



**Federation of Yatton Schools : Long-term Curriculum Planning 2014
Year 1**

The federation of Yatton schools believes that our thematic curriculum provides children with a breadth and depth of study which will inspire and engage our learners.

Each thematic topic draws from the National Curriculum 2014 and builds on knowledge, skills and understanding across the curricular subjects.

Wow! Events are suggestions of activities that may happen

Subjects not included in these topics will be taught discreetly during the terms following the National Curriculum objectives for the year group.

Term 1 and 2 Would you rather be a servant or a monarch?	Term 3 How could you be a real-life hero?
Term 4 Adventure in the Toy Museum	Term 5 and 6 If you go down to the wood today...

Topic Title: Would you rather be a servant or a monarch?	
Subject: Geography, History, Art, Music, Design and Technology	
Objectives :	
History	<ul style="list-style-type: none"> • Events beyond living memory – Tower of London, Windsor Castle Famous and significant castles. Find out about different parts of a castle and the different roles within a castle from servant to monarch. Learn about Knights. • The lives of significant individuals – Elizabeth 1 and Queen Victoria http://www.eriding.net/media/castles.shtml
Geography	<ul style="list-style-type: none"> • Name, locate and identify characteristics of the four countries and capital cities of the UK and its surrounding seas. Cardiff Castle, Edinburgh Castle, Tower of London, Belfast Castle
Art	<ul style="list-style-type: none"> • Explore and sketch faces • To develop a range of colour and line techniques - pastels • To learn about the work of a range of portrait artists of Kings and Queens
Music	<ul style="list-style-type: none"> • Using voices expressively by singing songs • Play tuned and untuned instruments musically Christmas Play – singing and performing
Design and Technology	<ul style="list-style-type: none"> • Design purposeful, functional, appealing products for themselves and others based on design criteria • Select and use a range of tools and equipment to perform practical tasks • Explore and evaluate their ideas and products against the design criteria • Explore and use mechanisms – levers, sliders Build a Castle

	Build a working drawbridge and portcullis.
Wow Events:	
<ul style="list-style-type: none"> • Medieval Banquet Day • Visit Caldicot Castle 	

Topic Title: How could you be a real-life hero?	
Subject: History, Geography, Art and Design and Technology	
Objectives : Term 2	
History	<ul style="list-style-type: none"> • The lives of significant individuals in the past who have contributed to national and international achievements – Grace Darling What did she do? What does this mean for us today? How do Coast Guards help us? Light houses, Royal National Lifeboat Institution
Geography	<ul style="list-style-type: none"> • Use maps, atlases and globes to identify countries, continents and seas around the UK.
Art	<ul style="list-style-type: none"> • To use drawing, painting and sculpture to develop and share their ideas. Explore colour and shades creating sea paintings • Learn about the work of a range of artists describing the differences and similarities, and making links to their own work. KATSUSHIKA HOKUSAI , Raoul Duffly,Turner
Design and Technology	<ul style="list-style-type: none"> • Design purposeful, functional, appealing products for themselves and others based on design criteria • Select and use a range of tools and equipment to perform practical tasks • Explore and evaluate their ideas and products against the design criteria Design and make a superhero cape and logo (Cutting skills, colour and design)
PSHE	<ul style="list-style-type: none"> • Real-life local Heroes – Police, Coast Guard and Fire Service • Traction Man (Power of Reading Book) Solving real-life problems and challenges e.g. caring for the environment. • How can we be a hero and help Yatton?
Wow Events: Super Hero Day	

Topic Title :Adventure in the Toy Museum	
Subject: History, Geography, Music, Art, Design and Technology	
Objectives	
History	<ul style="list-style-type: none"> • To learn about changes in living memory – the history of toys. Invite parents and grandparents into school to talk about their toys. Look at recent artefacts. To be able to use words and phrases related to the passing of time.

	http://www.ict.oxon-lea.gov.uk/history.html http://www.danum-photos.co.uk/pages/bowes_museum_old_toys.htm http://www.thelighthouseforeducation.co.uk/clicker/flashhistoryks1/toys.swf http://www.thetoymaker.com/ http://www.bbc.co.uk/schools/victorians/flash/start_flash.shtml http://www.retowow.co.uk/retro_britain/toys_and_games/toys_games_past.html http://www.eriding.net/media/toys.shtml
Geography	<ul style="list-style-type: none"> Use world maps, atlases and globes to identify the UK and its countries, as well as countries, continents and oceans studied at this key stage Toys from around the World – Google images – link with DT
Art and Design	<ul style="list-style-type: none"> To use a variety of materials creatively Victorian Portraits – sketching each other Suspension Bridge silhouettes SS Great Britain silhouettes Work of Victorian artists
Design and Technology	<ul style="list-style-type: none"> Design purposeful functional, appealing products for themselves and others based on design criteria A toy from materials found around the school.
Science	<ul style="list-style-type: none"> Marvellous Materials Compare and group materials according to their properties relating this to toys.
Music	<ul style="list-style-type: none"> Use their voices expressively and creatively by singing songs and speaking chants and rhymes Playground chants and songs.
<p>Wow Events:</p> <ul style="list-style-type: none"> Create a Toy Museum – invite parents. 	

Topic Title: If you go down to the woods today...	
Subject: Geography, Art, Design and Technology	
Objectives	
Geography	<ul style="list-style-type: none"> Use maps to locate countries – Where are you going on holiday? Locate areas on maps. How will you travel there? How long does it take? Identify human and physical features of a locality – Yatton – Cadbury Hill Plan routes and journeys.
Art and Design	<ul style="list-style-type: none"> To use a variety of natural materials creatively – collage and weaving Observational drawing Local art and artists – Valeria Fulop – Yatton artist , Marie Baker – Bristol wild-life artist – school workshops
Science	<ul style="list-style-type: none"> Identify and name everyday plants Identify and name common animals in the local area Bird Watch.

	<ul style="list-style-type: none"> • Pond dipping. • Growing plants in the school grounds.
Design and Technology	<ul style="list-style-type: none"> • Design purposeful functional, appealing products for themselves and others based on design criteria Design and make a home for an animal Design and make a healthy picnic Design and make a bird feeder.
<p>Wow Events:</p> <ul style="list-style-type: none"> • Treasure Hunt in Woods and Woodland Picnic • Artist workshop • YACWAG visit 	