

Maths

Number: Place Value (within 20)

Count forwards and backwards and write numbers to 20 in numerals and words, Numbers from 11-20, tens and ones, count one more and one less, compare groups of objects, compare numbers, order groups of objects, order numbers.

Number: Place value within 50.

Numbers to 50, Tens and ones, Represent numbers to 50, One more one less, Compare objects within 50, Order numbers within 50,

PE:

Outdoor Tennis

I can throw with some accuracy and power.
I can catch with control.
I can find a safe space.
I can follow basic rules in a game.
I can develop an enjoyment of games, regardless of the outcome and I can play a game with a partner.

Indoor Gymnastics

I can jump off an object and land appropriately.
I can jump from different heights and land safely with bent knees.
I can demonstrate different jumps (straight jump, tuck jump).
I can roll from one part of my body to another.
I can transition from one move to the next e.g. a jump to a balance or a balance to a roll.

Year 1 Curriculum Overview

Spring 2 - To Infinity & Beyond

Statements in blue show learning that is based on our 'Recovery Curriculum' as a result of the coronavirus pandemic. Children will be taught, or have the opportunity to revisit, gaps in their skills and knowledge from the previous year group's curriculum.

Science

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.

Music

Charanga - In the Groove
Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
Experiment with, create, select and combine sounds using the inter-related dimensions of music.
Play tuned & untuned instruments musically. (Percussion, glockenspiels).
Identify different styles of music. What I like/dislike?

PSHE

VALUE: Cooperation

Accept everyone is different, include others when working and playing, know how to help when someone is being bullied, trying to solve problems, using kind words, know how to give and receive compliments.

English

Phonics: Revise Phase 3 sounds and Phase 4 blends.

Teaching of Phase 5 sounds and tricky words.
Sounds explored through games, phoneme detectives, use of phoneme frames and comprehension associated with new vocabulary.

Teach the Phase 5 split diagraphs.

Reading: Using phonics to understand familiar vocabulary.

Reading class novels, poetry, familiar stories, non-fiction. Guided reading sessions focussing on:
Developing and applying new phonic skills and understanding of the text.

Discussing and clarifying the meaning of words, linking new meanings to known vocabulary.
Develop pleasure in reading, motivation to read, vocabulary and understanding by listening to, discussing and expressing views.

Listening to and enjoying a range of class novels, poetry and non-fiction texts.

Writing: Emma Jane's Aeroplane

Sequencing the story and exploring experiences related to the story: Questions for the characters, story settings and writing simple adapted stories.

Writing an adventure story based on Emma Jane's Aeroplane.

Grammar, punctuation and spelling -
Compound Words and Capital Letters.

Art and Design

Develop a wide range of art and design techniques in using, form and space. (Mother's Day & Easter Cards).

Use sculpture to develop and share their ideas, experiences and imagination. (Paper Mache - creating a hot air balloon),

Use a range of materials creatively to design and make products.

Develop a wide range of materials creatively to design and make products. (Attach string to balloon by using string and tape).

Design Technology

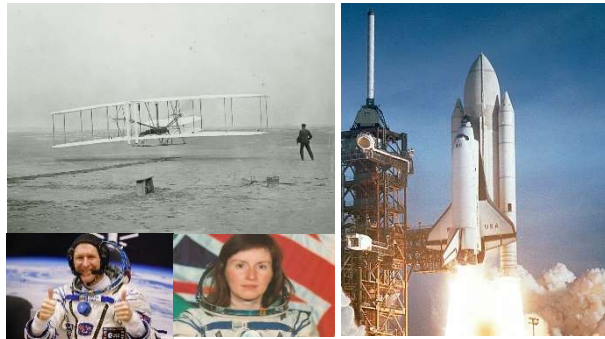
Technical Knowledge: Build structures, exploring how they can be made stronger, stiffer and more stable. I can use PVA glue, tape and templates.

(Paper Mache hot air balloon)

Design purposeful, functional, appealing products for themselves and other users based on design criteria. I can represent what I am going to make by drawing, writing and labelling - Design a sliding mechanism for the hot air balloon.

Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], I can make products by cutting out, gluing and joining things together. - Attach a slider to a hot air balloon.

Evaluate their ideas and products against design criteria. Relate their finished product to initial design.



Geography -

Know the features of a simple map - adding keys to simple maps.

Use world maps, atlases and globes to identify the UK and its countries - identify areas of the UK that we know and that are associated with famous people and famous events i.e. Space control centres, rocket launch sites etc.

Identify the capital cities of the 4 countries of the UK.

Computing

To find out about and use a range of everyday technology.
Follow a set of instructions

To discuss why it is important to stay safe when using different forms of technology. - Smartie the Penguin and Hector the Protector.

Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions - explore algorithms through the use of a beebot correctly.

Begin to de-bug simple algorithms.

Learn how to log on to a computer using personal logins.

History -

Know facts about significant people within living memory i.e. Tim Peake, Neil Armstrong and Helen Sharman.

Look at pictures and artefacts from the past and describe them - pictures of the first moon landing, images of space control rooms, how have things changed over time

Ask questions to find out information - questions written for Tim Peake. Helen Sharman.

Retell stories from the past - Helen Sharman.

To know about significant events such as the first aeroplane/flight into space.

RE: Stories

To know a range of stories from different religions and recognise why they are important to different faiths.