



Yearly overview of curriculum coverage in Year 1.



Caring, Learning, Growing.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Science	Animals, including humans. My Body, senses	Animals, including humans. Grouping animals, animal bodies	Seasonal changes	Properties of everyday materials	Investigating trees	Investigating plants
History	Toys. Changes within living memory. (Focus on last 100 years up to eldest living relative).	Humanities taught through Geography lessons	Homes. Locality study and changes over time.	Humanities taught through Geography lessons	Seaside holidays. Changes within living memory.	Humanities taught through Geography lessons
Geography	Humanities taught through History lessons	Fieldwork (Homes/Planning a route on a map)	Humanities taught through History lessons	The United Kingdom (Countries/ Capital Cities) Seasonal Changes	Humanities taught through History lessons	Seaside Holidays- 'New Brighton' Contrast with Local Area.
RE	Who is a Muslim and what do they believe? (Part 1)	Who is a Christian and what do they believe? (Part 1)	What makes some places sacred? (Christians and Muslims)	How and why do we celebrate special and sacred times? (Christians)	What does it mean to belong to a faith community? (Muslims)	What does it mean to belong to a faith community? (Christians)
PE	Non-competitive games <u>Playground games</u> Running	Non-competitive games <u>Playground games</u> Jumping	Dance	Non-competitive games <u>Fancy Feet</u> Foot Coordination	Non-competitive games <u>Playground games</u> Throwing (Overarm and Underarm) & Catching	Dodgeball
Art	Drawing skills	DT	Colour theory & painting techniques	DT	Artist study Giuseppe	DT

						Archimboldo & form			
Design technology	ART		Healthy Eating Preparing Fruit & Vegetables	ART		Puppets	ART	Wheels & Axels Vehicles	
PSHE	Roles of different people; families; feeling cared for <i>Friendship Week</i>	Recognising privacy; staying safe; seeking permission	How behaviour affects others; being polite and respectful <i>Staying safe - Bonfire night & Halloween</i>	What rules are; caring for others' needs; looking after the environment	Using the internet and digital devices; communicating online	Strengths and interests; jobs in the community	Keeping healthy; food and exercise, hygiene routines; sun safety	Recognising what makes them unique and special; feelings; managing when things go wrong	How rules and age restrictions help us; keeping safe online
Computing	Basic Computing Skills Pupils will learn how to log in and shut down a computer accurately and begin to understand the importance of a password. They will develop keyboard and mouse skills. <i>Digital Literacy: Why we have passwords.</i>	Producing Digital Media Pupils will learn how to use a word processing program to write and format text. They will add in digital images and consider the audience for their work.	Unplugged Algorithms Pupils will learn what an algorithm is and apply it to both off-computer (unplugged) and on computer tasks.	Programming Robots Pupils will program a physical device such as a Beebot, and compare it with programming on screen versions of the devices. They will build upon their knowledge of algorithms from Unit 1.3.	Data Handling: Pictograms Pupils will explore how to transfer physical data from a tally chart into a digital pictogram. They will compare the difference with creating a physical pictogram.	Presenting Information Pupils will consider a variety of ways to present cross curricular information digitally, and compare the advantages and disadvantages with paper based content. <i>Digital Literacy: Pupils to discuss how</i>			

						<i>they know if a website is right for them or not.</i>
Music	<p>Autumn 1 - Menu Song Listen and move in time to the song. Colonel Hathi's March Listen to a piece of music and move in time to its steady beat.</p>	<p>Autumn 2 - Magical musical aquarium Play percussion instruments with expression. The king is in the castle Sing and change voices to suit different characters while performing appropriate actions.</p>	<p>Spring 1 - Football Listen actively and develop skills by responding to musical signals and musical themes using movement. Move and rock to music to develop a sense of beat. The sea: 'Dawn' from Sea Interludes Sing a simple singing game to develop singing skills.</p>	<p>Spring 2 - Musical conversations Play percussion instruments, taking turns and sharing Who stole my chickens and my hens? Listen carefully and copy short rhythm patterns, sing familiar songs in low and high voices and talk about the difference in sound.</p>	<p>Summer 1 - Come dance with me Pupils creating their own percussive responses and playing simple rhythm patterns on tuned instruments. Nautilus Develop their feeling and understanding of pitch, beat and duration.</p>	<p>Summer 2 - Cat and Mouse A singing game as a starting point for improvising rhythms and then reading and writing them in simple notation. As I was walking down the street Use movement and instruments to experience the change in metre.</p>