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| Logo  Description automatically generated  **Year One** Topic Overview – **Autumn One: Resident Artist Art Week** | | | | |
|  | Geography | History | Art | D&T |
| Autumn 1  **BHM: Hidden Figures/ The Moon** | Locational knowledge  *- To name and locate the world’s seven continents and five oceans* | The lives of significant individuals**/** Events beyond living memory.  *-First Moon Landings*  *-The Achievements of Mary Jackson, Katherine Johnson and Dorothy Vaughan.* | Use drawing to develop and share ideas  - weekly sketch  **Resident Artist Art Week** | Make: select from and use a wider range of tools and equipment to perform practical tasks accurately  - women of Gee’s bend (book: Belle, the last mule at Gee’s bend) |
| Autumn 2  **The Moon** | Place knowledge  *- To  understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom.*  *- To Use basic geographical vocabulary.* | Changes within living Memory  *-How do people travel nowadays?*  *-How has this changed over time and why?* | Use drawing to develop and share ideas  - weekly sketch | Make: select from and use a wider range of tools and equipment to perform practical tasks accurately  - make a moon buggy  Evaluate: explore and evaluate a range of existing products; evaluate their ideas and products against design criteria |
| Spring 1  **‘Seasons’**  **Chinese New Year (whole school)** | Human and physical geography    - *To identify seasonal and daily*  *weather patterns.*  *-To Use basic geographical vocabulary* | Events beyond living memory  *- The First Aeroplane Flight* | Use drawing to develop and share ideas  - weekly sketch  Use painting to develop and share ideas; Use a range of materials creatively; Develop a wide range of art and design techniques  - Japanese sakura cherry blossom art  Learn about the work of a range of artists  - Giuseppe Arcimboldo | Make: select from and use a wider range of tools and equipment to perform practical tasks accurately  - Whole school Chinese New Year art project |
| Spring 2  **THE UK** | Geographical skills and fieldwork   - Use world maps, atlases and globes to identify the United Kingdom and its countries  - To Use basic geographical vocabulary. | The lives of significant individuals in the past  - Kings and Queens | Use drawing to develop and share ideas  - weekly sketch  Use painting to develop and share ideas; Use a range of materials creatively; Develop a wide range of art and design techniques  - explore famous British artists | use the basic principles of a healthy and varied diet to prepare dishes  - baking |
| Summer 1  Local History: **Ponds & Minibeasts** | Geographical skills and fieldwork    -To use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.  - To Use basic geographical vocabulary. | Changes within living Memory  -Brockwell Park History Trail | Use drawing to develop and share ideas  - weekly sketch | Design: design purposeful, functional, appealing products based on design criteria; Make: select from and use a range of tools and equipment to perform practical tasks; Evaluate: explore and evaluate a range of existing products; Technical knowledge: build structures, exploring how they can be made stronger, stiffer and more stable  - build a bug hotel |
| Summer 2  Local History: **Transport** | Geographical skills and fieldwork    -To use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map  - To Use basic geographical vocabulary. | Changes within living Memory  -TFL Histories | Use drawing to develop and share ideas  - weekly sketch  Use painting to develop and share ideas; Use a range of materials creatively; Develop a wide range of art and design techniques  - Artwork using toy vehicles  Learn about the work of a range of artists  - Jackson Pollock | Design: design purposeful, functional, appealing products; Make: select and use a range of tools and equipment to perform practical tasks, select and use a wide range of materials  - make a car |