



# Dordon Community Primary School

## Class plan - Kingfisher 26-27 Cycle A



### Childhood **History**

**Companions**

- Our Wonderful World **Geography**
- Shade and Shelter **Design and technology**
- Everyday Materials **Science**
- Human Senses **Science**
- Funny Faces and Fabulous Features **Art and design**

**Planned term**

Autumn 1

**Memorable experience**

Childhood past and present = Visit to Museum of childhood.

**Innovate challenge**

Childhood knowledge organisers. Mixing Colours - Colour challenge. Everyday Materials- Let's investigate focus: Observing, measuring and recording. Shade and Shelter- Designing and building a shelter.

**English**

Where the Wild Things Are -(character description, setting description, oral recount) - capital letters - full stops - adjectives - proper nouns - nouns

**Religious education**

Unit 7 – Who do Christians say made the world (Creation)

**Computing**

Online safety Grouping and sorting (Maths)

**Art and design**

Mixing Colours Project Artist study

**Design and technology**

Shade and Shelter project

**History**

Childhood Project

**Mathematics**

Block 1: Number – Place value Block 2: Number – Addition and subtraction

**Music**

My favourite things: finding the pulse

**Personal, social and health education**

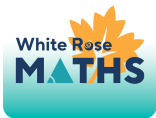
Friendship and bullying – KS1 L1: Let's be friends L2: Let's make up L3: Let's be kind

**Science**

Everyday Materials Project

**Physical education**

Fundamentals Fitness



Y1 WRM – Autumn (v3.0) **Mathematics**

**Planned term**  
Autumn 2

**Memorable experience**  
Funny Faces and Fabulous Features - Exploring portraits

**Innovate challenge**  
Our Wonderful World - Geographical enquiry. Funny Faces and Fabulous Features - Collage creators.

**English**  
The lonely beast \* Poetry \* instructions \* Newspaper advert \* letter The robot and the bluebird If all the world were...

**Religious education**  
Unit 8 – Why does Christmas matter to Christians? (Incarnation)

**Geography**  
Our Wonderful World Physical and human features Picture maps Cardinal compass points Equator and hemispheres Continents Oceans  
Countries and capital cities of the UK Protecting natural environments

**Computing**  
Pictograms

**Art and design**  
Funny Faces and Fabulous Features project

**Mathematics**  
Block 2: Number – Addition and subtraction Block 3: Geometry – Shape

**Music**  
Snail and mouse: tempo

**Personal, social and health education**  
Different roles of people and families Protective Behaviours

**Physical education**  
Gymnastics Target games



Colour Creators **Art and design**



## Bright Lights, Big City **Geography**

**Companions**

- Taxi! **Design and technology**
- Seasonal Changes **Science**
- Rain and Sunrises **Art and design**

**Planned term**

Spring 1

**Memorable experience**

Local landmarks

**Innovate challenge**

Marley's trip to London

**Geography**

Local landmarks; Countries and capital cities of the UK; Physical features of the UK; Settlements; Human features; Weather and seasons; London – a capital city; Landmarks; Aerial images; Maps; Directions – locational and directional language; Geographical similarities and differences

**Computing**

Searching the web; Algorithms; Logical reasoning; Programming; Common uses of information technology

**Art and design**

Drawing

**History**

Significant event – Great Fire of London

**Music**

Seaside: dynamics

**Personal, social and health education**

Speaking, listening and sharing

**Physical education**

Sending and receiving Yoga



## Y1 WRM – Spring (v3.0) **Mathematics**

**Planned term**

Spring

**Mathematics**

Block 1: Number – Place value; Block 2: Number – Addition and subtraction; Block 3: Number – Place value; Block 4: Measurement – Length and height; Block 5 – Measurement – Mass and volume

**Music**

Fairytales: sound patterns

**Physical education**

Team building Dance



## School Days **History**

**Companions**

- Street View **Art and design**
- Plant Parts **Science**
- Chop, Slice and Mash **Design and technology**
- Animal Parts **Science**

**Planned term**

Summer

**Memorable experience**

Our school's history. [Street View] - Exploring street views. [Chop, Slice and Mash] - Investigating sources of food

**Innovate challenge**

Planning an assembly. [Street View] - Mural makers. [Chop, Slice and Mash] - Designing and making a supermarket sandwich. [Plant Parts] - Let's investigate focus: Reporting and concluding. [Animal Parts] - Let's investigate focus: Observing, measuring and recording

**English**

Rapunzel The Jolly Postman Take one poet-Julia Donaldson

**Religious education**

Milad un Nabi (Islam) Esala Perahera (Buddhism)

**Computing**

Unit 5 – Creating media – Digital writing Unit 6 – Programming animations

**Art and design**

Street View 3D murals Buildings Significant people – James Rizzi

**Design and technology**

Chop, Slice and Mash Sources of food Food preparation techniques Hygiene rules Designing and making salads and sandwiches

**History**

School Days Historical vocabulary Historical artefacts Timelines Present day schools Our school Victorian era Victorian schools Significant people – Samuel Wilderspin

**Music**

Superheroes: pitch

**Personal, social and health education**

Keeping healthy – food and exercise Sun safety What makes us unique Feelings

**Science**

Plant Parts Wild and garden plants Seasonal changes Plant parts Seeds and bulbs Investigating leaves Importance of plants Working scientifically (Identifying and classifying, Observing changes over time, Pattern seeking, Research, Comparative test) Animal Parts Animals' body parts Animal groups – amphibians, birds, fish, invertebrates, mammals, reptile Carroll and Venn diagrams Pets Carnivores, herbivores and omnivores Earthworms Working scientifically (Identifying and classifying, Comparative test, Pattern seeking, Research)

**Physical education**

Invasion Games Athletics



## Y1 WRM – Summer (v3.0) **Mathematics**

**Mathematics**

Block 1: Number – Multiplication and division; Block 2: Number – Fractions; Block 3: Geometry – Position and direction; Block 4: Number – Place value (within 100); Block 5 – Measurement – Money; Block 6 – Measurement – Time

**Music**

Under the sea: musical symbols

**Physical education**

Net and wall games Ball games

Net and wall games Ball games