

Medium Term Planning		Learning Journey Map		Term:	Summer 1	Weeks: 6
Mapping curriculum content-knowledge and skills; creating cross curricular links; generating learning opportunities; composing the bigger picture						
Teaching and Learning Principles and Curriculum Driver						
Equality of Opportunity Raising pupil aspiration through inspiration, enjoyment and fulfilment; Access to academic excellence; Opportunity to enhance and develop skills/talent; Developing dedication and resilience	Enquiry Based Learning Creative thinkers; Real life challenge Risk taking; Resourcefulness; Enterprise; collaboration; Independent; Fostering and applying thinking skills	Inspire awe and wonder Use stimuli to motivate and inspire- visits, visitors, artefacts, books, videos, plays, role play etc.	Force for Positive Change Who or what has been a force for positive change? How can we be a force for positive change?			
All children to have an opportunity to attend plant workshop.	All children have the opportunity to explore nature and a range of plants in the real world.	A visit to the woods and experiences from the seaside.	Saving our school from the use of plastic. Plastic collection at school.			

YEAR 1

Title: All around me!

Big Bang
What is in Mrs Powrie's handbag?

School Trip/Special Events
Waltham Abbey Gardens
– Plant Discovery

Art – Mixing colours
To mix primary colours to make secondary colours.

To add white to make tint.

To add black to make a tone.
Explore the work of Sylvia Paul

An artist based in the UK whose painting have been exhibited nationally. Painting inspired by her local area.

Key Curriculum Areas:
Geography, Science & Art

Learning Journey- Geography
What is the world made up of?
 Name the Atlantic Ocean, North Sea, English Channel, Irish Sea, Atlantic Ocean.
 Explore seaside towns near London: Southend, Clacton and Margate.
Explore the features of the Sea-Side:
 (Human): parasol, deck chair, sandcastle, shops, arcades.
 (Physical): sea, ocean, sand, shell, rocks, cliffs, hills, sand dunes.

Learning Journey- Science
 To describe and compare plants, seeds and bulbs.
 To name and compare the parts of plants.
 To identify and name some common garden and wild plants.
 To identify and name some common trees.
 To name, sort and compare some common fruit and vegetable plants.
 To name and compare some common plants and trees.

PE
Indoor- Games (aiming)- To explore the sport boccia.
Outdoor- Gymnastics- To perform travelling movements.

Maths
Place value:
 -Count in 2's.
 -Count backwards and forwards.
 -Count to and across 100.
 -Count in multiples of 5's and 10's.
Addition:
 -Use the symbols + & =
 -Solve 1 step problems.
Subtraction:
 -Use the symbols - & =
 -Solve 1 step problems.

Number
 Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations.

Mass and weight:
 Compare, describe and solve practical problems for: mass (weight)

Capacity and volume:
 Compare, describe and solve practical problems for: capacity and volume [for example, more than, less than, half, half full, quarter]

Computing:
 Understand what algorithms are.

Understand how algorithms are implanted as programs on digital devices.

English

Poetry: List Poem
 - Adjectives
 - Nouns

Book: The Queen's handbag.
What might be in the Queen's handbag?
 - To sequence events of a story.
 - To make up own story.
 - To use the fundamental 5s (once upon a time, one day, unfortunately, fortunately and finally).
Non-fiction- Newspaper Report

Yesterday afternoon the Queens handbag was stolen...'
 - Using capital letter for names, people, place and personal pronoun.

Music
 To listen to the song
 To practise and refine a song.
 To revise song
 To practise new song

PSHE -Making relationships.
 Know how to make friends.
 Try to solve friendship problems when they occur.

Help others to feel part of a group.