

Key Stage 1 Medium term grid for Land Ahoy Autumn term 1.

Cornerstone planning	English	Art & design	Geography	History	Music	Science	Topic maths	RE Is water so important?	PSHE	ICT
Week 1	Writing about our holidays. Writing a page for our class prospectus.	AD 1 Use a range of materials creatively to design and make products. AD 3 Make a boat collage for display.	Ge LK 2 Name, locate and identify characteristics of the four countries and capital cities of the UK and its surrounding seas Sharing postcards from our summer holidays. Sort into UK and foreign countries.		Mu 1 Use their voices expressively and creatively by singing songs and speaking chants and rhymes children to name other children to come and join the group. E.g 5 currant buns in a bakers shop.		Assessment. Number work, counting, number recognition, and number formation. place value	To understand that they all belong to make a class - Partner and team activities, class photo, carpet partners chosen.	Writing and designing our keys to success. Children to identify what they want to improve and learn. Think of what they will need to do in order to achieve their aim.	Children learn how to turn on and off the Ipads and to enter and close down APP'S completely.
Week 2 Engage Willen Lake pedalo	EN SL 5 ENWC 2A Describe boats using new vocabulary. Write a recount about our Willen Lake trip.	DT TK 2 Play with a range of boats. Make a boat using ed-tech construction. <i>Make a moving picture of a boat</i>	GE LK 2 Look at maps of the UK and locate the seas. Draw around template of UK and label. Look in maps and atlases to		MU1 Listen and join in with Sea Shanty songs such as Drunken Sailor, Bobby Shaftoe, and 100 years ago.	SCEM1 Look at different boats and name the materials they are made of. Link to Art - children to	Children to record their science experiment using a simple chart. <i>Name,</i>	Discuss uses of water in daily life. Talk about children who haven't	Water safety talk prior to Willen Lake visit. Children to learn the importance of washing	E-Safety Children to create posters showing how they can use technology safely at school and

		at sea.	identify and label the seas.			draw a boat of their choice and label the material it is made of. Children to investigate which materials float or sink.	compare and sort different types of boat.	got water. Use of water for cleaning, drinking, and plant growth. Link to RE.	our hands with water. Learning how to take care of pets Invite Goldfish in school , children to be responsible for their care.-	at home.
Develop Weeks 3 Alice in Wonderland	Listen carefully and respond to the story. Retell Alice in Wonderland verbally in the correct sequence. Write character descriptions. Write a story plan in correct sequence and follow plan to produce a booklet.	Make moving pictures. Children to use split pins or sticks and slits. Learn joining techniques to produce a hat/ rabbit ears for our tea party.		Look into the lives of historical figures. Find out about the author Lewis Carroll, inventor of the Carroll diagram.		Name plants around the school environment. Recap on conditions that plants need in order to grow. Observe how the effect of heat makes some things decrease in size. Make shrinkies.	Using playing cards, sort cards into suits, order numbers on cards, play simple card games. Using a Carroll diagram sort the playing cards into the correct section of the chart. Look at a variety of clocks,	Give children the sense of awe and wonder, Google Earth to find out where we are and give feeling of being small.	Find out about food safe to forage, not mushrooms, go blackberry picking.	CO3 - Co 3 Use logical reasoning to predict the behaviour of simple programs. Bee-Bot controls to move around an obstacle course set in the classroom. Use Google Earth to explore where we are.

							practise telling the time.			
Week 4	<p>EN SL 7</p> <p>Discover what is in the treasure chest and discuss what we know about pirates.</p> <p>EN WC 2B Write a character description of their pirate.</p> <p>Write a list of what pirates may have.</p> <p>Use videos/program about pirate to find out information.</p>	<p>AD1</p> <p>Use a range of materials creatively to design and make products.</p> <p>Look at pirate flags and design and make a flag using different media.</p> <p>Create pirate signs for classroom doors.</p>	<p>GE SF 3</p> <p>Draw a simple map using symbols for a key. Children to make their own treasure map.</p>	<p>HI 3</p> <p>Use the stories of famous historical figures to compare aspects of life in different times. Using books and the internet find out about famous pirates. Make a fact file about a pirates life.</p>	<p>MU1</p> <p>Listen and join in with Sea Shanty songs such as Drunken Sailor, Bobby Shaftoe, and 100 years ago.</p>	<p>SCEM 2</p> <p>Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching. Explore which shapes float best by moulding and re-shaping a lump of plasticine.</p>	<p>MA G PD 2</p> <p>Use large maps to describe positions using the directions: Clockwise, Anti-clockwise, full turn, half turn.</p>	<p>RE</p> <p>Understand the symbolism in the water when Jesus was baptised.</p> <p>Listen to the story, identify how the water was used.</p>	<p>PHSE</p> <p>To know that it is important to brush our teeth every day.</p> <p>Children to receive free resources.</p>	<p>Computing</p> <p>Children to use the Bee-Bot APP to navigate around each course using the directions forwards, backwards, left, and right.</p>
Week 5	<p>EN R C4</p> <p>Explore the RNLI website to create a bank of vocabulary associated with sea rescue.</p>	<p>DT M1</p> <p>Children to use a range of materials to design and make a lighthouse.</p> <p>Children to make pirate puppets and</p>	<p>GE LK 2</p> <p>Name and locate the four countries and capital cities of the UK.</p>	<p>H1 3</p> <p>Use the stories of famous historical figures to compare aspects of life in different</p>	<p>Children to explore and choose appropriate percussion to accompany the Sea</p>	<p>SC1</p> <p>Children to predict which objects will float and sink, giving reasons why.</p>	<p>MA GPD 2</p> <p>Children to use compasses to learn and use the words North, South, East, West.</p>	<p>Baptism in Christianity - adult and infant.</p>	<p>Children learn about the importance of drinking water regularly.</p>	<p>Children to learn what the words control and algorithm mean and apply these using the APP Kodable</p>

	Use their word bank and ideas to create an acrostic poem.	create stories during golden time activity.		times. Read Grace Darling and learn about her life.	Shanty songs.					
Innovate Week 6 Pirate day	Invite a pirate to school and interview them. Children to identify rhyming words in nursery rhymes and write their own to an existing rhyme. Introduce the use of alliteration.	Make a treasure chest. CC Maths nets. Pirate Hats	Using directional language to find treasure. Spot the pirate. Children to write down where they found them.	Use the stories of famous historical figures to compare aspects of life in different times Find out about Francis Drake.	Using Ipads to record and show our performances of Sea Shanty Songs	Understand that electricity needs to flow through a circuit and that it has to have power. Make an electric circuit to light a bulb that could be used in a lighthouse.	Using directional language to find treasure. Make a treasure chest. CC Maths nets.	Answer the question - Is water important? Children to think back over the weeks and describe how water is used both practically and sybolially.	Children to learn about the importance of healthy eating. Talk to the children about Sailors Scurvy. Children to create a healthy meal plate. Make pirate food.	Children to learn what the words control and algorithm mean and apply these using the APP Kodable
Express Week 7	EN WC 2A Unaided writing - read a postcard from a sailor. Write a postcard to a friend or family member at home.	DT E2 Make a museum - children to display and evaluate the different things that they have made during this topic. Children to paint stones to make them special.	GE SF 2 Join in with playground games such as captain's deck using positional language.		Children to use a range of instruments to create water music.		Maths assessment.	Children to learn about the Islamic ritual of washing before prayer.	Children to understand the importance of knowing their own address and postcode.	CO 4 Children to learn how to insert, manipulate and store text. Children to make a slide on Powerpoint

										explaining what they have learnt and why they enjoyed a particular part of the 'Land Ahoy' topic.
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