## Birchwood Primary School

## Medium term plan - Year 1 Cycle A

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|  | Moon Zoom! <br> Design and technology | School Days History | No Place Like Home English | Magnificent Monarchs <br> History | Rio de Vida <br> Music | The <br> Enchanted Woodland |
| Planned term | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| Key Texts | Beegu - Alexis Deacon Whatever Next - Jill Murphy Here Come the Aliens - Colin McNaughton Space Poems Gaby Morgan The Way Back Home Oliver Jeffers Dinosaur Rocket Penny Dale First Fabulous Facts Space My Very First Space Book Usbourne | Whiffy Wilson: <br> The Wolf who wouldn't go to school - Caryl Hart Your Local Area - Ruth Thomson Children in History (Victorians) If I Built a School Chris Van Dusen Miss Molly's School of Manners - James McClaine School Changing Times - Ruth | Jim and the Beanstalk Raymond Briggs Little Red Riding Hood The Enormous Turnip Goldilocks and the Three Bears The Three Little Pigs | Queen Victoria's <br> Bathing Machine Gloria Whelan The Paperbag Princess <br> - Robert Munsch <br> The Kiss that <br> Missed - David <br> Melling <br> Paddington at the Tower - Michael Bond The Queen's Knickers - <br> Nicholas Allan The Princess Knight Cornelia Funke TAKE ONE | Jabuti the Tortoise <br> - Gerald <br> McDermott Two <br> Can Toucan - <br> David McKee The Legend of Vitoria Regia Various Myths and Legends | Hansel and Gretel <br> - Ladybird Stick <br> Man - Julia <br> Donaldson The <br> Gruffalo - Julia <br> Donaldson Freddie and the Fairy - <br> Julia Donaldson <br> Wild Things - <br> Maurice Sendak <br> Deep in the <br> Woods - <br> Christopher Corr |


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|  |  | Thomson |  | AUTHOR Julia Donaldson The Smartest Giant in Town A Squash and and Squeeze Paper Dolls The Cook and the King The Giant Jumperee Jack and the Flum Flum Tree The Smeds and The Smoos Cave Baby Princess Mirror Belle |  |  |
| Provocation Starter | Alien crash scene investigation | Our school's history. [Street View] - Exploring street views | Goldilocks film footage. Police emails. Beanstalk and clues. | Castle HW and invitation to Royal banquet. English and British monarchy timeline. [Portraits and Poses] - Analysing paintings | Brazilian carnival day | Visit a local woodland |


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| Exciting Outcome | Space Academy Day | Planning an assembly. [Street View] - Mural makers | Create own fairy tale and read it to Reception during story time. | Royal banquet. Magnificent Monarchs board game. [Portraits and Poses] - Royal portraits | Class carnival | A woodland party for Mr Fox |
| Visits out | NA | Black Country Museum | NA | Tamworth Castle | NA | Kingsbury <br> Waterpark |
| Visitors In | NA | NA | PC Hill | NA | NA | The Animal Man |
| Visit to a place of worship | NA | Polesworth Abbey | NA | NA | NA | NA |
| English (Explicit) | Story, character description, setting description, poetry, recount, non-fiction texts. | List poems; Diaries; Letters; Recounts; Story; Non fiction (poster) | Story, character description, setting description, instructions | Rhyming, stories, menus/ instructions, expanded noun phrases, sequencing. | Letter, story opener, story, sequencing stories, character description. Poetry; Myths and legends; | Newspaper report, information texts (life cycles), setting description, character description, narratives. |


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|  |  |  |  |  | Information texts; recount. | Recounts; letters; Lists and instructions. |
| English (Incidental Opportunities) | Space passport, design and describe and alien, labelling an astronaut, astronaut application, wanted poster. | Writing school rules, writing a recipe for a new meal on our dinner menu. | Wanted Poster, email to the police, letters to the fairy tale characters. | Diary, recount, non-chronological report (castle features). Kennings poems; Comic strips Purple Mash (postcard, captions, descriptions, diary entry and roles in castles). | Recipe instructions. Postcard. | Prediction. Scientific (non fiction). |
| Mathematics (Explicit) | Number (place value), addition and subtraction (within 10), combination and partitioning, shape and pattern. | Shape and pattern, numbers to 20, addition and subtraction (within 20), - <br> augmentation and reduction. | Time, exploring calculation strategies within 20 , numbers to 50 . | Addition and subtraction (within 20), comparison and difference, fractions (half/ quarter), measures (length and mass). | Number (50-100 and beyond), addition and subtraction. (Applying strategies and structures). | Money, multiplication and division, measures (capacity and volume) |


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| Mathematics (Incidental Opportunities) | Grouping using alien arms, counting backwards and working systematically (alien feet). | Finding all possibilities (Victorian toy box) | Spotting patterns Jack and the Beanstalk | Finding all possibilities (knights table) | Working Systematically Jabuti's position | Finding possibilities Money challenge. |
| Science | Properties of everyday materials; Working scientifically. Seasonal changes (observe changes across seasons and weather, day length). Sun safety, working scientifically charts. Planet names and order. Skills: 1, 2, 3b | Everyday materials: Distinguish between objects/ materials, Identify and name common materials, describe properties, compare and group. Skills: 3a, 5 | Plants: Identify a range of common garden plants, describe structure of flowering plants/ trees, explore local environment plant study, bean diary, what's is a bud? - dissection. Skills: 2, 3b, 4 | Everyday <br> materials: <br> Investigations forces (links to cannons, building draw-bridges) Data loggers temperature (keeping castle warm). Skills: 1, 3a, 5 | Animals and humans: Identify and name common animals, carnivore, omnivore, herbivore, describe and compare the structure of animals (compare which live in the UK and Brazil), identify, name, draw and label parts of the body and link it to | Plants and animals; Identifying and classifying. Investigate: Where do worms like to live? Skills: 1, 4, 5 |



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|  |  | living memory. |  | Bayeux tapestry; Feudal system; Actions and impact; Historical models |  |  |
| Art and design | Models of the Solar System, Van Gogh, Starry Night | [Street View] - 3-D murals; Buildings; Significant people - James Rizzi | Design and paint masks. | [Portraits and Poses] - <br> Portraiture; Royal portraits; Sketching; Digital artwork Castle and Sun - Paul Klee | Carnival masks and headdresses; Collage | Working with natural materials; Drawing; Painting; Tree boggarts (clay). |
| Design and technology | Designing and making spacethemed vehicles; Evaluating toys; Using mechanisms | Making a dolly peg doll Templates and joining materials. | Design and make a chair for baby bear. | Making castles | Carnival instruments; Making flags with material. | Building structures; Making party food |
| Food Technology | Pitta breads a snack for a space picnic. (Whatever | Pear crumble for the school dinner menu. | NA | Create a pasta dish for a monarch. | Brigadeiros traditional Brazilian sweet. | Farmers Market |


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|  | Next) |  |  |  |  |  |
| Computing | Drawing software; Algorithms; Email; Photo stories Online safety 2 code (rockets) | Algorithms instructions. | Purple Mash - 2 <br> Code (Princess and the frog) 2-Go (debugging) (Red Riding Hood journey) | [Portraits and <br> Poses] - Art <br> software; <br> Photography; <br> Photo editing. <br> Purple Mash royal family, photograph inserts (knight), design palace, crown, pictures and captions 2-code (debugging) guard the castle | Animation Purple Mash - design (Rangoli pattern) Recognise common uses of ICT - comparing different areas in Brazil (rural/ cities) | Email Purple Mash - 2-Count (data) |
| Now Press Play | Neil Armstrong. Mission to Mars. | Full stops and capital letters. | Maps. | Castles. | Habitats. | Plants. |
| Personal, social and health education | Setting goals. Protective Behaviours | Special people; Positive contributions | Me and My Healthy Lifestyle | Me and Medicine and Drugs | Special times; Understanding differences; What | Feeling positive; Looking after the environment. |


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|  | Relationships |  |  |  | is fair and unfair? Me and Keeping Safe | Transition and moving on. |
| SMSC and British Values | Transition: Go Givers 'Getting to know you' - PSHE link. Go Givers 'My goals' - PSHE link. Go Givers 'Who can help?' - PSHE link. Democracy/ preparing for school voting: Go Givers 'How and why we vote' - BV link. Go Givers 'More than one friend' - PSHE link. Go Givers 'You can't do that here!'. | Rule of Law <br> Transition: Go Givers ' Our Rules' Go Givers 'The power of giving' Go Givers 'Who can help?'. | Transition: Go Givers ' Our Rules' - PSHE/BV link. | Individual Liberty. | Tolerance. Respect the culture and belief of others. | Go Givers 'Protecting local habitats' Science/PSHE link. |


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| RE | Diwali (Hindu) | Christianity Harvest and Christmas | Buddhism - Esala Perahera | Judaism - Purim | Sikhism - Naam Karan | Islam - Milad un Nabi |
| Music | Space sounds; Space-themed songs. Percussion space song. Recognise and respond to changes in tempo in music (Music Express - Unit 2 Number) Play percussion instruments at different speeds (tempi) (Music Express - Unit 5 Machines). | Music Express (Ourselves) Sing a song together as a group (Music Express - Unit 7 Our School) Control vocal dynamics, duration and timbre (Music Express - Unit 4 Weather). | External Support Mon AM Music Express (Story time) Identify a sequence of sounds (structure) in a piece of music (Music Express Unit 4 - Weather) Respond to music in different ways eg movement, art (Music Express Unit 4 - Weather). | Create a soundscape using instruments (Theme link) Explore sounds on instruments and find different ways to vary their sound (Music Express Unit 8 - Pattern). | External Support Mon PM Music Express (Travel / Weather) Carnival music; Percussion; Song lyrics. Develop an understanding of pitch using voice and body movements. Relate pitch changes to graphic symbols and perform pitch changes vocally. | Music Express (Animals) Sing a song with contrasting high and low melodies (Music Express-Unit-3Animals). |
| MFL | NA | NA | NA | NA | NA | NA |


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| Physical education | Dance - Journey to the Moon (Tue PM) Team Games Athletics (Wed PM) | Dance - School <br> Days (Tues PM) <br> Team Games (Wed <br> PM) | Gymnastics (Wed PM) Team Games (Thurs PM/ Topscore) | Gymnastics (Tues PM) Outdoor Team Games (Wed PM) | Dance; Rio De <br> Vida (Mon PM/ <br> Embody) <br> Gymnastics <br> (Tuesday PM/ <br> Aston Villa) | Outdoor Team Games (Tues PM) Outdoor Athletics (Wed PM) |

