

Year 1 Overview

<u>LITERACY</u>					
AUT	UMN	SPR	ING	SUM	IMER
1st Half	2nd Half	1st Half	2nd Half	1st Half	2nd Half
T4W	T4W	T4W	T4W	T4W	T4W
			T4W Various Food Poems – Slurpy Spaghetti Chapter in The Puffin Book of 'Fantastic First Poems' (2 weeks) POETRY Focus: Selecting appropriate vocabulary e.g. wobbly jelly Task (writing purpose): create food poetry. No-Bot, The Robot with no Bottom (4 weeks) LOST AND FOUND TALE Focus: sentence functions (? ! prefixes). Task (writing purpose):		
	to make a star catcher. The Oxford First Book of Poetry (Page 90 by Ogden Nash) 'Winter Morning' (1 week) POETRY Focus: Using description Task (writing purpose): write their own acrostic poem using description.		write own version of the story.		Task (writing purpose): Write own summer-themed poem using rhyme. Additional pieces of writing: Letter to new teacher. Recount of their year.

<u>MATHEMATICS</u>						
AU'	TUMN	SPR	ING	S	UMMER	
1 st Half	2 nd Half	1 st Half	2 nd Half	1 st Half	2 nd Half	
Number: Identify and represent numbers using objects and pictorial representations including the number line and use the language of: equal to, more than, less than (fewer), most, least. Read and write numbers from 1 to 20 in numerals and words.	Addition and Subtraction: Represent and use number bonds and related subtraction facts within 20. Add and subtract one-digit and two-digit numbers to 20, including zero. Multiplication and Division: Part 1 Solve one-step problems involving multiplication and	Measure (Mass, Length and capacity) Mass/weight [heavy/light, heavier than, lighter than] Compare, describe and solve practical problems for: Lengths and heights [longer/shorter, tall/short, double/half]Measure and begin to record the following:	Counting – Part 2 Read and write numbers from 1 to 20 in numeral and words. Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. Read, write and interpret mathematical statements involving addition (+),	Addition and Subtraction – Part 2 Given a number, identify one more and one less. Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. Represent and use number bonds and	Fractions – Part 2 Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity. Recognise, find and name a half as one of two equals of an object, shape or quantity. Measure (Mass, Length and Capacity) Mass/weight [for example,	
Counting: Read and write numbers from 1 to 20 in numeral and words. Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.	division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher. (Focus on 2, 5 times tables) Recognise and know the value of different denominations of coins and notes (used as a physical resource for multiplication and division).	Capacity and volume [full/empty, more than, less than, half, half full, quarter]	subtraction (-) and equals (=) signs.	related subtraction facts within 20. Add and subtract one-digit and two-digit numbers to 20, including zero.	heavy/light, heavier than, lighter than] Compare, describe and solve practical problems for: Lengths and heights [for example, longer/shorter, tall/short, double/half] Measure and begin to record the following: Capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]	

Addition and subtraction

Given a number, identify one more and one less.

Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.

Fractions – Part 1

Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.

Recognise, find and name a half as one of two equals of an object, shape or quantity.

Time – Part 1

Sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]

Recognise and use language relating to dates, including days of the week, weeks, months, years.

Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.

Time [for example, quicker, slower, earlier, later]

Number – Part 2

Identify and represent numbers using objects and pictorial representations including the number line and use the language of: equal to, more than, less than (fewer), most, least. Read and write numbers from 1 to 20 in numerals and words.

Geometry

Recognise and name common 2-D and 3-D shapes, including:

2-D shapes [for example, rectangles (including squares), circles and triangles]
Recognise, find and name a half as one of two equal parts of an object or shape.

3-D [for example, cuboids (including cubes), pyramids and spheres].

Multiplication and Division – Part 1

Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher. (Focus on 2, 5 times tables)

Recognise and know the value of different denominations of coins and notes (used as a physical resource for multiplication and division).

Time – Part 2

Sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]

Recognise and use language relating to dates, including days of the week, weeks, months, years.

Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.

Time [for example, quicker, slower, earlier, later]

<u>SCIENCE</u>						
AUTUMN		SPF	SPRING SUMMER		MER	
1 st Half	2 nd Half	1 st Half	2 nd Half	1 st Half	2 nd Half	
Seasons, changes to our body Overview Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.	Weather patterns and seasons Overview Observe changes across the four seasons. Observe and describe weather associated with the seasons and how day length varies.	Categorising animals, staying healthy and seasons Overview Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals. Identify and name a variety of common animals that are carnivores, herbivores and omnivores. Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets).	Materials Overview Distinguish between an object and the material from which it is made. Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock. Describe the simple physical properties of a variety of everyday materials. Compare and group together a variety of everyday materials on the basis of their simple physical properties.	Growing plants, classifying plants and animals, seasons Overview Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees. Identify and describe the basic structure of a variety of common flowering plants, including trees.	Habitats, mini-beasts and seasons Overview Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals. Identify and name a variety of common animals that are carnivores, herbivores and omnivores. Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets).	

HISTORY & GEOGRAPHY						
AUTUMN	SPRING	SUMMER				
Our Local Area (local area maps)	Africa (continent study)	At the Farm				
Wow factor – walk around local area.	<u>Wow factor</u> – Woburn Safari Park.	Wow factor – trip to the farm.				
Outcomes: Children to understand features of their local area (Bury Park/Luton and compare to a seaside town.)	Outcomes Children will be able to talk about the physical and human features of urban and rural areas in Africa and then compare this to their locality – Luton.	Outcomes Children will understand what a farm is, some of the physical and human features of a farm and how a farm is different to where they live.				
Vocabulary: physical, human, geography, local area, beach, cliff, coat, sea, town, house, office, port, harbour, shop, Luton, Poole, factory, map, road, pavement, playground, classroom, school.	Vocabulary: deserts, rainforests, mountains, savannah, weather, compare, similar and different, feature	Vocabulary: farm, physical, human, town, office, house, field, barn, farmhouse, animals, countryside, crops, produce, rural, urban.				
Black History Month Lives of significant individuals Past and present famous people.	<u>Toys</u> Understanding how toys have changed over time. Looking at similarities and differences changes within living memory	Homes in the Past How household items have changed over time- significant historical events, people and places in their own locality.				
Remembrance Day Events beyond living memory. Cross-curricular: Art- making poppies. Why people celebrate Bonfire Night and Guy Fawkes Events beyond living memory. Columbus and why he is important Lives of significant individuals Wow factor: Columbus Day						

<u>COMPUTING</u>					
AUTUMN		SPF	RING	SUN	<u>IMER</u>
1 st Half	2 nd Half	1 st Half	2 nd Half	1 st Half	2 nd Half
Getting Started Introducing children to login and sing and technology. Recognising common uses of information technology. Logging in and saving work on their own account. Knowing what to do if they have concerns about content or contact online. Understanding of how to create digital art using an online paint tool. Learning to locate where keys are on the keyboard.	Programming Bee Bots Using Bee-Boots to construct a simple algorithm. Learning how to explore and tinker with hardware to find out how it works. Constructing a series of instructions into a simple algorithm. Applying computing concepts to real world situations in an unplugged activity.	Algorithms Unplugged Learning how computers handle information. Understanding how to create algorithms. Learning that computers need information to be presented in a simple and clear way. Understanding how to break a computational thinking problem into smaller parts in order to solve.	Digital Imagery Taking and manipulating digital imagery. Using technology purposefully to create, organise, store, manipulate and retrieve digital content. Knowing what to do if they have concerns about content or contact online. Using logical reasoning to predict the behaviour of simple programs. Using cameras or tablets to take photos.	Introduction to Data Learning how data is used. Using technology purposefully to create, organise, store, manipulate and retrieve digital content. Selecting software appropriately. Recognising uses of technology beyond school.	Rocket to the Moon Appreciating the value of computers. Using technology purposefully to create, organise, store, manipulate and retrieve digital content. Selecting software appropriately.

Make connections

Think, talk and ask questions about whether they can learn anything from the story for themselves, exploring different ideas.

Give a reason for the ideas they have and the connections they make.

Make sense of belief

Recognise a special time pupils celebrate and explain simply what celebration means.

Identify and name at least three different religious festivals, giving two facts about each one.

Identify a belief that connects to a festival, e.g. 'they do it because they believe ...'

Understand the impact

Give simple examples of the ways a festival makes a difference, e.g. to emotions, to families.

Talk about features in festival stories that made people feel happy or sad and compare them with pupils' own experiences.

Notice and suggest a meaning for some symbols used in the celebrations they learn about, e.g. light, water, signs of togetherness.

Make connections

Think, talk and ask good questions about big days in different religions.

Talk about links between how people celebrate today and old stories.

Notice and find out about simple similarities: special or sacred food, music, stories, gatherings prayers or gifts.

Understand the impact

Give examples of stories, objects, symbols and actions used in churches, mosques and/or synagogues which show what people believe.

Give simple examples of how people worship at a church, mosque or synagogue.

Talk about why some people like to belong to a sacred building or a community.

Make connections

Think, talk and ask good questions about what happens in a church, synagogue or mosque, saying what they think about these questions, giving good reasons for their ideas.

Talk about what makes some places special to people, and what the difference is between religious and non-religious special places.

ART & DESIGN & TECHNOLOGY						
AUTUMN	SPRING	SUMMER				
Colour Creations Learn about primary colours and creating secondary colours.	Paper Art Learn about the ways in which paper can be used to create artwork. Outcome: Pupils will study stained glass windows and recreate their own windows using tissue paper. They will create bracelets using paper and make sculptures using papier mache.	Andy Goldsworthy (British sculptor and photographer) The children will investigate the colours, shapes etc. that Andy Goldsworthy uses in his work. Outcomes: Recreate his works of art by selecting appropriate materials and creating artwork using collage, pastels and/or paint.				
Outcome: Create artwork based on Kandinsky's style. Homes Overview To explore different types of houses and identify shapes and features. To investigate how to join and combine shapes to make a house. To investigate ways of creating the interior features of a house. To be able to design a house. To be able to rollow a design and create a house. To be able to evaluate a finished product.	Moving Pictures Overview To be able to create a sliding mechanism and find out what a moving mechanism is. To be able to use levers to create a moving mechanism. To investigate and create wheel mechanisms. To be able to design a picture with a moving mechanism. To be able to make a moving picture based on a design. To be able to evaluate a moving picture.	Eat More Fruit and Vegetables Overview To find out the favourite fruits and vegetables in the class and present the data in a pictogram. To examine, taste and describe a variety of fruits and vegetables. To find out how to handle and prepare a variety of fruits and vegetables. To be able to design a recipe to include fruit and/or vegetables. To be able to make and evaluate a food product based on a design.				

<u>PSHCE</u>						
AUTUMN		SPF	RING	SUM	MER	
1 st Half	2 nd Half	1 st Half	2 nd Half	1 st Half	2 nd Half	
Physical health and wellbeing:	Keeping safe and managing risk:	Identity, society and equality:	Drug, alcohol and tobacco education:	Mental health and emotional wellbeing:	Careers, financial capability and economic	
Fun times	Feeling safe	Me and others	What do we put into and on to bodies?	Feelings	wellbeing: My money	
Pupils learn:	Pupils learn:	Pupils learn:		Pupils learn:	Pupils learn:	
•about food that is	 safety in familiar situations 	about what makes	Pupils learn:	about different types of	•about where money comes	
associated with special	about personal safety	themselves and others	about what can go	feelings	from and making	
times	 about people who keep us 	special	into bodies and how it	about managing different	choices when spending	
in different cultures	safe	about roles and	can	feelings	money	
 about active playground 		responsibilities at	make people feel	 about change or loss and how 	about saving money and	
games from around the		home and	•about what can go on	this can feel	how to keep it safe	
world		school	to bodies and how it		 about the different jobs 	
•about sun-safety		about being co- operative with others	can make people feel		people do	
					Additional lessons:	
					Relationships and Sex	
					Education	
					Pupils will be taught the	
					school's RSE scheme of work.	

PE & GAMES					
AL	JTUMN	SPR	ING	SUMI	MER
1 st Half	2 nd Half	1 st Half	2 nd Half	1 st Half	2 nd Half
Rugby To develop basic handling skills To understand and develop different methods of movements focusing on agility To introduce the basic rules of rugby Toe able to apply learning in a games environment	 Explore different ways of using a ball Explore ways to send and receive a ball Retrieve and stop a ball using different parts of the body Play a variety of team games Develop simple attacking and defending techniques Pass and receive with accuracy and control Gymnastics Explore gymnastic actions and shapes Explore travelling on the floor and benches Explore and perform basic sequences Repeat and link gymnastics actions Perform travelling sequences with shapes and balances 	Netball To understand basic methods of passing To develop basic coordination through passing and receiving To develop basic shooting techniques with accuracy To understand the basic rules of netball To be able to apply learning in a games environment Hockey To understand basic health and safety To develop basic understanding of how to hold and perform using a hockey stick To develop control with a hockey stick To explore different ways to send and receive a ball	 To explore basic body moves and patterns To use a variety of moves and speed to change direction To understand basic rhythm to perform movement to music To develop a dance routine working in partners and groups To perform a dance routine with music following rhythm with a start and finish 	 Athletics To explore different running speeds To practise short and long distance running To explore different methods of throwing To practise different methods of throwing To explore different methods of jumping To practise different methods of jumping To practise different methods of jumping Mini Tennis To understand the basic methods of net and wall games To develop basic sending and receiving using a tennis racket To be able to perform an 'over the net' return To develop accuracy of a return 	 Cricket To understand basic methods of striking and fielding games To develop basic striking, sending and receiving. To develop accuracy of throws and consistency of catching To develop striking using a bat To understand basic fielding skills in a games environment

<u>MUSIC</u>					
AUTUMN		SPR	ING	SUMI	MER
1 st Half	2 nd Half	1 st Half	2 nd Half	1 st Half	2 nd Half
Hey You!	Rhythm in the Way We Walk	In the Groove	Round and Round	Your Imagination	Reflect, Rewind and Replay
(Old School Hip Hop)	and Banana Rap (Reggae, Hip	(Blues, Latin, Folk,	(Latin, Bossa Nova)	(composition)	
	Hop)	Funk, Baroque,			This consolidates the learning
Hey You! is written in an		Bhangra)	The material presents	This includes listen and	that has occurred during the
old school hip hop style for	Learning is focused around		an integrated approach	appraise apps; progressive	year. All the learning is
children to learn about the	two songs: Rhythm in the	This material presents	to music where games,	warm-up games, flexible games	focused around revisiting
differences between pulse,	Way We Walk (reggae style)	an integrated approach	the dimensions of	and improvisation resources,	songs and musical activities, a
rhythm and pitch and to	and The Banana Rap (Hip Hop	to music where games,	music (pulse, rhythm,	and a new compose tool.	context for the history of
learn how to rap and enjoy	style). Children will listen to	the dimensions of	pitch etc), singing and		music and the beginnings of
it in its original form.	and appraise other styles of	music (pulse, rhythm,	playing instruments		the language of music.
As well as learning to sing,	music and continue to embed	pitch etc.) singing and	are all linked.		
play, improvise and	the interrelated dimensions of	playing instruments			
compose with this song,	music through games and	are all linked.			
children will listen to and	singing.				
appraise other old school					
hip hop tunes.					