

Curriculum Overview for Year 1

Autumn

- Exploring a range of texts
- See Spelling Bank
- Grammar
- Punctuation
- Reading – decoding and comprehension
- Handwriting
- Speaking and Listening

English

Spring

- Exploring a range of texts
- See Spelling Bank
- Grammar
- Punctuation
- Reading – decoding and comprehension
- Handwriting
- Speaking and Listening

Summer

- The true story of the 3 little pigs
- Stickman
- See Spelling Bank
- Grammar
- Punctuation
- Reading – decoding and comprehension
- Handwriting
- Speaking and Listening

Art & Design Technology

Autumn

- Comment on works of art
- Use a variety of materials and processes
- Suggest ways of improvement
- Plan
- Comment on plans and suggest improvements

Spring

- Comment on products in everyday use

Summer

- Understand the work of artists can be seen in different places

Computing

Autumn

- Understand what algorithms are and how they are used in programs
- Create and debug programs
- Follow instructions
- Recognise uses for IT beyond school

Spring

- Use technology to create and retrieve digital content
- Predict the behaviour of simple programs

Summer

- Use technology safely and responsibly
- Use technology to organise and store digital content

Mathematics

Autumn

- Count to and across 100
- Measure, compare and record length, height, mass
- Addition and Subtraction to 20
- Counting in multiples of 2,5 and 10, finding half
- Comparing and sorting 2d and 3d
- Shapes, describing position, direction and movement
- Problem Solving (weekly)

Spring

- Finding 1 more/less
- Measuring capacity and time, sequencing events
- Addition and subtraction of 2 digit and 1 digit numbers
- Counting in multiples of 2,5 and 10, finding half and quarter
- Comparing and sorting 2d and 3d Shapes
- Describing whole, half, quarter and three quarter turns
- Problem Solving (weekly)

Summer

- Counting to and across 100, finding 1 more/less
- Telling the time to the hour and half past
- Adding and subtracting 1 digit and 2 digit, number bonds to 20
- Multiplication and division (concrete/pictorial)
- 2d/3d shapes
- Problem Solving (weekly)

PE

Autumn

- Gymnastics
- Tennis

Spring

- Hockey
- Bench ball

Summer

- Multisport
- Frisbee/Danish Long ball

RE

Autumn

- Special books and stories
- Belonging to church and mosque
- Christmas

Spring

- Belonging to church and mosque
- Easter

Summer

- Why do we care?
- Celebrating special occasions

Science

Autumn

- Name materials
- Sort materials
- Identify materials around school
- Describe properties of materials
- Use the vocabulary – hard/soft, stretch/bendy, waterproof/absorbent, rough/smooth, opaque/transparent
- Group materials according to their properties

Science

Spring

- Name and identify all animals and humans
- Compare animal structure
- Know what a carnivore, herbivore and omnivore is
- Human body parts
- Human senses
- Name fish and mammals
- Name birds and reptiles
- Identify amphibians

Geography

Autumn

Spring

- Use geographical terms
- Use secondary information to find geographical information
- Communicate knowledge and understanding in different ways

Summer

- To be able to follow directions
- Describe geographical features
- Use maps and plans
- Use maps and plans to locate position
- Express views on an environment

History

Autumn

Spring

- Use key words and phrases
- Order events and objects
- Identify their lives and lives of people in the past

Summer

- Understand events and actions have causes and effect
- Find out about the past from a range of sources
- Ask and answer questions about the past
- Order events and objects into a sequence

Science

Summer

- Sort flowers from trees
- Know the structure of a tree
- Know what an evergreen trees and deciduous trees are
- Compare and sort trees according to their type
- Structure of a plant
- Seasons
- Changes of each season
- Day length changes

Visits and visitors

Autumn

- Eureka

Spring

- Abbey House



