

Swarland Primary School Curriculum

The following document aims to give an overview of the curriculum delivered at our school for our KS1 pupils. It has been designed to provide rigour, challenge, engagement, continuity and progression with breadth and depth of subject knowledge.

It has been constructed using our curriculum principles which can also be downloaded from our website.

The curriculum is a working document and subject to change as it is adapted to cater for individual needs and children's interests.

Swarland Primary School Long Term Plan For Personal, Social, Health, Emotional Education

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1 CYCLE A	<p>Theme: Out Of The Shadows & Into The Light</p> <p>H 12 Colours and reflective materials that keep us safe. Danger colours.</p> <p>H 4 Communicating feelings, managing feelings, R6, 7 solve problems, helping others.</p> <p>H12 Explain why it gets dark, understand hazards in dark.</p> <p>H4 Calm myself down when upset or worried, be safe in dark.</p> <p>H6, 7 Know how some diseases are spread and can be controlled, the responsibility they have for their own health and that of others: to develop simple skills to help prevent diseases spreading.</p>		<p>Theme: Why Am I So Special</p> <p>H11, 12, 13, 14, 15 How to be safe in school and surrounding area. Identify methods to improve safety. Cross road safely at night.</p> <p>H3 Own feelings, knowledge of our strength, talents and targets. Communicate what we are good at, proud of and in need of improving. L8 Knowing themselves - what are their talents and strengths, what do they need to develop further.</p> <p>R8 Ways in which they are unique, ways in which we are all the same, what we have in common, uniqueness</p> <p>H3 Going for goals - persistence, target setting, proud of achievements. Celebrating these achievements with others.</p> <p>H16 Know what is meant by privacy, their right to keep things private, the importance of respecting others' privacy.</p>		<p>Theme: Wild animals & plants</p> <p>L5 Endangered animals, responsibility to look after the natural earth.</p> <p>L3 Communicate strategies to help and raise awareness of issues.</p> <p>R1,2,3,4,5,6,7,12 Relationships - how to foster and maintain relationships with family and friends. Standing up for oneself and being assertive. Being able to empathise with others. Constructive feedback</p> <p>L6, 7 Money - spending, safety and saving.</p>	
KS1 CYCLE B	<p>Theme: Fire & Ice</p> <p>H13,14,15 r9 How to call for help if there is a fire by dialling 999.</p> <p>R1 Communicate feelings, manage feelings of fear.</p> <p>H11, 6,7 First aid strategies. Who to call in an emergency.</p>	<p>Theme: Weather & Seasons</p> <p>H12 Firework Safety Code Keeping themselves and other safe in the event of a fire.</p> <p>R1 Managing feelings good and not so good inc anger - describe feelings, strategies to manage feelings. R1 Communicate feelings to others, recognise how others show feelings and how to respond.</p>	<p>Theme: Space</p> <p>H12 Road safety. How to cross a road safely, cycling proficiency, school transport rules and behaviours.</p> <p>R6, 7 Getting on and falling out. Strategies to resolve conflict.</p> <p>R2, 4, 12 Recognise fair, unfair, kind, unkind, right & wrong</p> <p>R10 Judge what physical contact is acceptable, comfortable, unacceptable.</p>	<p>Theme: Pirates & Islands</p> <p>H13, 14, 14 Stranger Danger Who to call for help if a stranger approaches, strategies if a stranger approaches.</p> <p>Stranger danger - including strangers online. How do we keep safe in the real world - cycle, road, water safety and the</p> <p>H 13, 14, 15, 16 Safety in virtual world- responsible ICT use. Look at SMART rules and strategies.</p>	<p>Theme: Heroes & Villains</p> <p>H11 Safe medicines and drugs. awareness of how to use medicines safely and where they should be stored.</p> <p>H 6, 7 Know how some diseases are spread and can be controlled, the responsibility they have for their own health and that of others; to develop simple skills to help prevent diseases spreading.</p>	<p>Theme: Heroes & Villains</p> <p>R11, 13,1 4 E-safety, cyber bullying. How to use internet safely, how to report a cyber bullying incident.</p> <p>H5 Changes - explore natural changes in people's lives, loss and associated feelings - moving home, losing pets. H1, 2 What constitutes healthy lifestyle inc physical activity, rest, mental wellbeing, safe medicine use.</p> <p>L10 H13, 14, 15 About the people who look after them, family networks, who to go to if they are worried and how to attract their attention.</p>

Swarland Primary School Long Term Plan For Design Technology

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1 CYCLE A	<p>Theme: Out Of The Shadows & Into The Light</p> <p>To design and create a moving picture for a young child's book using a mechanism of sliders, wheels with split pins or lever with pivots. Investigate existing moving mechanisms in books including pops ups, sliders and levers. Evaluate effectiveness of these and use to inspire their design. Create different mechanisms of levers, wheel rotation and sliders following demonstrations. Use existing products to inspire design of own mechanism for a moving picture. Consider suitability of materials and mechanism for design. Measure lengths of levers and sliders. Look at ergonomics of mechanism. Evaluate their product against design criteria.</p>		<p>Theme: Why Am I So Special?</p> <p>To design and create a healthy, refreshing fruit salad, that could be served at school. Cooking and nutrition - know what constitutes healthy food and diet. Know where some of the common fruits come from. Provide first hand experiences of fruits exploring vocabulary to describe taste and texture. Design and make a fruit salad using a variety of cutting skills including the bridge and claw grip. Peel, grate, slice, squeeze using a range of tools with supervision on softer foods. Design with a focus on research of popular fruits, appearance, taste and texture. Know the importance of washing hands for food hygiene before food preparation.</p>		<p>Theme: Wild Animals & Plants</p> <p>To design and create an animal hand puppet for a young child. Investigate existing puppets to see how they work. Know what is appealing about them for their target audience. Use this to help create design criteria which must be met to be successful. Know how to use these ideas to inspire their own ideas rather than copy. Know who they are designing and making the puppet for, the purpose of the puppet and how it would work, and the specific criteria their product. Know how to use a template to draw around. Know how to join two pieces of felt together by sewing using a wrap-around or running stitch. Know how to thread a needle and begin to tie simple knots. Test the final product and suggest improvements.</p> <p>To design and create a stable bug hotel for minibeasts to live in. Generate specific design criteria based on scientific knowledge of what habitats different minibeasts require. Know how to choose and use appropriate materials from a given selection to build a bug house from recyclable materials. Know what recycled materials are and how this can benefit the environment. Explore how the structure can be made stronger, stiffer and more stable through trial and error and testing. Know how to assemble, combine and join components using a variety of methods.</p>	

KS1 CYCLE B

Theme: Fire & Ice

To design and create a bread roll of your choice. Know that all food comes from plants or animals and can identify some foods from each group. Can follow basic food safety rules when preparing and cooking food. Investigate a range of bread rolls. Describe the taste of a range of ingredients used in the bread. Identify what they like and dislike about the food they have tasted. Follow simple recipe instructions, either in simple sentences or using pictures. Know how to sift flour into bowl and mix, stir and combine liquid and dry ingredients. Know how to use hands to shape dough in to small balls or shapes. Understand that bread is put into an oven to heat the ingredients. Know how to apply finishing touches to improve appearance of final product.

Theme: Weather & Seasons

To design and make an Incy Wincy toy with wind up mechanism for younger children. Investigate and disassemble products such by handling wind up toys. Make realistic suggestions, drawing on previous experiences on design criteria. Know how to communicate ideas through labelled sketches showing details of thoughts. Know how to follow a demonstration to complete wind up mechanisms. Know how to use tools & equipment e.g. scissors, hole punch, junior hacksaw, vice, pens and paints and the correct vocabulary. Look at needs, purpose, materials. Talk about their design and product as it develops. Know how to evaluate how well their product meets the design by critiquing own work and that of others..

Theme: Space

To design and make a moving moon buggy with wheel and axel mechanism. Find out about existing moon buggies. Know what the key features are and their purpose. Use this to inform design criteria. Know how to make a variety of wheel and axel mechanisms following demonstrations and modelling using pegs, card axel holders, straws, dowel, saws. Select appropriate joining techniques using a range of materials such as glue, tape. Know how to solve problems of appropriate axle length and wheel diameter to ensure functionality. Test the product. Use measuring skills. Evaluate how well their product meets the design. Modify and suggest improvements.

Theme: Pirates & Islands

How to make a pirate ship. Choose and use correct materials and techniques to join and assemble a ship, present ideas using ICT, generate models.

Theme: Heroes & Villains

To design and make a computer game for children using computer graphics and controls. Handle and try out different age appropriate computer games, suggesting what they like and dislike about them, beginning to give reasons for their decisions. Using this knowledge children generate design criteria. Using templates, children generate and discuss own ideas for a game using APP Sketch Nation. Know who their product is for and design a game suitable for them. Digitally create backgrounds, characters, platforms, power ups. Know how to test their ideas, take feedback from others and modify accordingly. Evaluate their ideas and products against their own design criteria.

Theme: Heroes & Villains

KS1 CULTURAL TOPIC

To design and construct a stable building structure - linked to cultural theme e.g. church building, Shinto temple, time travel machine

Generate specific design criteria based on knowledge of what structure is, where it is located and its purpose and audience. Know how to choose and use appropriate materials from a given selection to build a structure from appropriate materials. Know what recycled materials are and how this can benefit the environment. Explore how the structure can be made stronger, stiffer and more stable through trial and error and testing. Know how to assemble, combine and join components using a variety of methods.

Swarland Primary School Long Term Plan For History

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1 CYCLE A	<p>Theme: Out Of The Shadows & Into The Light Investigate the Dark Ages and the Plague. Know how disease spread, symptoms, treatments, nursing and doctors, health. Use timelines to sequence, Use different forms of evidence to deduct and infer things about the past, ask and answer questions using evidence, give clear reasons.</p> <p>Connected History- Enquiry 1 'What makes a Great Explorer?'</p>		<p>Theme: Why Am I So Special? Know what homes and houses were like in the past. Chronology of houses and homes time line. Know that some things happened beyond living memory and talk about them. Study of Victorian era and schools and toys at this time. Use diagrams, pictures, stories to tell people about past, give reasons why people acted they way they did. Compare Victorian life to own. Look at monarchy of Queen Victoria and lifestyles of washing, bathing, education, schooling. Know of wealth, social class. Changes over time in houses and homes buildings. Local history link to Beamish, Cragside House, Lord Armstrong and invention of HEP., Know events of past are retold in different ways. Field trip to Cragside or Beamish to look at different viewpoints about past, use role play to re-enact different viewpoints, add to list of ways to find out about past,</p>		<p>Theme: Wild Animals & Plants Exploring animals and plants that are now extinct and the reasons for this and looking to the future to protect endangered animals.</p>	<p>Theme: Cultural Topic History and cultures of focusing area and its people.</p>

KS1 CYCLE B**Theme: Fire & Ice**

Life and times of Samuel Pepys, events of Great Fire of London.

Recount story of a famous person in detail, tell or write about events in a famous person's life, sequence main episodes from an event. Know events that caused great fire, how it spread and why due to materials and building structure. Actions from King Charles 2nd monarch at time. Evidence from diaries of Samuel Pepys. Escape from River Thames. Wealthy keeping items of importance. Rebuilding structures, houses, monuments including St Paul's cathedral by Christopher Wren.

Theme: Weather & Seasons

Celebrations and commemorations through the seasons. Compare and contrast celebrations and commemorations throughout the year. Know why people wear red poppies. World war commemorations, study monuments, inc cenotaphs, symbolism of poppies. Know what life was like in the trenches including food, clothing, hygiene. Look at evidence from soldiers including letters and poems, diaries. Know what happened on Christmas Day at no man's land with football pastimes during the conflict. Know when the war ended and peace restored. Use time lines to order events from the past. Explore the reasons for the events of Bonfire Night and the life and times of Guy Fawkes. Know about Guy Fawkes plot to overthrow monarchy, how he committed treason in the law and his punishments. Know about the conspiracy against parliament. Ask questions of people older than myself to find out about past, discuss ideas with talk partners, work out how long has passed since events, [Connected History- Enquiry 5: 'Who is the greatest history maker?'](#)

Theme: Space

Space Race, exploring who was the first person on the moon and future space missions. Use time line correctly to sequence using dates, work out how many decades ago something occurred. Know what triggered the space race and the war between countries. How money was spent to develop technology to enable them to get to space. Actions and lives of first astronauts to the moon Mark Collins, Buzz Aldrin. Compare to modern space with Tim Peake going to Space station and future of space travel.

Theme: Pirates & Islands

Life and times of famous pirates. Understand some evidence is limited and therefore open to interpretation, know there are several ways to find out about the past, book, pics. Children know about the lives and actions and travels of some famous historical pirates and voyagers. Explore historical maps, transport used. Know about the pirate code/laws and punishments. Know what pirates wore. Discuss wealth, ethics. Famous historical figures of Blackbeard, Anne Bonny.

Theme: Heroes & Villains

Life and times of Florence Nightingale. Recount story of a famous person in detail, tell or write about events in a famous person's life, sequence main episodes from an event. Study of the Crimean war, know how Florence travelled to Crimea, conditions of hospitals, quality of nursing and hygiene. Know changes and improvements made to hygiene, sanitation, nursing, medicine and how she addressed basic needs for soldiers for survival water, food, air, exercise, diet, hygiene. Concepts of equality of gender for education. Compare and contrast with Mary Seacole's life and actions. Concepts of race equality.

Theme: Cultural Topic

History and cultures of focusing area and its people.

Swarland Primary School Long Term Plan For Art

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1 CYCLE A	<p>Theme: Out Of The Shadows & Into The Light</p> <p>Artists who have used colour to good effect. Colour mixing to make secondary and tertiary colours. Using paints to create different shades of light and dark. Compare work with other artists, change pen colour in ICT programs, tell someone what I like about their work. Artist work Pienkowski.</p> <p>Describe and draw shapes I see, note differences in work between mine and others, investigate drawing, painting, marbling and ways of getting ideas across to others. use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. Explore the colour wheel. Collectively create a colour wheel collage using various torn pieces from magazines. Match the colours and grade them so they become lighter, darker as the wheel rotates. Light and dark shades of colours - add white to lighten, black to darken. Practice mixing different shades using paint. Mix different colours using different sizes of paintbrushes and fingers. Know the primary colours and how to mix them to produce secondary colours.</p> <p>Create various images which require mixing of paints to particular shades. Know about the creations of painter Mondrian and how he used primary colours in his paintings. Inspired by Mondrian children create their own work in his style both by hand using paints and using the computer. Compare and contrast methods.</p>	<p>Theme: Why Am I So Special?</p> <p>Portraits drawn by famous artists. Draw own self portraits. Explore position, texture and line. Change digital images using computer, share ideas through drawing and painting, annotated work in sketch books, adapt and improve my work. Use a range of materials creatively to design and make products. Create self- portraits using a range of media and techniques inc line, pencil drawing, pastels, computer drawing packages and APPS of Morpho Booth to make changes. Compare and contrast techniques. Explore portraits by various artists commenting on the techniques used. Think critically about what the artist was trying to depict through his or her use of pose and clothing and medium and line. Improve their mastery of drawing by using knowledge of human anatomy taught in science to record all key parts.</p>	<p>Theme: Wild animals & plants</p> <p>Patterns and printing inspired by the natural world. Look at animals prints. Explore Aboriginal prints of animals. Explore pointillism. Describe and explain art work from other cultures, develop skills in finger painting which communicate ideas using shape, colour</p>	<p>Theme: Cultural Topic</p> <p>Know about art from other cultures. Create work inspired by these cultures and countries using their techniques and tool Explore the culture of the focus country through art and design. Explore famous artists who have contributed significantly to their culture. Use this as a starting point to develop a range of artworks. Use a range of media and techniques. Use vocabulary such as colour, pattern, line, form, shape, space and texture to evaluate their own work and that of others. Opportunity to work alongside professional artist in their chosen field of work to produce a collective art piece with all children from the school. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and spaces.</p>		

KS1 CYCLE B

Theme: Fire & Ice

Knowledge:

Know how artists have depicted the Fire of London through art in the years. Discuss what historical information can be retrieved from these paintings. Explore the use of silhouettes on hot and cold colour washes. Explore hot and cold colours in other paintings. Create a 3D sculpture using clay. Know how to make thumb pots as a starting point for the product. Know how to make slip to join pieces of clay together. Explore the effects of heat on clay as it is fired/dried to create a hard substance. Use various finishing techniques including paint, PVA wash and varnish

Theme: Weather & Seasons

Creating images using hot and cold colours, investigate using drawing, painting, printing to see how I can use them to best get across ideas. Use a range of techniques and media to depict the changing of the seasons. Explore how other artists have achieved this too. Include use of colour to show Autumnal leaf changes - such as finger printing. Use of marbling inks to provide varying effects and colour and patterns to show a season. Investigate the work of Pienkowski and his use of marbling inks for his backgrounds for illustrations in books.

Theme: Space

Fantasy art exploration.
Design and create aliens, think of ideas for art from stories, use drawings and sculpture to show ideas about shape, form and colour.

Theme: Pirates & Islands

Fantasy art - islands, sea monsters using textiles. Imagination - creating sea monsters based on works of other artists and tales from sea farers. Selecting and using a range of techniques and media to communicate their ideas. Children use sketch books to record and develop their ideas as they create their own sea monster. Use scientific knowledge to explain how sea creature has adapted to its environment. Develop skills in adding pattern for effect and detail to engage the audience. Work as a team to create an underwater mural with all of their sea creatures. Use space and size for visual impact.

Theme: Heroes & Villains

Design a logo for a superhero.
Investigate existing logos and comment on its visual impact using an increasing vocabulary of colour, shape, line, space.
Look at bold, striking designs using shape, colour, size. Create own design using a sketch book to further develop own ideas after receiving feedback from others. Apply finished design to a t-shirt through use of fabric pens.

Theme: Cultural Topic

Know about art from other cultures. Explore the culture of the focus country through art and design. Explore famous artists who have contributed significantly to their culture. Use this as a starting point to develop a range of artworks together as a school. Use a range of media and techniques. Use vocabulary such as colour, pattern, line, form, shape, space and texture to evaluate their own work and that of others. Opportunity to work alongside professional artist in their chosen field of work to produce a collective art piece with all children from the school.

Swarland Primary School Long Term Plan For Geography

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1 CYCLE A	<p>Theme: Out Of The Shadows & Into The Light</p> <p>Know and map where the plague started and how far it spread. Name continents and seas.</p> <p>Locate places on a map, find out about places by asking questions of an adult, listen to teacher to find out what I am learning.</p> <p>Know London is capital of England.</p> <p>Use internet to find pictures of places, discuss these places with a partner, listen to someone else's point of view about a place.</p> <p><i>Connected Geography- Enquiry 4, 'Why don't penguins need to fly?'</i></p>	<p>Theme: Why Am I So Special?</p> <p>Know names of different house types and their features and surroundings using geographical words and vocabulary.</p> <p>Use digital photography to take pictures of area around school, draw labelled diagrams about my area with a focus on physical and human features.</p> <p>Use computer to draw graphs and show information I collected, use and plan routes using maps, count traffic suggesting reasons for flow, present results in tally.</p> <p><i>Connected Geography- Enquiry 1- 'What is the geography of where I live?'</i></p>	<p>Theme: Wild animals & plants</p> <p>Name worlds 7 continents and 5 oceans.</p> <p>Talk about places far away from home and how they are different - rainforest, describe how places all over the world are linked.</p>	<p>Theme: Cultural Topic</p> <p>Know seasons and weather changes in seasons and countries.</p> <p>Know people and weather can change an environment, use correct geographical vocabulary, use internet to find out about a contrasting locality to the UK.</p>		

KS1 CYCLE B

Theme: Fire & Ice

Know about geography of London, capital of England. Name, locate and identify characteristics of London. Understand similarities and differences of the area, compare and contrast to local area.

Theme: Weather & Seasons

Know seasonal and daily weather patterns in UK. Communicate weather patterns can effect lives and people and places, use ICT to perform local weather study and weather reports.

Connected Geography- Enquiry 3- 'How does the weather affect our lives?'

Theme: Space

Earth as a planet in the solar system. Analyse aerial and satellite photos of the Earth from space. Identify, name and map continents seas and key physical and human features recognisable from space.

Theme: Pirates & Islands

Island human and physical geography. Locate hot and cold areas on the Earth, use geographical vocabulary, describe how places in the world are linked, compare and contrast.

Theme: Heroes & Villains

Crimean war location. Map journey of Florence, locate Crimea using maps of different scales, discover transport used on journey, calculate journey times.

Theme: Cultural Topic

Know seasons and weather changes in seasons and countries. Know people and weather can change an environment, use correct geographical vocabulary, use internet to find out about a contrasting locality to the UK.

Swarland Primary School Long Term Plan For Science

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1 CYCLE A	<p>Theme: Out Of The Shadows & Into The Light</p> <p>Know changes that occur in seasons, including the amount of daylight.</p> <p>Observe changes in seasons, record observations using diagrams, tables, text, work with partner to explore if test is unfair, sort and classify different light sources.</p> <p>Sources of light, shadow absence of light.</p> <p>Perform simple test, suggest ways forward in a group, make observations, find patterns, discuss results, explain reasons why things happen.</p>	<p>Theme: Why Am I So Special?</p> <p>Animals including humans.</p> <p>Name parts of body including those associated with senses. Identify, name, draw and label the basic parts of the human body external body - head, leg, arm, knee, neck, arms and say which part of the body is associated with each sense- taste, smell, touch, sight, hear. Classification of animals - Animals structures and body parts inc gills, wings, horns, hooves, scales. Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals.</p> <p>Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets). Identify and name a variety of common animals that are carnivores, herbivores and omnivores.</p> <p>Know animals and humans have offspring which grown into adults. Simple food chains.</p>	<p>Theme: Wild Animals & Plants</p> <p>Identify and name different local animals and plants and their habitats. Compare and contrast to animals and plants in other countries and regions. Use mind maps to make associations, ask questions and find answers, compare and describe habitats. Explore living, non-living, never been alive. Identify and name different local plants and trees and their habitats., food chains.</p> <p>Sort and classify plants and animals, investigate what they need to grow working in groups.</p> <p>Food chains - herbivore, omnivore, carnivore.</p> <p>Explore and compare the difference between things that are living, dead, and things that have never been alive. Identify that most living things live in habitats to which they are suited and describe how different habitats provide the basic needs of different kinds of animals and plants, and how they depend on each other. Name local and common plants and animals and their habitats - pond, wood, sea, land, micro-habitats - bug hotel. Know what plants need to grow - soil, water, sunlight, seeds, germinate</p> <p>Classify plants - deciduous, evergreen.</p> <p>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. Observe and describe how seeds and bulbs grow into mature plants.</p> <p>Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.</p>			

KS1 CYCLE B

Theme: Fire & Ice

Know difference between object and material from which it is made.
Name everyday materials - wood, plastic, glass, metal, water, rock, brick, paper, fabric
Physical properties of materials -hard, soft, rough, smooth, shiny, dull, opaque, transparent
Knowledge to group and compare.
Suitability of materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.
group together a variety of everyday materials on the basis of their simple physical properties.
Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.

Theme: Weather & Seasons

Name the seasons and the changes that occur.
Day & night, 4 seasons, Autumn, Spring, Summer, Winter
Weather in seasons - rain, snow, sleet, temperature, sun, wind, precipitation, hurricane
Observe changes across the four seasons.
Observe and describe weather associated with the seasons and how day length varies - amount of daylight.

Theme: Space

Gravity and forces
Ask simple questions, perform and investigate tests to find answers, gather and record data in a variety of ways. Name and identify forces at work in everyday life.
Know everyday forces as push and pull.
Know about gravity as a force.

Theme: Pirates & Islands

Floating & sinking.
Compare and group materials based on their physical properties, compare what happened to what they expected to happen.
Describe what they saw using science words and science facts.

Theme: Heroes & Villains

Healthy lifestyles and nutrition
Describe and discuss the importance for humans of exercise, eating the right amounts of different types of food, and hygiene and exercise.
Explore how to stay healthy.
Investigate different sorts of medicines and how they should be used and stored safely.
Promote healthy lifestyles at home and at school.
Compare changes as humans grow, use books to find out information, compare what happened to what you expected to happen and explain why.
Find out about and describe the basic needs of animals, including humans, for survival (water, food and air).
Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene
Human exercise, diet, hygiene.

Swarland Primary School Long Term Plan For Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1 CYCLE A	Theme: Out Of The Shadows & Into The Light Know how to create and store data. Create, store, manipulate and retrieve digital data including graphs. Know how to use ICT for various purposes. Create, store, manipulate and retrieve data in form of recording puppet shows, recording work through photography.		Theme: Why Am I So Special? Know how to keep themselves and others safe using technology. Use computer to record results using tables charts and pictograms. Know uses of technology beyond school and where Publish information about school using websites, publisher, newspapers and local media.		Theme: Wild animals & plants Know how to use internet safely. Research into animals using the internet. Explore creative imagery using digital technology.	Theme: Cultural Topic Using internet, photography and digital media to research into other countries and cultures.
KS1 CYCLE B	Theme: Fire & Ice Use of computer media to animate and create stories in words and pictures. Use JIT animate to create a short piece based on fire and ice. Use different tools to create own digital images to incorporate and extend.	Theme: Weather & Seasons Patterns in seasons, technologies used to communicate and create. Create seasonal pictures using computers. Create seasons animations using time lapse and stop motion animation.	Theme: Space Use of control and programming. JIT turtle, move rocket around space, send bee-bot on a space journey, create space alien JIT paint, publish work on J2webby, compose space music - music toolkit.	Theme: Pirates & Islands Understand algorithms and how implemented on digital devices. Control turtle, bee bot programming from one island to another, roamers, use and manipulate digital content, word banks for pirate stories.	Theme: Heroes & Villains Know how to use ICT purposefully to create. Create images and apply to game in sketch nation, evaluate test and advertise game, refine and redevelop game. Know how to use technology to organise and manipulate digital content. I-movie trailer for superhero story they have written, record on i-pad superhero drama, create music for superhero film, makey makey music maker.	

Swarland Primary School Long Term Plan For Physical Education

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1 CYCLE A	Theme: Out Of The Shadows & Into The Light Gymnastics & apparatus Travelling high and low using various body parts and on various apparatus. Develop balance, agility and co-ordination. Dance Perform a range of dances using simple movement patterns.		Theme: Why Am I So Special? Movement Basic movement skills, including running, jumping, throwing, and catching. Balance, agility and coordination. Team Games Team games, developing simple skills and tactics to attack and defend. Swimming lessons.		Theme: Wild animals & plants Athletics Sports day activity preparation and training. Develop flexibility, strength, technique, control and balance, for example through athletics.	
KS1 CYCLE B	Theme: Fire & Ice Gymnastics & apparatus Travelling high and low using various body parts and on various apparatus. Develop balance, agility and co-ordination.	Theme: Weather & Seasons Dance Perform a range of dances using simple movement patterns.	Theme: Space Movement Basic movement skills, including running, jumping, throwing, and catching. Balance, agility and coordination.	Theme: Pirates & Islands Team Games Team games, developing simple skills and tactics to attack and defend	Theme: Heroes & Villains Athletics Sports day activity preparation and training. Develop flexibility, strength, technique, control and balance, for example through athletics.	

Swarland Primary School Long Term Plan For Music

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1 CYCLE A	Theme: Out Of The Shadows & Into The Light <ul style="list-style-type: none"> • Sing Familiar songs • Begin to move rhythmically • Add Actions to songs • Use instruments to perform • Copy sounds and explore different sounds with their voices • Make loud and quiet sounds 		Theme: Why Am I So Special? <ul style="list-style-type: none"> • Make different sounds with their voices • Copy simple rhythmic patterns • Follow simple symbols to represent sounds e.g long and short tap and shake, loud and quiet • Use action to show pitch changes • Explore how sounds can be made using instruments • Tell difference between long and short sounds • Give a reason for choosing an instrument • Tell difference between high and low sounds 		Theme: Wild animals & plants <ul style="list-style-type: none"> • Respond to different moods in music • Recognise repeated patterns • Follow instructions on how to play and sing • Tell the difference between fast and slow tempo • Identify 2 types of sound happening at the same time 	
KS1 CYCLE B	Theme: Fire & Ice <ul style="list-style-type: none"> • Sing accurately at a given pitch • Perform with others • Clap a pulse increasing or decreasing tempo 	Theme: Weather & Seasons Sing/play rhythmic patterns in a contrasting tempo keeping to a pulse. Perform with a large ensemble.	Theme: Space <ul style="list-style-type: none"> • Order sounds to create a beginning, middle and end • Use symbols to represent sound. • Make connections between notations and musical sound • Use actions to show pitch changes 	Theme: Pirates & Islands Use simple structures in a piece of music. Listen and respond to a wide range of music.	Theme: Heroes & Villains <ul style="list-style-type: none"> • Improve their own work • Listen out for particular things when listening to music • Recognise sounds that move by step and by leaps 	

Swarland Primary School Long Term Plan For Religious Education Cycle

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1 CYCLE A	<p>How and why do Jewish people celebrate Shabbat?</p> <p>How and why do Jewish people celebrate Hanukah?</p>	<p>What is advent and what happens during the season?</p>	<p>What do Jesus and the bible say about friendship and the care of others?</p> <p>Getting on and falling out.</p>	<p>What are popular stories for Christian children? (Parables & Easter story)</p>	<p>What do churches look like and why? (Church visit)</p> <p>What does it mean to belong to a faith community?</p>	<p>Cultural topic.</p>
KS1 CYCLE B	<p>What happens each day in the Jewish & Christian creation stories?</p> <p>What are the popular Jewish stories?</p>	<p>What happens in the Nativity story & where can you find it?</p>	<p>What stories are popular at Chinese New Year?</p>	<p>What new life symbols are popular at Easter?</p>	<p>What rites of passage do children experience in their religion? (Baptism).</p>	<p>Cultural topic.</p>

Swarland Primary School Long Term Plan For English

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1 CYCLE A	<p>Theme: Out Of The Shadows & Into The Light</p> <p>Writing stories- fantasy, adventure, using story maps, role play, oral retelling, poetry, researching, non-fiction, writing explanations.</p> <p>Report writing, story writing, reading for meaning, grammar and punctuation, using connectives.</p> <p>Books covered may include Owl Who Was Afraid Of The Dark by Jill Tomlinson, Owl Babies by Martin Waddell, Hodgeheg by Dick King Smith.</p>		<p>Theme: Why Am I So Special</p> <p>Labelling body parts, explaining what body parts do, funny bones stories- creating new adventures.</p> <p>Describing ourselves and others using adjectives, what makes us special, poetry, alliteration, acrostics, non-chronological reports.</p>		<p>Theme: Wild Animals & Plants</p> <p>Report writing, persuasion, explanations, animals used in stories.</p> <p>Kapok Tree by Lynne Cherry</p> <p>Comparing stories, writing biographies, book reviews.</p>	
KS1 CYCLE B	<p>Theme: Fire & Ice</p> <p>Researching, reporting, diary writing, recounts, descriptive writing, poetry.</p>	<p>Theme: Weather & Seasons</p> <p>The weather monster, weather poetry, weather reports, story writing. Speaking and listening focus.</p> <p>Performance poetry.</p>	<p>Theme: Space Knowledge:</p> <p>Report writing, mnemonics, explanations. writing facts. Whatever next! By Jill Murphy</p> <p>The Aliens Are Coming by Colin McNaughton.</p>	<p>Theme: Pirates & Islands</p> <p>Fantasy writing, map instructions, character descriptions, desert island descriptive writing.</p>	<p>Theme: Heroes & Villains</p> <p>Character descriptions, wanted posters, recounts, creative writing about famous heroes and villains.</p>	<p>Theme: Heroes & Villains</p> <p>Super hero stories, comic strips, comparing TV and books.</p>

Swarland Primary School Long Term Plan For Mathematics

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Autumn	Place value	Place Value	Place Value	Place Value	Addition & Subtraction	Addition & Subtraction	Multiplication & Division	Multiplication & Division	Measures	Measures	Geometry -Shape	Geometry -Shape
Spring	Time	Time	Data Handling	Money	Money	Multiplication	Multiplication	Division	Division	Fractions	Fractions	Measure-length/height
Summer	Measure-volume/capacity/temperature	Place Value	Place Value	Shape	Shape	Four operations	Four operations	Four operations	Four operations	Consolidation and application	Consolidation and application	Consolidation and application