

Year Group: 1 Term: Autumn				
RE	<u>English</u>	<u>Maths</u>	<u>Science</u>	
Beginnings		Number and Place Value (within 10)	My body and identifying animals	
Signs and Symbols	<u>Writing:</u>	Addition and Subtraction (within 10)		
Abraham/Shabbat	Labels, Lists and Captions	Geometry (shape)	To identify, name, draw and label the basic	
Preparations	Entertain: Narrative (3 weeks)	Number and Place Value (within 20)	parts of the human body and say which part	
	Inform: Recount (3 weeks)		of the body is associated with each sense.	
To recognise religious stories.	Entertain: Poetry – Rhyme and Patterns (1	To count, read and write numbers.		
To retell, in any form, a narrative that	week)		To identify and name a variety of common	
corresponds to the scripture source used.		To identify and represent numbers.	animals including fish, amphibians, reptiles,	
To describe some religious beliefs.	To sit correctly at a table, holding a pencil		birds and mammals	
To recognise that people act in a particular	comfortably and correctly.	To read, write and interpret mathematical		
way because of their beliefs.		statements involving addition (+),		
To describe some of the actions and choices	To begin to form lower-case letters in the	subtraction (-) and equals (=) signs.	To identify and name a variety of common	
of believers that arise because of their	correct direction, starting and finishing in		animals that are carnivores, herbivores and	
belief.	the right place	To recall names and properties of 2D and	omnivores	
To recognise key figures in the history of		3D shapes.		
the People of God.	To consider what they are going to write		To describe and compare the structure of a	
To describe different roles of some people	before beginning.	To compare quantities and numbers using	variety of common animals (fish,	
in the local, national and universal Church.	To your distance the second substance with	language such as 'greater than,' 'fewer than'	amphibians, reptiles, birds and mammals,	
To recognise religious signs and symbols used in worship.	To read aloud what they have written with appropriate intonation to make the	and 'equal to.'	including pets)	
To describe some religious symbols and the	meaning clear.	To use reasoning and problem- solving skills		
steps involved in religious actions and	To leave spaces between words.	to solve practical problems.		
worship, including the sacraments.	To leave spaces between words.	to solve practical problems.		
To use religious words and phrases.	To begin to punctuative sentences using a			
To say what they wonder about.	capital letter and full stop.			
To ask wondering questions about all of the	capital letter and foil stop.			
areas of study and recognize that some	Reading:			
questions are difficult to answer.	Read, Write Inc. Phonics			



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To talk about their own feelings, experiences and the things that matter to	Reading for Pleasure		
them. To ask and respond to questions about their	To develop pleasure in reading, motivation to read, vocabulary and understanding.		
own and others' feelings, experiences and things that matter to them	To explain and discuss their understanding of books, poems and other material, both those that they listen to and those that they read for themselves.		
	To apply phonic knowledge and skills as the route to decode words.		
	To respond speedily the correct sound to graphemes for all taught phonemes.		
	To blend sounds in unfamiliar words containing GPCs that have been taught.		
History	Geography	Art	DT
I'm making History	What is my place like?	Drawing, collage and sculpture: Human form	Moving Pictures (Mechanisms)
			(incertainshis)
<u>Chronology</u>	Knowledge of locations, places and their		(meenans)
Develop an awareness of the past, begin to	features, human and physical processes and	To use drawing, painting and sculpture to	<u>Design</u>
Develop an awareness of the past, begin to use dates, show where people and events fit	features, human and physical processes and key terminology:	To use drawing, painting and sculpture to develop and share their ideas, experiences	<u>Design</u> Design purposeful, functional, appealing
Develop an awareness of the past, begin to	features, human and physical processes and key terminology: Pupils will develop simple knowledge about	To use drawing, painting and sculpture to	<u>Design</u> Design purposeful, functional, appealing products based on design criteria.
Develop an awareness of the past, begin to use dates, show where people and events fit into a chronological framework.	features, human and physical processes and key terminology: Pupils will develop simple knowledge about their locality.	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.	<u>Design</u> Design purposeful, functional, appealing products based on design criteria. Generate, develop, model and
Develop an awareness of the past, begin to use dates, show where people and events fit into a chronological framework. <u>Historical terms</u>	features, human and physical processes and key terminology: Pupils will develop simple knowledge about their locality. Pupils will develop basic locational	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. To use a range of materials creatively to	<u>Design</u> Design purposeful, functional, appealing products based on design criteria.
Develop an awareness of the past, begin to use dates, show where people and events fit into a chronological framework. <u>Historical terms</u> Begin to use a vocabulary of historical terms	features, human and physical processes and key terminology: Pupils will develop simple knowledge about their locality. Pupils will develop basic locational knowledge related to their school and	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.	Design Design purposeful, functional, appealing products based on design criteria. Generate, develop, model and communicate ideas.
Develop an awareness of the past, begin to use dates, show where people and events fit into a chronological framework. <u>Historical terms</u>	features, human and physical processes and key terminology: Pupils will develop simple knowledge about their locality. Pupils will develop basic locational knowledge related to their school and homes.	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. To use a range of materials creatively to design and make products.	Design Design purposeful, functional, appealing products based on design criteria. Generate, develop, model and communicate ideas. <u>Make</u>
Develop an awareness of the past, begin to use dates, show where people and events fit into a chronological framework. <u>Historical terms</u> Begin to use a vocabulary of historical terms such as recently, younger, years, decade.	features, human and physical processes and key terminology: Pupils will develop simple knowledge about their locality. Pupils will develop basic locational knowledge related to their school and homes. Key terms for common features will be	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. To use a range of materials creatively to design and make products. To develop a wide range of art and design	Design Design purposeful, functional, appealing products based on design criteria. Generate, develop, model and communicate ideas. <u>Make</u> Select and use a range of tools and
Develop an awareness of the past, begin to use dates, show where people and events fit into a chronological framework. <u>Historical terms</u> Begin to use a vocabulary of historical terms such as recently, younger, years, decade. <u>Enquiry</u>	features, human and physical processes and key terminology: Pupils will develop simple knowledge about their locality. Pupils will develop basic locational knowledge related to their school and homes. Key terms for common features will be introduced and used in annotations,	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. To use a range of materials creatively to design and make products. To develop a wide range of art and design techniques in using colour, pattern, texture,	Design Design purposeful, functional, appealing products based on design criteria. Generate, develop, model and communicate ideas. <u>Make</u>
Develop an awareness of the past, begin to use dates, show where people and events fit into a chronological framework. <u>Historical terms</u> Begin to use a vocabulary of historical terms such as recently, younger, years, decade. <u>Enquiry</u> <u>Ask questions about events, begin to</u>	features, human and physical processes and key terminology: Pupils will develop simple knowledge about their locality. Pupils will develop basic locational knowledge related to their school and homes. Key terms for common features will be introduced and used in annotations, discussions and writing.	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. To use a range of materials creatively to design and make products. To develop a wide range of art and design	Design Design purposeful, functional, appealing products based on design criteria. Generate, develop, model and communicate ideas. Make Select and use a range of tools and equipment, materials and components.
Develop an awareness of the past, begin to use dates, show where people and events fit into a chronological framework. <u>Historical terms</u> Begin to use a vocabulary of historical terms such as recently, younger, years, decade. <u>Enquiry</u> <u>A</u> sk questions about events, begin to understand some ways we find out about	features, human and physical processes and key terminology: Pupils will develop simple knowledge about their locality. Pupils will develop basic locational knowledge related to their school and homes. Key terms for common features will be introduced and used in annotations, discussions and writing. Simple sorting of human and physical	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. To use a range of materials creatively to design and make products. To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.	Design Design purposeful, functional, appealing products based on design criteria. Generate, develop, model and communicate ideas. Make Select and use a range of tools and equipment, materials and components. Evaluate
Develop an awareness of the past, begin to use dates, show where people and events fit into a chronological framework. <u>Historical terms</u> Begin to use a vocabulary of historical terms such as recently, younger, years, decade. <u>Enquiry</u> <u>A</u> sk questions about events, begin to	features, human and physical processes and key terminology: Pupils will develop simple knowledge about their locality. Pupils will develop basic locational knowledge related to their school and homes. Key terms for common features will be introduced and used in annotations, discussions and writing.	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. To use a range of materials creatively to design and make products. To develop a wide range of art and design techniques in using colour, pattern, texture,	Design Design purposeful, functional, appealing products based on design criteria. Generate, develop, model and communicate ideas. Make Select and use a range of tools and equipment, materials and components.



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Continuity and Change		describing the differences and similarities	
Discuss change in as aspect of life.	Understanding of similarities and	between different practices and disciplines,	
	differences, interaction of people, processes	and making links to their own work.	
Similarity and difference	and places.		
Identify similarities and differences	Pupils will consider how people and places		
between ways of life in different periods.	interact by considering how places make		
	them feel and what positive/negative things		
Significance	they observe in a place.		
Talk about what was important at a			
particular time.	Working like a geographer: use of		
	geographical information from maps,		
	atlases, globes etc.		
	Pupils will use aerial photographs and maps		
	to inform their investigation of the school,		
	the grounds and the local area.		
	Working like a geographer: use of fieldwork		
	and observational skills to observe, measure		
	and record.		
	Pupils will use simple fieldwork and		
	observational skills to measure and record		
	features/processes in their school and the		
Music	grounds including the weather. PE	Computing	MFL (Spanish)
	Games: Kick rounders	Computing	
Durham Charanga – Hands, feet, heart; Ho,		Online safety	European day of languages
ho, ho	Dance: Themes and Dreams	Develop Keyboard Skills	Basic greetings
To use voices expressively.		Exploring Purple Mash	Numbers to 30
	To participate in team games, developing	Introduction to Coding	Months
To play tuned and untuned instruments.	simple tactics for attacking and defending	Spreadsheets	Days
			Colours
To listen with concentration and	To perform dances using simple movement	To use technology safely and respectfully,	Birthdays
understanding.	patterns.	keeping personal information private;	To listen to and repeat basic greetings,
		identify where to go for help and support	numbers and days of the week.
		when they have concerns about content or	
		contact on the internet or other online	To join in with rhymes and songs.
		technologies.	
		contact on the internet or other online	To join in with rhymes and songs.



	To recognise common uses of information technology beyond school	
	To use technology purposefully to create, organise, store, manipulate and retrieve digital content.	