



Year 1 Overview Curriculum Objectives

Science

Plants - identify and name a variety of common wild and garden plants, including deciduous and evergreen trees

Plants - identify and describe the basic structure of a variety of common flowering plants, including trees

Animals, inc humans - identify and name a variety of common animals including, fish, amphibians, reptiles, birds and mammals

Animals, inc humans - identify and name a variety of common animals that are carnivores, herbivores and omnivores

Animals, inc humans - describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals including pets)

Animals, inc humans- identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

Everyday materials - distinguish between an object and the material from which it is made

Everyday materials - identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock

Everyday materials - describe the simple physical properties of a variety of everyday materials

Everyday materials - compare and group together a variety of everyday materials on the basis of their simple physical properties

Seasonal changes - observe changes across the 4 seasons

Seasonal changes - observe and describe weather associated with the seasons and how day length varies.

Working scientifically:

- asking simple questions and recognising that they can be answered in different ways
- observing closely, using simple equipment
- performing simple tests
- identifying and classifying
- using their observations and ideas to suggest answers to questions
- gathering and recording data to help in answering questions.

Art

- to use a range of materials creatively to design and make products
- to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

History - *Great explorers, history makers and 1960's toys*

- changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life
- events beyond living memory that are significant nationally or globally
- the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods
- significant historical events, people and places in their own locality.

DT

Design - design purposeful, functional, appealing products for themselves and other users based on design criteria

Design - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

Make - select from and use a range of tools and equipment to perform practical tasks

Make - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Evaluate - explore and evaluate a range of existing products

Evaluate - evaluate their ideas and products against design criteria

Technical knowledge - build structures, exploring how they can be made stronger, stiffer and more stable

Technical knowledge - explore and use mechanisms, in their products.

Cooking - use the basic principles of a healthy and varied diet to prepare dishes

Cooking - understand where food comes from.

PE

- master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities
- participate in team games, developing simple tactics for attacking and defending
- perform dances using simple movement patterns.

Swimming and water safety

- swim competently, confidently and proficiently over a distance of at least 25 metres
- use a range of strokes effectively
- perform safe self-rescue in different water-based situations.

Geography - *Weather, seaside and Kampong Ayer*

Locational Knowledge:

- Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas.
- Name and locate the world's seven continents and five oceans.

Place Knowledge:

- Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country

Human & Physical:

- Identify seasonal and daily weather patterns in the United Kingdom.
- Identify the location of hot and cold areas of the world in relation to the Equator and the North and South Poles
- Use basic geographical vocabulary to refer to: Key physical features, including: forest, hill, mountain, soil, valley, vegetation. Key human features, including: city, town, village, factory, farm, house, office.

Geographical skills & field work:

- Use world maps, atlases and globes to identify the United Kingdom and its countries.
- 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.
- 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.

Computing

Programming - understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions

Programming - create and debug simple programs

Programming - use logical reasoning to predict the behaviour of simple programs

Multimedia - use technology purposefully to create, organise, store, manipulate and retrieve digital content

Multimedia - recognise common uses of information technology beyond school

Online safety - use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet or other online technologies

Music

- use their voices expressively and creatively by singing songs and speaking chants and rhymes
- play tuned and untuned instruments musically
- listen with concentration and understanding to a range of high-quality live and recorded music
- experiment with, create, select and combine sounds using the interrelated dimensions of music