

Boughton Primary School Long Term Curriculum Plan ~ Year 1

| SUBJECTS | AUTUMN 1 | AUTUMN 2 | SPRING 1 | SPRING 2 | SUMMER 1 | SUMMER 2 |
|-----------------------|---|---|---|---|---|---|
| WRITING | Ready to Write | Place Value of Punctuation and Grammar | PVPG Sentence Pattern Building | Recount | Narrative | elling Description + Spelling Rules |
| MATHS | Place Value to 10 Addition & Subtraction to 10 | Addition & Subtraction to 10 Geometry Shape Place Value to 20 | Addition & Subtraction to 20 Place Value to 50 | Measurement Length & Height Measurement Weight & Volume Multiplication & Division x2 x5 x10 | Multiplication & Division x2 x5 x10 Fractions Geometry Position & Direction | Measurement Money Measurement Time Place Value to 100 |
| SCIENCE | Plants | | Materials | Animals including Humans | Seasonal Changes | |
| HISTORY | How am I making history? | | How have toys changed? | | How have explorers changed the world? | |
| GEOGRAPHY | What is it like here? | | What is the weather like in the UK? | | What is it like to live in Shanghai? | |
| ART & DESIGN | Portraits | | Colour Chaos | | Nature Sculptures | |
| DESIGN TECH | Sensational Salads | | Moving Pictures | | Making Faces | |
| COMPUTING | Getting Started: Improving Mouse Skills | Programming 1: Algorithms Unplugged | Online Safety | | Programming 2: Bee-Bot | Data Handling: Intro to Data |
| MUSIC | Keeping The Pulse | | Sound Patterns | | Pitch | Musical Symbols |
| RELIGION & WORLDVIEWS | How did the world begin? | What do some people believe God looks like? | What is God's job? | Why should we care for the world? | How do we know that new babies are special? | Why should we care for others? |
| PSHE | Being Me in My World | Celebrating Differences | Dreams and Goals | Healthy Me | Relationships | Changing Me |
| PE | Gymnastics (1) | Hit Catch Run (1) | Run Jump Throw (1) | Dance (2) | Attack Defend Shoot (2) | Send and Return (2) |
| PE | Attack Defend Shoot (1) | Dance (1) | Gymnastics (2) | Send and Return (1) | Hit Catch Run (2) | Run Jump Throw (2) |