



Copthorne Curriculum Long Term Plan: Year 1



Theme/Time scale (number of weeks/term etc.)	Theme	National Primary Curriculum 2014 Coverage	
8 Weeks September	Through the keyhole	Geography	Compare England and the Netherlands. Name and locate the four countries and capital cities of the UK. Use basic geographical vocab to refer to local and familiar features.
		History	Changes in living memory – homes through the ages. The lives of significant individuals in the past who have contributed to national and international achievements.
		Art	Van Gogh – using different techniques to imitate a painting.
		ICT	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. Use logical reasoning to predict the behaviour of simple programs.
		Music	Listen with concentration and understanding to a range of high-quality live and recorded music. (Charanga old school hip hop). Use their voices expressively and creatively by singing songs and speaking chants and rhymes. (Charanga old school hip hop).
		P.E.	Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities. - Focus on throwing and catching and floor gymnastics.
7 weeks November	Time travellers	History	Changes in living memory – chronological ordering of schools. Significant local people/ historical figures – Margret McMillan.
		Art	Use a range of materials – chalk, ink.
		D.T.	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. select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.

			Understand where food comes from – pioneered school meals.
		Computing	Use logical reasoning to predict the behaviour of simple programs. 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.
		Music	Listen with concentration and understanding to a range of high-quality live and recorded music. Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
		P.E.	Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities. - Focus on kicking skills Participate in team games, developing simple tactics for attacking and defending Focus on playground games and catching and apparatus gymnastics.
6 weeks January	Paper dolls and tin soldiers	History	Changes in living memory – comparing toys.
		D.T.	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. select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. (Simple and moving toys)
		Computing	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. 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.
		Music	Play tuned and untuned instruments musically. Experiment with, create, select and combine sounds using the inter-related dimensions of music.
		P.E.	Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities. Perform dances using simple movement patterns.

6 Weeks March	Animal adventures	Geography	Seasonal/ daily weather patterns. Locate hot and cold areas of the world.
		Art	Develop techniques of colour, texture, pattern etc. Sculpture to develop and share their ideas, experiences and imagination - clay
		D.T.	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. select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. Build structures, exploring how they can be made stronger, stiffer and more stable. (Animal homes)
		Computing	Use logical reasoning to predict the behaviour of 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.
		Music	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.E.	Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities. Participate in team games, developing simple tactics for attacking and defending Perform dances using simple movement patterns.
6 weeks May	Once there were giants.	Geography	Use basic geographical vocab to refer to local and familiar features.
		History	Changes in living memory – growing up babies to children to adults.
		Art	About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. – comparing artists that use or paint plants.
		Computing	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions

			<p>Create and debug simple programs.</p> <p>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>Use their voices expressively and creatively by singing songs and speaking chants and rhymes</p> <p>Play tuned and untuned instruments musically</p> <p>Listen with concentration and understanding to a range of high-quality live and recorded music</p> <p>Experiment with, create, select and combine sounds using the inter-related dimensions of music.</p>
		P.E.	<p>Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities. Focus on athletics and gymnastics.</p>
7 weeks June	Ahoy matey!	Geography	<p>Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas</p> <p>Compass directions</p> <p>Maps</p>
		History	<p>Significant historical figures – famous pirates.</p>
		Art	<p>Use a range of materials – sea pictures.</p>
		D.T.	<p>Design purposeful, functional, appealing products for themselves and other users based on design criteria.</p> <p>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</p> <p>select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</p> <p>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</p> <p>Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</p> <p>Flags</p>
		Computing	<p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content</p> <p>Recognise common uses of information technology beyond school</p> <p>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>Use their voices expressively and creatively by singing songs and speaking chants and rhymes</p> <p>Play tuned and untuned instruments musically</p>

			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.E.	Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities. Focus on athletics. Perform dances using simple movement patterns.