue  Tricky words: their people oh your Mr Mrs Ms ask could would should Our house mouse water want	Phase 5 graphemes /ee/ y funny /e/ ea head /w/ wh wheel /oa/ oe ou toe shoulder /igh/ y fly /oa/ ow snow /j/ g giant /f/ ph phone /l/ le al apple metal /s/ c ice /v/ ve give /u/ o-e o ou some mother young /z/ se cheese /s/ se ce mouse fence /ee/ ey donkey  Grow the code: /oo/ u ew ue u-e ui ou oo fruit soup /ee/ ea e e-e ie ey y ee /s/ c se ce ss /z/ se s zz		Phase 5 graphemes /ur/ or word /oo/ u oul awful would /air/ are share /or/ au aur oor al author dinosaur floor walk /ch/ tch match /ch/ ture adventure /ar/ al half* /ar/ a father* /or/ a water Schwa in longer words: different /o/ a want /air/ ear ere bear there /ur/ ear learn /r/ wr wrist /s/ st sc whistle science Schwa at the end of words: actor /c/ ch school /sh/ ch chef /z/ /s/ ce se ze freeze	Review Phase 5 GPCs for phonics screening check ay play a-e shake ea each e he ie pie i-e time o go o-e home ue blue rescue ew chew new u-e rude cute aw claw ea head ir bird ou cloud oy toy i tiger a paper ow snow u unicorn ph phone wh wheel		Phase 5 graphemes /ai/ eigh aigh ey ea eight straight grey break /n/ kn gn knee gnaw /m/ mb thumb /ear/ ere eer here deer /zh/ su si treasure vision /j/ dge bridge /i/ y crystal /j/ ge large /sh/ ti ssi si ci potion mission mansion delicious /or/ augh our oar ore daughter pour oar more review  Tricky words: busy beautiful pretty hour move improve parents shoe	






			/oa/ ow oe ou o-e o oa  Tricky words: any many again who whole where two school call different thought through friend work		Tricky words: once laugh because eye	ie shield g giant  No new tricky words			
Handwriting  	Practising long-legged giraffe letters Writing words with ll Introducing capitals for long- legged giraffe letters Practising one-armed robot letters	Introducing capitals for one- armed robot letters Practising curly caterpillar letters Writing words with double ff Writing words with double ss Introducing capitals for curly caterpillar letters	Practising long-legged giraffe letters, one armed robot letters and curly caterpillar letters Practising zig-zag monster letters Writing words with double zz Mixing all the letter families Practising all the capital letters		Practising all the numbers 0-9 Writing words with qu and ck Practising long vowel phonemes: ai, igh, oo Practising vowels with adjacent consonants: ee, oa, oo	Numbers 10-20 Practising ch unjoined Introducing diagonal join to ascender: ch Practising ai unjoined Introducing diagonal join, no ascender ai		Practising wh unjoined Introducing horizontal join to ascender: wh Practising ow unjoined Introducing horizontal join, no ascender: ow	
Maths  	Place value Addition and subtraction	Place value Addition and subtraction	Number - addition and subtraction Place Value Bonds to 20 Number families		Measures - length, height, weight, volume Time	Money Multiplication and Division Place Value		Fractions Shape Place Value	
Science  	Humans  Observe seasonal change and different weather	Animal parts Observe seasonal change and different weather	Splendid Skies ( Seasonal Change) Observe seasonal change and different weather		Splendid Skies ( Seasonal Change)  Observe seasonal change and different weather	Plants  Observe seasonal change and different weather		Materials  Observe seasonal change and different weather	
Computing  	<u>Online safety</u>  Children learn to log in to Purple Mash, save their work, open their existing work and also how to protect themselves whilst using Purple Mash and the wider internet.	<u>Pictograms</u>  This unit is an introduction to pictograms and looking at how they can be used to represent data.  <u>Grouping and sorting</u>  In this unit, the children will sort items by different criteria away from the computer.	<u>Lego Builders</u> In this unit children are introduced to programming, algorithms and programs.  <u>Maze Explorers</u> In this unit children develop further their understanding of algorithms, programming, debugging and further programming.		<u>Technology</u>  This unit encourages the children to consider how technology is used outside of the school environment.  <u>Spreadsheets</u> In this unit children will learn about what spreadsheets look like. They also will learn to	<u>Animated stories</u> The series of lessons will provide an opportunity for the children to develop the skills to create, organise, store, manipulate and retrieve digital content through the creation of their own animated story book.		<u>Coding</u>  This unit entails children learning to code and use their developing programming skills.	



					manipulate clip art images in their spreadsheet.				
<div>Humanities (History, Geography, RE)</div> <div></div>	<div>Childhood - History</div> <div>-Explore the stages of life and family trees. -Discover what everyday life was like in the 1950s.(Changes within living memory). -Learn about Queen Elizabeth II as a significant person and the event of her coronation. -Discuss similarities or differences between childhood today and childhood in the 1950s ( Debate)</div>	<div>Animal Parts ( Science)</div> <div>-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).</div>	<div>School Days - History and Geography</div> <div>-Learn about the differences between schooling in the Victorian era and schooling today. -Learn about objects found in a Victorian classroom and how they were used. -They will research Samuel Wilderspin, an important figure in the development of schooling for young children in the Victorian era, whose ideals are reflected in schooling today. -They will learn to describe the passage of time through study of past, present and future tense vocabulary.</div>		<div>Bright Lights Big City - Geography</div> <div>Using maps and research, we'll locate Buckingham Palace, understand compass directions, plan routes around London and learn about the countries of the United Kingdom. Our research will take us back in time to the Great Fire of London to learn about significant events beyond living memory and to famous London landmarks, as well as giving us an understanding of what it's like to live in a big city.</div>	<div>The Enchanted Woodland ( Science)</div> <div>-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</div>		<div>Moon Zoom! ( History)</div> <div>Learn about the lives of significant people such as; Yuri Gagarin, Valentina Tereshkova, Neil Armstrong, Buzz Aldrin, Michael Collins, Tim Peake, Katherine Johnson, The Hidden figures and Mae Jemison Learn about th</div>	
<div>DT/Art and Design</div> <div></div>	<div>Funny Faces and Fabulous Features - Art and Design</div> <div>The children will learn about the concept of the portrait and how the collage technique can be used to make a portrait.  Mix it! Children learn basic colour theory by studying the colour wheel and colour mixing. It includes an exploration of primary and secondary colours and how artists use colour in their artwork.</div>	<div>Paws, Claws and Whiskers - Art and Design</div> <div>We'll study animal artwork, draw detailed animal pictures to capture their special features and make collages, sculptures and prints.</div>	<div>Street View - Art and Design</div> <div>Children will learn about artwork depicting streets and buildings and focuses on the work of the American pop artist, James Rizzi. They create a 3-D mural based on Rizzi's work.</div>		<div>Taxi - Design and Technology</div> <div>Children learn about wheels, axles and chassis and how they work together to make a vehicle move. Children will design, create and evaluate a taxi. Whilst making their taxi they will explore and use mechanisms.</div>	<div>The Enchanted Woodland</div> <div>Use a range of natural materials, such as straw, wool, twigs, sticks, pebbles, pine cones and leaves, to create transient art. For inspiration, look at the work of the artist, Andy Goldsworthy, describing what they like or find interesting about his work.  Paint a picture of a woodland creature, using powder or ready mixed paint. Use primary colours, plus black and white, to mix secondary and other colours</div>		<div>Moon Zoom! - Design and Technology</div> <div>Design and make a model spaceship or rocket using a variety of junk materials. Investigate different ways to make and join their structures, using taping, gluing and tying. Explore ways of making a structure sturdier so that it can stand alone.  Make a simple Moon buggy with corrugated cardboard or plastic, pushing axles through the voids and attaching wheels. Test the vehicles, and improve them where</div>	



						needed for the task. Practice mixing and matching colours before progressing to paint their pictures.		necessary before testing them on grass, tarmac, sand, soil and carpet.	
<p>Music</p> 	<p>Manage a cumulative structure and remember the order of events</p> <p>Work with others to give a performance with props</p> <p>Use dynamics to enhance the mood of a song</p> <p>Mark rests with sound-makers</p> <p>Sing a verse in a small solo group</p>	<p>Maintain a rhythmic ostinato during a performance</p> <p>Identify and follow a simple song structure and rhyme pattern</p> <p>Chant rhythmically, keeping together as a group, marking rests accurately</p> <p>Create and perform a new rap</p>	<p>Play a clapping game while singing sing a song</p> <p>Sing a song, recognising changing speeds</p> <p>Invent new lyrics and clapping patterns</p>		<p>Add a pitched melody to a song</p> <p>Play a three-note accompaniment accurately</p> <p>Use provided rhymes to make up new lyrics and moves</p>	<p>Sing a traditional song set in a minor key</p> <p>Remember the counting pattern and fit the long narrative lines accurately to the music</p> <p>Perform a dance to accompany the song</p>		<p>Understand the terms verse and chorus in the context of a song</p> <p>Mark the pulse throughout the song</p> <p>Sing a song that involves a time change</p> <p>Create a performance incorporating singing and percussion</p>	
 <p>PE</p>	Games	Dance	Gymnastics		Games	Athletics		Athletics	
<p>Jigsaw/PSHE/SMSC</p> 	Being me in my world	Celebrating Differences	Dreams and Goals		Healthy me	Relationships		Changing me	
Enrichment activities	Visit from person who was a child in the 1950s	Knowsley Safari Park	Visit from a parent or community member that attended BHHIS		Garden Party	Visit Ness Gardens		Planetarium	