

LEARNING IN YEAR 1 Term 1 Curriculum Overview

English

- Daily phonics teaching ar, or, ur, ow, oi, ear, air, ure, er and adjacent consonants.
- Revision of previously learnt sounds s, a, t, p, I, n, m, d, g, o, c, k, ck, e, u, r, h, b, f, ff, l, ll, s, ss, j, v, w, x, y, z, zz, qu, ch, sh, th, ng, ai, ee, igh, oa, oo long, oo short.
- Telling and re-enacting stories Here • We Are – Oliver Jeffers, Traction Man is Here – Mini Grey & Funnybones – Janet and Allan Ahlberg.
- Reading simple stories containing Phase 2 and Phase 3 graphemes.
- Writing simple sentences using capital letter, full stop and finger spaces.
- Using Phonics skills taught to segment and spell simple words containing 3 or more letters.
- Handwriting formation (cursive)

History

- Chronological understanding- How have I changed since I was a baby? Organise pictures in chronological order.
- To learn about Florence Nightingale and her achievements developing the following skills -Use words/phrases related to the passing of time. Old, new, young, days, months, a long time ago.
- Sort artefacts, then and now. Identify objects from the past.
- Ask and answer questions related to different sources and objects.
- Tell the difference between the past and present in their own and other people's lives.
- Identify changes within living memory.
- Timelines Sequence three events or objects in chronological order. (pictures)
- Explain how they have changed since they were born.
- Use a range of resources (books, pictures, video) to find out characteristic features of the past.
- Recount (orally) some details about the past.
- Show knowledge and understanding of the past in different ways. (drawing, writing, talking)

Science

- Keeping healthy. •
- Our body.
- Our senses. •
- Seasonal changes. •
- Thinking scientifically: questioning.

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.
- Create and debug simple programs.
- ٠ Use logical reasoning to predict the behaviour of simple programs.
- Children give each other instructions to physically move around or complete a task.
- Predict what will happen from a set of instructions.
- Arrange a set of images in order, e.g. 5 pictures showing the steps of how to make a pizza.

Religious Education

- Christianity The Creation Story Developing the following skills -
- Explain how it felt to make something.
- Remember the Christian Creation story and • talk about it.
- Express an opinion about the Christian belief about creation.

PSHE

- Being Me in My World.
- Developing the following skills through drawing, writing and discussion - explaining ways in which you are different to others, understand that differences make us all special and unique, understanding the rights and responsibilities for being a member of our class, caring about the feelings of others, working with others, knowing how to make the classroom safe for everyone.

Music

- Music Express: Exploring Sounds. •
- Developing the skills of Listening and recognising sounds, making sounds using body percussion, exploring making sounds

Mathematic

- Place value within 10 counting, ordering and recognising numerals to 10 and beyond.
- Sorting, counting and representing • objects to 10 in different ways.
- Count, read and write numbers to 10 and beyond forwards and back.
- Say what one more and one less than a number up to 10 is.
- Introduce the symbols more than, less • than and equal to (<>=) to compare groups of objects and numbers to 10.
- Form numbers 0 to 10 correctly and • write in order.
- Ordinal numbers – 1st, 2nd, 3rd
- Addition and subtraction - practically add or take away groups of objects to find the total/answer. Begin to recognise the addition and subtraction symbols and use these to record simple number sentences.
- Number bonds to 10 know pairs of numbers that add up to 10.
- Number bonds to 10.

Geography

Not covered in this enquiry. •

Design Technology

Develop the following skills by making photo frames (linked to Art). Skills - generate, develop, model and communicate ideas through talking, drawing and templates. Evaluate ideas and products against design criteria. Develop cutting, sticking and joining skills.

Home Learning

- Daily reading. •
- Practise learning to read and write.
- Year 1 common exception words.

Physical Education

Real PE scheme

Personal Skills:

- Try several times if at first I don't succeed and I ask for help when appropriate.
- Follow instructions, practise safely and work on simple tasks by myself.

Art

Develop the following skills by completing:

- Self-portrait.
- Pictures/Paintings/Collages of real and imaginary heroes.
- Photo frames (linked to design technology)

Skills:

Draw from imagination and from observation.

Use a range of mark making tools such as pencils, pens, crayons and oil pastels. Use a range of materials creatively to design and make products.

using percussion instruments.

Our Newbridge Journey

Our enquiry is: What makes a hero?

This means we will be learning about: Ourselves and our heroes.

The Key Skills we will be developing are:

- I can keep trying even when I find something hard.
- I can play using my imagination and think of lots of ideas.
- I can share and take turns.
- I can take risks and keep myself healthy and safe.
- I can talk about how other people might be feeling.
- I can tell someone how I am feeling.

Enjoy working on simple tasks with help. Co-ordination and balance: Footwork skills; galloping, side stepping, skipping.

Balance skills; balance on one leg, using arms to support balancing.



- Tolerance of other faiths and beliefs.
- Responsibility and respect.

National Curriculum

Please click here for a link to the National Curriculum