

The Year in View: Y1



	HT1	HT2	HT3	HT4	HT5	HT6
<i>Topic Heading</i>	<i>What toys did Granny play with?</i>	<i>How has transport changed over time?</i>	<i>Where in the World are we?</i>	<i>What does a Home Look Like?</i>	<i>What can you grow?</i>	<i>Why are plants amazing?</i>
English	The Smeds and the Smoos Wonder Seasonal Poetry	Kassim and the Greedy Dragon (a warning tale) Billy the Brave Knight (a journey tale)	Seasonal Poetry The Enormous Turnip (a cumulative tale)	How to Make Soup (instructions) What happened? (recounts of recent events)	Monkey See, Monkey Do (a losing tale) A New Animal has been Discovered! (information texts)	The Story of Pirate Tom (a finding tale) Be a Pirate! (persuasion text)
Maths	Place Value within 10 Addition and Subtraction within 10	Addition and Subtraction within 10 continued Shape Place Value within 20	Addition and Subtraction within 20 Place Value within 50	Place Value within 50 continued Length and Height Weight and Volume	Multiplication and Division Fractions Position and Direction	Place Value within 100 Money Time
Science	<u>Everyday Materials</u> Distinguish between an object and the material from which it is made. Identify and name a variety of everyday materials.	<u>Everyday Materials</u> Describe the simple physical properties of everyday materials. Compare and group the materials, based on their properties.	<u>Animals, including humans</u> Identify, name and draw the basic parts of the human body and say which part of the body is associated with each sense.	<u>Animals, including humans</u> Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals. Identify animals that are carnivores, herbivores and omnivores. Describe and compare the structure of a variety of common animals.	<u>Plants</u> Growing project – children to plant and observe and record the growth of a range of simple plants.	<u>Plants</u> 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.
History	<u>Changes in living memory</u> - Children will explore: Changes since they were babies; changes since their teachers were children and since their grandparents were born. Inventions of their favourite toys i.e. teddy bear, Nintendo, LEGO, Meccano, Internet. Timelines will be created to show chronological order of events.	<u>How has transport changed over time?</u> Children will look at the different ways that transport has changed over time and how vehicles have advanced so that they are easier to access, the differences between old and new and how their fuel has changed to match developing technologies.			<u>Who has changed our world?</u> Greta Thunberg – recent activist on climate change. Wangari Maathai – she started the green belt movement in Kenya Charles Darwin – origin of the species. Mary Anning – Fossil hunter who discovered remarkable new creatures	

Geography			Pupils will identify country groupings of 'British Isles', 'United Kingdom' and 'Great Britain', the capital cities of UK and name the surrounding seas. They will know the national emblems; characteristics; language; customs; iconic landmarks etc. of the constituent countries of UK.	Pupils will describe and understand the key aspects of physical geography including mountains, rivers and seas and of human geography including cities and land use. They will use maps, atlases and digital mapping to locate and describe the features of the UK and undertake fieldwork using maps with keys and symbols.		
Computing	Algorithm An introduction to the concept of algorithms being a set of instructions that need to be followed in order.	iWrite An introduction to the basics of word processing. The focus is on entering and printing text, saving and retrieving work.	iData A range of lessons to reinforce the collection of data and its uses. Links to maths and data handling.	iProgram An introduction to algorithms and programming. Using physical and virtual toys to perform actions and understanding that computers are controlled by instructions.	liProgram An introduction to Scratch Jr to design and program animated stories. This will serve as the foundation for their ongoing work in computing.	iModel An introduction to computer modelling to represent real and imaginary environments.
PE	Indoor PE: Gymnastics In this unit children investigate movement, stillness, and how to find and use space safely. Outdoor PE: Athletics In this unit children will experience different ways of moving on their feet, moving safely between and around objects and other children. Link running and jumping movements and use a variety of games equipment.	Indoor PE: Dance In this unit children explore basic body actions and use different parts of their body to make movements. They create and repeat short dances inspired by themes such as clowns, penguins and folk dance. Outdoor PE: Basketball In this unit children develop basic game-playing skills, in particular throwing and catching	Indoor PE: Forest School In this unit children take part in simple activities. They are set physical challenges and problems to solve, and work on their own and in small groups. They learn how to work safely in a range of situations. Outdoor PE: Hockey In this unit children develop basic game-playing skills, throwing and catching. They have an opportunity to play one against one, one against two, and one against three.	Indoor PE: Gymnastics In this unit children explore basic gymnastic actions on the floor and using apparatus. They copy or create, remember and repeat, short movement phrases. Outdoor PE: Circuits In this unit children will experience different ways of moving on their feet, moving safely between and around objects and other children. Link running and jumping movements and use a variety of games equipment.	Indoor PE: Dance In this unit children explore basic body actions and use different parts of their body to make movements. They create and repeat short dances inspired by themes such as clowns, penguins and folk dance. Outdoor PE: Tennis In this unit children develop basic game-playing skills, in particular throwing and catching. They play games based on net games (like tennis and badminton).	Indoor PE: Rounders In this unit children develop basic game-playing skills based on striking and fielding games (like rounders and cricket). They have an opportunity to play one against one, one against two, and one against three. Outdoor PE: Sports Day Prep In this unit children will experience different ways of moving on their feet, moving safely between and around objects and other children. Link running and jumping movements and use a variety of games equipment.
RE	Diwali: The celebration of the festival of Diwali and Hindu people. Children to know the story of Rama and Sita. (3 weeks)	Christmas: Jesus' birth, including the gifts given at his birth. Think about how they can give to others.	Creation to Shabbat: Jewish beliefs about creation, God, and 2 important characters, Noah and Abraham. Jewish tradition of Shabbat and its links to the creation story	Easter: What happened at Easter and why? What feelings are associated with these events? What makes me sad, happy?		Jewish Stories: Know the main parts of the Jewish (and Christian) story of Jonah's and Moses' life. Express ideas about obedience and discuss overcoming feelings of under confidence. Talk

			Special people in their lives, their own ideas about God, and the beauty and importance of the environment.			thoughtfully about right and wrong and God's relationship with and his commitment to Moses and Jonah, and others who don't know Him.
PSHE	<u>Me and My relationships</u> Feelings Getting help Classroom rules	<u>Valuing Differences</u> Recognising, valuing and celebrating difference Developing tolerance and respect	<u>Keeping Safe</u> How our feelings can keep us safe Keeping healthy Medicine Safety	<u>Rights and Responsibilities</u> Taking care of things: My self My money My environment	<u>Being My Best</u> Growth Mindset Keeping by body healthy	<u>Growing and Changing</u> Getting help Becoming independent My body parts
Music	Creating and exploring vocal sounds and body percussion sounds. Selecting instruments and creating music that matches an event in a story. Listening to music and appropriately matching it to a picture. Music Express Y1 Ourselfs- lessons 1-3 Storytime-lessons1-3	Production songs – Rehearse and perform with others.		<u>In class talent shows</u> Performing steady beats to different speeds. Combine rhythm patterns and steady beat. Inventing new rhythm patterns. Analysing sounds around school Using instruments to create a sound scape. Music Express Y1 Our bodies-Lessons 1-3 Our school-Lessons 1-3	Identifying pitch/inventing pitch melodies using pitched percussion instruments. Exploring pitch changes and contrasts. Exploring beats (metre) 2, 3, 4 patterns. Identifying metre and exploring sounds to emphasize first beats. Listen and respond to Carnival of the Animals. Music Express Y1 Pattern-1-3 Animals-1-3 Carnival of the animals- twinkl	
Art			<u>Humans and Houses</u> Children learn about the work of Leonardo DaVinci as an artist and designer. They use drawing to develop their understanding of the geometric shapes used to draw people and buildings.	<u>Sculpting Animals</u> Children develop their ability to use a range of tools to roll, shape and add texture to mouldable materials such as clay and salt dough. Make a range of different animal patterns and animal models.		<u>Plants</u> Children are introduced to a range of materials and techniques as they create images of plants. Focus on colour, pattern, texture, line and shape.
D&T		<u>Textiles</u> Design and make both a sock and a felt puppet using a range of techniques to join fabrics, including stitching, gluing and stapling. They will then explore different finishing techniques to complete the project.			<u>Food</u> Understand where food comes from. Taste-test a range of fruit and vegetables which the children have grown in the Y1 garden, before designing and making healthy chips and salads. Understand and	<u>Mechanisms</u> Research, design, make and make a moving picture for a teacher to use alongside telling a story. They will make this move using sliders and levers.

					apply the basics principles of a healthy and varied diet.	
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Topic sessions covered each term

HT1 Science, History, R.E/Music

HT2 science, History, R.E, (music through production), D&T

HT3 Science, Geography, R.E, Art (Forest School)

HT4 Science, Geography, R.E, Art

HT5 Science, History, Music, D&T (Phonics heavy half term in prep for the screening after half term)

HT6 Science, R.E, Music, Art, D&T