

Year 1

Art and Design

Learn to use drawing to develop and share their ideas, experiences and imagination
Materials; pencils, thick pens, crayons, chalks, wax crayons and pastels.

Learn to use painting to develop and share their ideas, experiences and imagination
Colour mixing (primary/secondary), painting] techniques, mark making, fingers

Introduce sketch books for art work.
Learn to develop a wide range of art and design in using colour and line.
(Pollock, Paul Klee)

M.F.L

Not taught in Key Stage 1

Computing

Focus on basic skills at the start of the year

Unit 1.1 We are Treasure Hunters

Unit 2.2 We are TV Chefs

Unit 1.3 We are Painters

Unit 1.4 We are Collectors

Unit 1.5 We are Storytellers

Unit 1.6 We are Celebrating

D and T

Junk modelling

Design— design own mini beast – design sheet to draw a picture of design.

Make— using a range of junk modelling materials (cutting with scissors/joining with glue, sticky tape, masking tape, split pins).

Technical Knowledge— evaluate their own product and say how they could make it stronger/stiffer/ more stable next time.

Cooking/Nutrition— understand where food comes from.

R.E

Who is a Christian and what do they believe?

What makes some places sacred?
How and why do we celebrate special and sacred times?

What does it mean to belong to a faith community?

How should we care for others and the world, and why does it matter?

Music

Sing, use chants and rhymes

Play a range of percussion instruments

Listen to a range of live and recorded music

Compose rhythms and melodies individually and in groups

History

Changes within living memory.

Reveal aspects of change in national life
'Toys from the past'

Black history.

Rights— ie Rosa Parks, Ruby Bridges

The lives of significant individuals in the past who have contributed to national and international achievements.

Compare aspects of life in different periods
Florence Nightingale and Edith Cavell.

Significant historical events, people and places in their own locality.

Rolls Royce and transport
or Alan Turing and technology

P.E

I can run
I can jump
I can throw
I can catch
I can balance

I can coordinate my movements such as throwing and kicking on the move

I can perform a simple sequence or pattern

Science

Plants— identify, name and describe common plants and flowers

Animals— identify/ name/ describe animals; identify, name and draw the human body

Materials— identify and describe different materials

Seasonal changes— observe changes to the seasons and days over the year

Geography

The World

Use maps to identify countries of the United Kingdom

Climate

identify location of hot and cold areas of the world in relation to the Equator and the North and South Poles identify seasonal and daily weather patterns in the United Kingdom

Field Work

Use observational skills to study the geography of the school grounds.

use positional language (near and far; left and right) to describe the location of features and routes on a map