



YEAR 1

Planned half term	Year 1	Memorable experience	Innovate challenge	English	Art & Design	Computing	D&T	Geography	History	Mathematics	Music	PE	PSHE	Science
1	Memory Box - What makes me special?	Teddy bears' picnic	Special memories box	Descriptions, oral retelling, captions, sentences, adjectives.	Drawing and painting; Collage; Family portraits	Using a mouse and keyboard.	Making picnic foods; Celebration cards;	Fieldwork in the local area making maps.	Changes within living memory	Counting forwards and backwards. Sequences. One more/one less. Addition.	Songs that help us remember; Writing a class song	Athletics and sports day.	SEAL: New beginnings	Animals, including humans – parts and senses; Working scientifically
2	There's no place like space!	Alien crash scene investigation	Help the alien home	Posters; Character profiles; Science fiction. Nursery rhymes and poems.. Talk for writing story maps.	Models of the moon.	Drawing software	Design and make space-themed vehicles; Evaluating toys; Using mechanisms	Satellite images	Significant people - Astronauts; Changes within living memory	Number bonds. Addition. Subtraction. Missing number problems.	Space sounds; Space-themed songs	Gymnastics	SEAL: Getting on and falling out	Weather
3	Paws, Claws and Whiskers - Amazing Animals	Visit from an animal owner / Visit a zoo, wildlife park or rescue centre	Look after a mystery animal	Lists and instructions. Recounts. Story writing.	Talking about art; Drawing; collage; Model making; Painting; Sculpture; Animal masks and products	Posters.	Designing labels; Designing and making animal enclosures	Using and making maps; Describing physical features	N/A	Measurement of capacity and volume. Sequencing events in chronological order. Dates, days and months. 2D and 3D shapes.	Animal songs	Animal movement and dance	SEAL: Getting on and falling out.	Animals. Working scientifically
4	Dinosaur Planet	Visit a natural history museum/ dinosaur hunt	Dinosaur museum	Fact files, non fictions books.	Large and small-scale modelling	Programming a floor robot; Stop-frame animation	Designing and making	Locating continents and oceans	Events beyond living memory; Significant individuals - Mary Anning	Measurement of time. Coin and notes and their denominations. Geometry, position and direction.	Percussion	Ball skills	SEAL: Going for goals	Plants and animals
5	Towers, Tunnels and Turrets	Visit a local castle	Make a fortress for the Three Little Pigs	Recounts, posters, question marks, exclamation marks.	Sculpture using natural materials	Create castles using drawing software	Making models of towers, bridges and tunnels	Amazing structures around the world; Towers and bridges in the local area	Castles and castle life; Significant individuals - Isambard Kingdom Brunel	Time. Measurement of length and height. Practical problems. Word problems.	Dragon songs.	Ball games	SEAL: Relationships	Materials
6	The Enchanted Woodland	Visit a local woodland	A woodland party for Mr Fox	Recounts. Information books. Lists and instructions. Narratives. Plurals. Spelling patterns.	Working with natural materials; Drawing and painting	Creating a power point.	Building structures; Making party food	Making maps	N/A	Count in 2's, 5's and 10's. Multiplication and division.	Woodland sounds	Team games	SEAL: Changes	Plants and animals; Identifying and classifying

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