

# Year 1 Overview 2018-2019

	Literacy	Numeracy	Science	History/ Geography	Art/ D.T	Music	P.E	Computing	R.E	WOW moment/ hook	Topic book Maths/ English
<b>Autumn 1</b> <i>Me, Me, Me</i>	Labels and Captions  Story - Tidy Titch retell	Place Value  Count in multiples of 2 and 10	Parts of the body and the related senses  Senses experiments  <i>Objective: Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.</i>	History - Living memory toys or technology ( <i>Geography-countries of UK and capital cities 2</i> )  <i>Objectives: History - Changes within living memory.</i>	ART - Self Portraits  <i>Objectives: Use a range of materials creatively to design and make products.</i>  <i>Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</i>  <i>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</i>	BODY PERCUSSION  Exploring steady beat, pattern and rhythm through body percussion patterns.	Gymnastic - 5 shapes  <b>SAQ - improving speed, agility and quickness</b>	Common uses of technology beyond school  <i>Comp - recognise common uses of information technology beyond school.</i>	Ideas about God	Toy museum - parents in to see children's work	
<b>Autumn 2</b> <i>Who's afraid of the dark?</i>	Retell Owl Babies  Non-Chron page on Nocturnal animals  Shoe box setting for owl babies story	Addition and Subtraction  Shape	Seasonal changes (Evergreen and deciduous) <i>Objectives: identify and name a variety of common wild and garden plants including deciduous and evergreen trees</i>  <i>Observe changes across the four seasons</i>	Seasons and daily weather patterns (geog) and locations of hot and cold areas of the world.	DT - Make a Moving Picture of nocturnal animals  <i>Objectives: design purposeful, functional and appealing products for themselves and other users based on design criteria</i>  <i>Generate, develop, model and communicate their ideas through talking,</i>	Preparation for Christmas performance.	Dance  Ball control - throwing and catching	e-safety (cover in PPA)  <i>Objective: use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other technologies</i>	Angels and the Christmas Story	Dress up day - nocturnal animal  Animals in - e.g. owls	

			<p><i>Observe and describe weather associated with the seasons and how day length varies</i></p> <p><i>Carnivores, Omnivores and Herbivores</i></p> <p><i>Objective: identify and name a variety of common animals including fish, amphibians, birds, reptiles and mammals.</i></p>		<p><i>drawing, templates, mock-ups and, where appropriate, information and communication technology</i></p> <p><i>Select from and use a range of tools and equipment to perform practical tasks</i></p> <p><i>Explore and evaluate a range of existing products</i></p> <p><i>Explore and use mechanisms (for example levers and slides), in their products</i></p>						
<p><b>Spring 1</b> <b>Once Upon a time...</b></p>	<p>Winter Poem (acrostic)</p> <p>Retell the Gingerbread Man and an adapted retell of the three Billy Goats</p>	<p>Telling the time to the hour and measures</p>	<p>Seasonal changes</p> <p><i>Objectives: identify and name a variety of common wild and garden plants including deciduous and evergreen trees</i></p> <p><i>Observe changes across the four seasons</i></p> <p><i>Observe and describe</i></p>	<p>Geography - human and physical features</p> <p><i>Objective:</i></p> <p><i>Use basic geographical vocabulary to refer to: key physical features, including; beach, cliff, coast, forest etc.</i></p> <p><i>Key human features, including; city, town, village, farm etc.</i></p>	<p>Art - Pointillism of.... (links to History - Georges Seurat) Or collage</p>	<p>CHINESE NEW YEAR</p> <p>Exploring temp using a range of untuned instruments</p> <p>Responding to Chinese music through movement</p> <p>Exploring pitch and developing techniques using chime bars .</p>	<p>Gymnastic - balancing</p> <p>Ball control - kicking and dribbling</p>	<p>Algorithms - BeeBots</p> <p><i>Objectives:</i></p> <p><i>Understand what algorithms are; how they are implemented as a programme on digital devices; and that programs execute by following precise and unambiguous instructions</i></p> <p><i>Use logical reasoning to predict the</i></p>	<p>Power and Ganesh</p>	<p>Dress up day - traditional tale characters</p>	

			weather associated with the seasons and how day length varies					behaviour of a simple programme.			
<b>Spring 2 Africa</b>	Spring Poem (Riddle)  Comparison  Handas surprise????	Count in multiples of 5  Multiplication and division	Science - Classifying animals  <i>Objectives: Identify and name a variety of common animals including fish, reptiles, mammals, birds and amphibians</i>  <i>Describe and compare the structure of a variety of common animals.</i>	History - Houses  <i>Objective: Ask and answer questions, choosing and using parts of stories and other sources to show they know and understand key features of events. They should understand some of the ways in which we find out about the past and identify different ways it is represented.</i>  <i>(Geography- countries of UK and capital cities 2)</i>  <i>Geog-- Countries of the UK and capital cities (not taught as a topic).</i>	DT - Fruit kebab (designing an appealing product)  <i>Objectives: Design purposeful, functional, appealing products for themselves and other users based of design criteria</i>  <i>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</i>  <i>Explore and evaluate a range of existing products</i>  <i>Evaluate their ideas and products against design criteria</i>	BOOM WHACKERS  Exploring pitch and rhythm using Boomwhackers.  Preparation for Year Group Assembly with a particular focus on singing African songs and performing African rhythms using tub drums.	Dance  Skipping	Digital picture and word processing skills  <i>Objective: Use technology purposefully to create, organise, store, manipulate and retrieve digital content</i>	Happiness and Sadness and links to the Easter story	Fruit kebabs - shopping	

<p><b>Summer 1 On the Way Home</b></p>	<p>Retell of On the Way Home</p>	<p>Fractions</p>	<p>Seasonal changes</p> <p><i>Objectives:</i></p> <p><i>Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees</i></p> <p><i>Identify and describe the basic structure of a variety of common flowering plants, including trees</i></p> <p><i>Observe seasonal changes</i></p> <p><i>Observe and describe weather associated with the seasons and how day length varies</i></p>	<p>Geography - Mapping skills</p> <p><i>Objectives:</i></p> <p><i>Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage</i></p> <p><i>Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise simple maps; and use and construct basic symbols in a key</i></p>	<p>DT - Make a structure of a park</p> <p><i>Objectives:</i></p> <p><i>Design purposeful, functional, appealing products for themselves and other users based of design criteria</i></p> <p><i>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</i></p> <p><i>Select from and use a range of tools and equipment to perform practical tasks</i></p> <p><i>Explore and evaluate a range of existing products</i></p> <p><i>Build structures, exploring how</i></p>	<p>ON THE WAY HOME</p> <p>Responding to music through movement to express emotions.</p> <p>Using a range of tuned and untuned instruments to explore all the 'Inter-Related Dimensions of Music' and to create a composition using them.</p>	<p>Circuits</p> <p>Athletics</p>	<p>Algoritms - beebots</p> <p><i>Objectives:</i></p> <p><i>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</i></p>	<p>Special places and links to baptism (Visit to St.James church)</p>	<p>Sport centre trip</p> <p>Trip to St James' church</p>	

					they can be made stronger, stiffer and more stable						
<b>Summer 2 Under The Sea</b>	<p>Summer Poem (descriptive)</p> <p>Non-fiction book of sea creatures</p> <p>Recount</p>	Applying skills in different ways	<p>Science - Materials</p> <p><i>Objectives: Distinguish between an object and the material from which it is made</i></p> <p><i>Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water and rock</i></p> <p><i>Describe the simple physical properties of a variety of everyday materials</i></p> <p><i>Compare and group together a variety of everyday materials on the basis of their simple physical properties</i></p>	<p>History - comparing the seaside (Victorians and today)</p> <p><i>Objectives: Ask and answer questions, choosing and using parts of stories and other sources to show they know and understand key features of events. They should understand some of the ways in which we find out about the past and identify different ways it is represented.</i></p> <p><i>Events beyond living memory that are significant nationally or globally (George S)</i></p> <p>Geography - surrounding seas of the UK</p>	<p>Art - Clay Sea creatures</p> <p><i>Objectives:</i></p> <p><i>To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</i></p> <p><i>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</i></p>	<p>UNDER THE SEA</p> <p>Exploring timbre and texture using a range of tuned and untuned instruments</p> <p>Exploring picture notation by creating a whole class representation of a composition.</p> <p>COUNTRY DANCING</p> <p>Using partner and whole group dances to build a sense of steady beat, pattern and phrasing in music.</p> <p>Nurturing an appreciation of traditional dances.</p>	<p>Dance</p> <p>Orienteering</p>	<p>PowerPoint of sea creatures</p> <p><i>Objective:</i></p> <p><i>Use technology purposefully to create, store, manipulate and retrieve digital content</i></p>		Trip to Blue Reef	