

Adventurers Long Term Plan 2017 - 2018

Term	Literacy	Maths	Science	History	Geography	Art and Design	DT	Music	PE	RE	Computing	PSHE
Autumn 1 <u>Space</u>	Stories with an unfamiliar setting Narrative dairies	Number: Place Value Number: Addition & Subtraction	Everyday materials Uses of everyday materials	Lives of significant people: Neil Armstrong Tim Peake	Name and locate the 4 continents	Pointillism Artist study Colour and technique	Space vehicles Design using a range of tools and materials	In the groove	Dance and movement	What does it mean to be in a faith family	Multimedia: Images, labels and captions. Topic presentation	Rights rules and responsibilities Beginning and belonging.
Autumn 2 <u>Seasonal changes</u>	Stories with a familiar setting Poetry	Measure: Money Number: <u>Multiplication</u> and division	Seasonal changes	Significant events: Gun powder plot	Seasonal weather Hot and cold places	Autumn collage Bark/ leaf rubbings	Clay poppies Plan and evaluation	Little Angel	Ball skills	How and why do we celebrate special times?	Handling data Programming Bebots	Anti-bullying
Spring 1 <u>Ourselves</u>	Lists Instructions letters	Number: addition subtraction Number: Multiplication and <u>division</u> Statistics	Identify and name body parts	Changes in living memory	Local environment study. Maps models and field work	Self-portrait including multi-media Developing drawing skills	Preparing healthy food. Knowing where food comes from.	I want to play in a band	Gymnastics	What makes some places sacred	Green screen Filming	Working together
Spring 2 <u>Animal Antics</u>	Fairy tales Stories Poetry	Geometry: shape and properties Number: Fractions Measure: length and height - weight and volume	Identify and compare common animals, basic needs	Significant people: Florence Nightingale	Locate 4 countries of UK and capitals Key features	Patterns, prints, colour and texture	Design, make and evaluate Animal masks	Zoo time	Games	Who is Jewish and what do they believe	Handling data : Venn diagrams, Branching data base	Managing risk
Summer 1 <u>Growing things</u>	Recounts Reports Labels and captions	Position and direction Problem solving and efficient methods	Identify basic plants & parts Growing plants (glossaries)	Significant events and changes in living memory: Farming	Compare countries outside of Europe.	Artist study: Van Gogh Sun flowers	3D modelling Flowers	Babushka	Team games	Who is a Christian and what do they believe?	Research and online communication Class blog	Safer lifestyles: Safety contexts
Summer 2 <u>Oceans</u>	Significant Authors Stories Poetry	Measure: time Mass, capacity and temperature Money Investigations	Food chains	Changes in living memory: seaside	Physical features Name and locate oceans	Trip to the ocean bottle	Build a model lighthouse	Reflect, rewind and replay	Athletics	How and why should we care for others and the world?	Programming: floor robots and 2go to draw shapes Handling data: Sorting shapes.	Manging change