

Long Term Plan		Year 2015-2016	
SUBJECTS	KEY OBJECTIVES	SUBJECTS	KEY OBJECTIVES
AUTUMN 1	THEME: Through the Keyhole!	AUTUMN 2	THEME: Fire, Fire!
KEY SUBJECT	<ul style="list-style-type: none"> To understand basic chronology. To identify similarities and differences between ways of life in the past. To understand changes within living memory. 	KEY SUBJECT	<ul style="list-style-type: none"> Make products by using a range of media – experiment, invent and create their own pieces using drawing and painting.
History		Art	
LINKING SUBJECTS	<ul style="list-style-type: none"> Ask simple questions and understand these can be answered in different ways. Observe closely using simple equipment. To perform simple tests. To identify and classify. To answer questions by observations and gathering data. 	LINKING SUBJECTS	<ul style="list-style-type: none"> To understand events beyond living memory (Fire of London). To identify the similarities and difference between ways of life in the past. To understand some of the ways we can find out about the past. A2, C1,
Science		History RE 1.5 (Leaders)	
DISCRETE SUBJECTS	<ul style="list-style-type: none"> To recognise the importance of communicating safely online and what to do if your worried (e-safety). 	DISCRETE SUBJECTS	<ul style="list-style-type: none"> To explore digital text. To transfer digital resources between devices (ipad/ printer).
Computing		Computing RE 1.1 (Celebrations & festivals)	<ul style="list-style-type: none"> A1, A3, B1, C2
SPRING 1	THEME: Whatever the Weather	SPRING 2	THEME: Zoom to the Moon
KEY SUBJECT	<ul style="list-style-type: none"> Ask simple questions and understand these can be answered in different ways. Observe closely using simple equipment. To identify and classify. To answer questions by observations and gathering data. 	KEY SUBJECT	<ul style="list-style-type: none"> To find content using web browsers. To express simple algorithms with symbols. To use logical reasoning to predict outcomes. To find and correct errors. To combine images and sounds (2create a story).
Science		Computing	
LINKING SUBJECTS	<ul style="list-style-type: none"> To understand geographical similarities and differences (UK and weather patterns). To use maps and atlases. 	LINKING SUBJECTS	<ul style="list-style-type: none"> To design products (puppets). To select appropriate tools and materials for the purpose of design. To evaluate own product against design criteria.
Geography Music Computing RE 1.4 (Symbols)	<ul style="list-style-type: none"> To experiment with and select a range of sounds using inter-related dimensions. To record sounds using digital devices. A1, A3, B1, B3 	DT History RE 1.8 (Belonging)	<ul style="list-style-type: none"> To understand the life of a significant individual and how they contributed to international achievements (Neil Armstrong). A2, B1, B3, C1
DISCRETE SUBJECTS	<ul style="list-style-type: none"> To plan and prepare varied food. 	DISCRETE SUBJECTS	<ul style="list-style-type: none"> To develop a range of art techniques – line and pattern
DT		Art	
SUMMER 1	THEME: Ship Ahoy!	SUMMER 2	THEME: Splash! Waddle! Crawl!
KEY SUBJECT	<ul style="list-style-type: none"> Understand the geographical differences and similarities. Use world maps, atlases and globes. To use simple compass directions and directional language. To devise a simple map, use and construct a basic key. 	KEY SUBJECT	<ul style="list-style-type: none"> Ask simple questions and understand these can be answered in different ways. Observe closely using simple equipment. To perform simple tests. To identify and classify. To answer questions by observations and gathering data.
Geography		Science	(compare local area to seaside)
LINKING SUBJECTS	<ul style="list-style-type: none"> To understand the life of a significant individual and how they contributed to international achievements (Christopher Columbus/ Shackleton). To understand events beyond living memory. 	LINKING SUBJECTS	<ul style="list-style-type: none"> To understand geographical similarities and differences. To use maps, atlases and globes. To devise a simple map, use and construct a basic key.
History		Geography Computing	<ul style="list-style-type: none"> To use technology purposefully, to store and manipulate data (tables and bar charts). To create a simple branching database.
DISCRETE SUBJECTS	<ul style="list-style-type: none"> To use a keyboard to enter and edit text (including font). To save, copy and paste images from the internet and is able to resize them. 	DISCRETE SUBJECTS	<ul style="list-style-type: none"> To make products by using a range of media (sculpture – clay). A2, C1, C3
Computing		Art RE 1.3 (Stories of Jesus)	

