

Year 1 Overview



	<ul style="list-style-type: none"> • What is important to a Muslim-design a prayer mat. • What is important to a Christian-rules to make the world a better place. 	<ul style="list-style-type: none"> • Why Christians celebrate Christmas. • To learn the Nativity story. • Design and make a Christmas decoration. 	<ul style="list-style-type: none"> • Recognise I am part of a community. • Visit Christ Church-Baptism ceremony. 	<ul style="list-style-type: none"> • Retell the creation story from the Bible. • Understand how to look after the world. • Know the Easter story 		
Art & Design		<p>Drawing KLP:</p> <ul style="list-style-type: none"> • Observational sketches of the weather in our local environment. • To learn the correct pencil grip. • Use a variety of tools to experiment with drawing. • Observe and draw landscapes by using our senses to explore the details. <p>Christmas Crafts KLP:</p> <ul style="list-style-type: none"> • Use a range of materials to create Christmas crafts. • Use a combination of materials that are cut, torn and glued with some independence. 	<p>Artist Focus – Van Gogh KLP:</p> <ul style="list-style-type: none"> • Ask and answer questions about a piece of work. • Appraise a piece of work. • Create a ‘Starry Night’ painting of a nocturnal animal. • Use paint to represent the techniques shown by Van Gogh. • Hold and use a paint brush effectively. • Produce marks in the style of the artist. 		<p>Painting (The Titanic) KLP:</p> <ul style="list-style-type: none"> • To study a piece of watercolour artwork and appraise it. • To use watercolour paints to create a painting of the Titanic. • To think about brush strokes to add detail. • Select different brush sizes and shapes for different purposes. <p>Collage (Under the Sea) KLP:</p> <ul style="list-style-type: none"> • To use a range of materials to create a collage of under the sea. • To cut and join materials. 	<p>Drawing (Space) KLP:</p> <ul style="list-style-type: none"> • To use oil pastels to create a space picture. • To show strong pencil grip. • Select colours to represent their ideas. • Observe and record shapes, patterns and textures seen in objects.
Design & Technology	<p>Sculpture/3D work KLP:</p> <ul style="list-style-type: none"> • Join simple objects together to make structures. • Select appropriate tools for joining. • Use junk modelling materials. • Plan, design and make models. 			<p>Make a floating boat KLP:</p> <ul style="list-style-type: none"> • To create a boat that floats. • To plan and make a boat. • To evaluate a structure. • To use tools effectively for cutting and joining. • To develop their designs through discussions and observations. 		<p>Food and Nutrition KLP:</p> <ul style="list-style-type: none"> • Explore the understanding that food can come from different places. • Make a fruit salad. • Know how to prepare simple dishes safely and hygienically, without using a heat source. • Follow procedures for personal hygiene.
Music	<p>Hey You (Style: Old school hip-hop) KLP:</p> <ul style="list-style-type: none"> • To compose your own rap. • Listen and appraise. • To understand how pulse, rhythm and pitch work together. • To know what the terms ‘pulse’, ‘rhythm’ and ‘pitch’ mean. 	<p>Rhythm in the Way We Walk & The Banana Rap (Style: Reggae) KLP:</p> <ul style="list-style-type: none"> • Pulse, rhythm and pitch. • Rapping, dancing and singing. 	<p>In the Groove (Style: Blues, Baroque, Latin, Bangra, Folk and Funk) KLP:</p> <ul style="list-style-type: none"> • To move to the beat of a piece of music. 	<p>Round and Round (Style: Bossanova) KLP:</p> <ul style="list-style-type: none"> • To identify pulse, rhythm and pitch in different styles of music. 	<p>Your Imagination (Style: Pop) KLP:</p> <ul style="list-style-type: none"> • To listen to a piece of music. • To know and recognise the sound and names of some instruments. 	<p>Reflect, Rewind and Replay (Style: Classical) KLP:</p> <ul style="list-style-type: none"> • The history of music. • To learn some of the language related to music.
Computing					<p>Computing Systems and Networks- Technology around us KLP:</p> <ul style="list-style-type: none"> • Technology around us. • Using technology. • Develop mouse skills. • Using a computer keyboard. 	<p>Creating Media- Digital Painting KLP:</p> <ul style="list-style-type: none"> • How can we paint using computers. • Using shape and lines. • Making careful choices. • Painting independently.

					<ul style="list-style-type: none"> Developing keyboard skills. Using a computer responsibly. 	<ul style="list-style-type: none"> Comparing computer art and painting.
P.E.	Throwing and Catching KLP: <ul style="list-style-type: none"> To be able to throw a ball/beanbag with accuracy. To be able to show an awareness of space. To be able to catch a ball/beanbag with some control. To observe, describe and copy what others are doing. To work collaboratively with a partner. 	Gymnastics (Balance and Agility) KLP: <ul style="list-style-type: none"> Show an awareness of personal and general space. To move with some confidence, imagination and safety. To travel using 'caterpillar', 'monkey' & 'crab' walk. To travel in 'crawling soldier' position. Discuss safety when using apparatus. 	Net Games KLP: <ul style="list-style-type: none"> To aim and strike an object towards a set target. To balance a ball on a racket with control. To recognise and begin to use space in games. To attempt to strike a ball over and beyond a target. To attempt to 'set' a ball in the air repetitively (Volleyball). 	Gymnastics (Position and Direction) KLP: <ul style="list-style-type: none"> To move from one body position to another. To perform balances on different levels. Show a clear beginning & end to shapes/sequences. To further explore the large and small apparatus. To balance on small body parts with control. 	Creative Play (Outdoor Adventure) KLP: <ul style="list-style-type: none"> To develop more complex fundamental movement skills To be able to work collaboratively within a group. To develop thinking and creativity. To develop decision making in games. To be able to work independently. 	Running and Jumping (Athletics) KLP: <ul style="list-style-type: none"> To consolidate appropriate running technique. To jump with control & balance on landing. To jump whilst travelling. To throw towards a stationary target. To know what the term 'healthy eating' means.
Literacy	Silly Billy <ul style="list-style-type: none"> Speaking and Listening Emotional wellbeing Enormous Crocodile <ul style="list-style-type: none"> To write simple sentences. Naughty Bus <ul style="list-style-type: none"> To write simple sentences. To use CVC words in captions and labels. Narrative: Traditional tales: Jolly Postman <ul style="list-style-type: none"> Developing speaking and listening skills through role play. Write a postcard. Understand the purpose and role of letters/postcards. 	Story Writing (A Little Bit Brave) <ul style="list-style-type: none"> To use four box story board to plan a story. To use capital letters, finger spaces and full stops in writing. Persuasive writing <ul style="list-style-type: none"> To use adjectives and persuasive language to create an advert. To use rhetorical questions to engage a reader. Beegu <ul style="list-style-type: none"> Use drama to explore a story. Developing speaking and listening skills. To find answers within a text. 	Shape poetry (Gone) <ul style="list-style-type: none"> Use similes to describe. To write a piece of poetry in a shape poem format. To learn a poem. To perform a poem. Instructions (How to Wash a Woolly Mammoth) <ul style="list-style-type: none"> To use time openers to sequence events. To use imperative verbs for commands. To write a set of instructions. Stories by the same author (The Smeds and The Smoos) <ul style="list-style-type: none"> To learn and recite a story. To use conjunctions to develop character descriptions. Stories by the same author (The Smartest Giant in Town) <ul style="list-style-type: none"> To become familiar with stories by the same author. To use speech bubbles. 	Fantasy story (Tyrannosaurus Drip) <ul style="list-style-type: none"> Join in with repeated phrases. To write a story using adjectives, conjunctions, alliteration, similes and fronted adverbials to enhance setting descriptions. Letter writing (Dear Dinosaur) <ul style="list-style-type: none"> To write a letter. To understand the format of a letter. 	Adventure Story (The Snail and the Whale) <ul style="list-style-type: none"> Write an adventure story using a six box story board. To use an exclamation mark to punctuate a sentence. Reading comprehension focus (Tiddler) <ul style="list-style-type: none"> Retrieve information from a text. Answer question relating to a text. Non-Fiction information books (See Under the Sea) <ul style="list-style-type: none"> Produce an information book. Understand the difference between fiction and non-fiction. Understand the features of a non-fiction text (contents page, index, glossary) Use a dictionary to find the meaning of words. 	Write a recounts (Living in Space) <ul style="list-style-type: none"> To understand the format of a recount. To use time openers and chronological language. To write a recount. Poster (Man on the Moon) <ul style="list-style-type: none"> To create a Wanted! poster using adjectives and previously taught techniques. Performance Poetry (On the Ning, Nang, Nong and The Puffin Book of Fantastic First Poems) <ul style="list-style-type: none"> To learn, recite and perform a poem.
SPaG	SPAG: <ul style="list-style-type: none"> Leave finger spaces between words. Understand the terminology of 'letters' and 'words'. 	SPAG: <ul style="list-style-type: none"> Begin to punctuate sentences using a capital letter and full stop. Understand the terminology of 'capital letter, full stops and sentences'. 	SPAG: <ul style="list-style-type: none"> Use a capital letter for the personal pronoun I, names and days of the week. 	SPAG <ul style="list-style-type: none"> Use a variety of coordinating conjunctions Join clauses using 'and'. Begin to punctuate sentences using an exclamation mark/question mark. 	SPAG <ul style="list-style-type: none"> Using the pre-fix 'un'. Add the noun suffix 'es' Add the suffix 'er' to change a verb to a noun. Add 'ing', 'ed' and 'est' to the end of words. Terminology: Singular and plural. 	SPAG <ul style="list-style-type: none"> Understand different types of sentences: statement, question and exclamation.

				<ul style="list-style-type: none"> Understand the terminology: 'question mark, exclamation mark and punctuation'. 		
Numeracy	<p>Number and Place Value</p> <ul style="list-style-type: none"> To read and write numbers from 0-20. Begin to recognise the place value of numbers up to 20 (tens and ones). Identify one more and one less of a given number. <p>Addition and Subtraction</p> <ul style="list-style-type: none"> Read, write and interpret mathematical statements (+, - and =) Number bond facts to 10 and 20. Add and subtract numbers. Solve simple one-step problems involving addition and subtraction. <p>2D/3D shapes Recognise and name common 2D and 3D shapes.</p> <p>Sequencing and Sorting</p> <ul style="list-style-type: none"> Recognise and create repeating patterns with numbers, objects and shapes. Identify odd and even numbers. Sort objects, number and shapes. Sort objects, number and shapes to a given criterion and their own. 	<p>Length, mass and weight</p> <ul style="list-style-type: none"> Compare and describe lengths, heights and weights. Measure and begin to record lengths, heights and weights. Solve practical problems relating to lengths and weight. <p>Capacity and Volume</p> <ul style="list-style-type: none"> Compare and describe capacity/volume (e.g. full, empty, half full) Measure and begin to record capacity. <p>Money</p> <ul style="list-style-type: none"> Recognise and know the value of different coins. <p>Time</p> <ul style="list-style-type: none"> Sequence events in chronological order. Recognise and use language relating to dates, including days of the week, weeks, months and years. Measure and begin to record time. 	<p>Number and Place Value</p> <ul style="list-style-type: none"> Identify ten more and ten less. Order numbers to 50. Recognise the place value of numbers beyond 20. Read and write numbers from 1 to 20 in numerals and words. Recognise the place value of numbers beyond 20 (tens and ones). Use the language of equal to, more than and less than <p>Mass/weight</p> <ul style="list-style-type: none"> Record mass/weight using non-standard and standard units of weight. Solve practical problems for mass/weight. <p>Addition and subtraction</p> <ul style="list-style-type: none"> Represent and use number bonds and related subtraction facts within 20. Subtract one-digit and two-digit numbers to 20 using 'difference' as find how many more to make. Solve problems relating to finding the difference. 	<p>Measurement - Length, Mass and Weight</p> <ul style="list-style-type: none"> Measure and record lengths/heights. Measure and record mass/weight. Solve practical problems for lengths, heights and masses/weights. <p>Money</p> <ul style="list-style-type: none"> Recognise and know the value of different coins and notes. Solve practical problems relating to coins. <p>2D and 3D Shapes</p> <ul style="list-style-type: none"> Begin to recognise properties of 2D and 3D shapes. <p>Position and Direction</p> <ul style="list-style-type: none"> Describe position, direction and movements using half, quarter and three quarter turns. <p>Time</p> <ul style="list-style-type: none"> Tell the time to the hour and half past. Draw times on a clock. Measure and begin to record time. Solve practical problems relating to time. 	<p>Measurement – Capacity/Volume</p> <ul style="list-style-type: none"> Record capacity and volume using non-standard and standard units. Solve practical problems relating to capacity/volume. <p>Fractions</p> <ul style="list-style-type: none"> Recognise, find and name a half as one of two equal parts of a quantity. Recognise, find and name a quarter as one of four equal parts of a quantity. <p>Multiplication and Division</p> <ul style="list-style-type: none"> Solve one step problems involving multiplication and division by calculating the answer using concrete objects, pictorial representations and arrays with teacher support. Counting multiplies of twos, fives and tens. Recall and use doubles/halves of all numbers to 10. 	<p>Money</p> <ul style="list-style-type: none"> Recognise and know the value of different coins and notes. Solve practical problems relating to money. <p>Measurement</p> <ul style="list-style-type: none"> Solve practical problems relating to measurement. <p>Addition and subtraction</p> <ul style="list-style-type: none"> Represent and use number bonds and related subtraction facts within 20. Subtract one-digit and two-digit numbers to 20 using 'difference' as find how many more to make. Solve problems relating to finding the difference. <p>Number and Place Value</p> <ul style="list-style-type: none"> Identify ten more and ten less. Order numbers to 50. Recognise the place value of numbers beyond 20. Read and write numbers from 1 to 20 in numerals and words. Recognise the place value of numbers beyond 20 (tens and ones). Use the language of equal to, more than and less than <p>Statistics</p> <ul style="list-style-type: none"> Present and interpret data in block diagrams using practical equipment. Ask and answer questions by comparing categorical data.
LotC	<p>Grand Day Out KLP:</p> <ul style="list-style-type: none"> To explore the local environment. To visit a local attraction. 		<p>Christ Church visit KLP:</p> <ul style="list-style-type: none"> To visit a place of worship. To ask relevant questions. To learn about a particular religion. To understand the features of a Church. 		<p>Forest School KLP:</p> <ul style="list-style-type: none"> To identify native plants and birds. To understand safety measures when moving around a fire. To use natural materials to make sculptures. 	<p>Grand Day Out KLP:</p> <ul style="list-style-type: none"> To explore the local environment. To visit a local attraction. <p>Sports Day</p>

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| | | | <ul style="list-style-type: none">• To understand a Christian baptism service. | | | |
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