

Curriculum Overview: Year 1

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	Journeys and Exploration Books: -Cave Baby -Astro Girl	Heroes and Villains Books: -I Want My Hat Back -Send for a Superhero	Similarities and Differences Books: -Beegu -Leo and the Octopus	Nature and Environment Books: -Dinosaurs and All That Rubbish -The Sea Saw	Friendship and Kindness Books: -Lubna and the Pebble -Pig and Pug	Imagination and Creativity Books: -Dadaji's Paintbrush -Julian is a Mermaid
Maths	White Rose Maths v.3					
	Mastering Number					
Science	Everyday Materials Objects are made from materials; identify a range of everyday materials; investigate the properties of materials; begin to understand that the material's properties define its use.		Animals, including Humans Humans are mammals; identify and name body parts; senses and associated body parts. Identify and describe the common structures of animals		Plant Parts Wild and garden plants; explore local environment; identify and describe the basic parts of plants; observe changes over time.	Animals Fish, amphibians, reptiles, birds, mammals and invertebrates; diets; how animals should be cared for.
	Seasonal Changes Seasons; seasonal changes; typical seasonal weather and events. Measuring the weather; science of day and night; recognise seasons have varying day lengths in the UK.					

History	Childhood Everyday life and families today, including comparisons to childhood in the 1950's, using artefacts and a range of sources.		Bright Lights Big City The Great Fire of London 1066		School Days Learn about Seaton Academy and their own locality, both today and in the past. Compare schooling in the Victorian era to their experiences today.	
Geography	Our Wonderful World Introduction to countries, capital cities and settlements in the UK. Human and Physical features; maps; compass and positional and directional language.		Bright Lights Big City Physical and human characteristics of the UK, including a detailed exploration of the characteristics and features of the capital city, London.			
Art and Design	Mix It! Basic colour theory; the colour wheel; mixing primary and secondary colours; how artists use colour in their artwork.	Funny Faces Concept of the portrait; how collage technique can be used to make a portrait.	Rain and Sunrays Collagraph printing including how to develop a motif to make single and repeated prints.		Street View Artwork depicting streets and buildings; focus on the work of American pop artist James Rizzi; create a 3D mural	
Design and Technology	Shade and Shelter Purpose of shelters and their materials; name and describe shelters; design		Taxi! Wheels, axels and chassis and how they work together to make a vehicle move.			Chop, Slice, Mash Sources of food; the preparatory skills of peeling, tearing, slicing, chopping, mashing and grating; design and

	and make prototypes; design and build a play den; evaluate.					make a sandwich according to design criteria.
RE	Christianity Harvest; Sharing	Hinduism Diva lamps; New beginnings; Diwali traditions; Luck	Judaism Special clothes; Story of Esther; Purim customs; Gifts	Islam Muhammad; The first Muslim; Leadership	Sikhism Gurdwara; Guru Granth Sahib; Naming ceremony; Families	Buddhism Buddha; Sacred places; Memories and remembering
PE	Gymnastics 1 Perform 'like' actions in a sequence, perform shapes on large and small body parts, take off and land and use shape in our jumps, travel on our feet, showing good body tension, create different levels in our performance. Send and Return 1 Slide a beanbag to a target, hit a ball in different	Gymnastics 2 Move on, off and over apparatus and use the 'Magic Chair' landing, rock on different parts of our body and rock using shape, perform balances such as 'h' and 'y' balance, perform actions at the same time as others (unison), perform actions one person after the other (canon), turn and jump and quarter and half turn. Send and Return 2	Attack, Defend, Shoot 1 Hit a target, defend a target, roll and slide balls and beanbags, shoot in a game to get points, work with a partner to score points, use our attacking and defending skills in a game. Dance 1 Show moods and feelings we would experience in the jungle, move as if we were living in the jungle, create and perform	Attack, Defend, Shoot 2 Move side to side to defend a goal, bounce a ball with control to ourselves, aim at different targets, adapt to a game with changing rules, play in the best defensive position in a game. Dance 2 Perform actions to well-known nursery rhymes, march in time to the beat and turn while marching, march in time as a group,	Hit, Catch, Run 1 Select a space to throw or roll a ball into, track and collect a rolling ball, catch a ball to stop an opponent from scoring, use our hands to hit a ball, run between bases to score points, work as a team to score points Run, Jump, Throw 1 Start and stop moving at speed, use our arms when running at different speeds, take off on	Hit, Catch, Run 2 Catch a ball over a short distance, begin to hit a ball with power, position ourselves in the path of the ball, field a ball to a base, catch a high ball, stop other teams from scoring points Run, Jump, Throw 2 Use agile movements in different activities, know different ways to recognise the start and end of an activity e.g. whistle, develop stamina when running,

	ways with our hands, move towards a ball to return it, work with a partner to stop and return a beanbag, rally with a partner, send a ball into space to make it harder for our opponent.	Send the ball over a net to our partner, track and stop a moving object using both hands, send balls accurately from different positions, e.g. kneeling or sitting, spot space in the playing area and hit the ball there, play a game with a partner.	movements which show friendship, perform leading and following movements, perform a short dance with a clear start, middle and end, use repeated actions in our dance	perform actions in canon (one after the other), perform a short dance using canon, perform in rounds in different groups.	two feet to jump at distance, use the correct technique to throw different objects for distance, show improvement in our throwing, take part in a competition using running, jumping and throwing skills	develop core strength to improve throwing, stride and jump for height, choose the best starting position for running quickly.
Music	Hey You! an Old-School Hip Hop style for children to learn about the differences between pulse, rhythm and pitch and to learn how to rap and enjoy it in its original form.	Rhythm in The Way We Walk and Banana Rap Christmas experiences, building upon previous learning.	In the Groove is a song that was specially written for classroom use to teach children about different styles of music. Arranged in six different styles; Blues, Baroque, Latin, Bhangra, Folk and Funk. Each week you will listen and learn a different style of In the Groove.	Round and Round This unit builds on previous learning... All the learning is focused around one song: Round and Round, a Bossa Nova Latin style.	Your Imagination Children are encouraged to use their own imagination, building upon previous experiences and knowledge.	Reflect, Rewind and Replay Consolidation of Year 1 learning. All the learning is focused around revisiting songs and musical activities, a context for the History of Music and the beginnings of the Language of Music.
Computing	Technology Around Us Identify technology, identify a	Self-image and Identity Health, wellbeing and lifestyle	Digital Painting Describe what different freehand tools do, use the shape tool and line	Copyright and Ownership Managing Online Information	Moving a Robot Explain what a given command will do, act out a given word,	Online Relationships Online Reputation

	computer and its main parts, use a mouse in different ways, use a keyboard to type on a computer and edit text, create rules for using technology responsibly.	Privacy and Security	tools, make careful choices when painting a digital picture, explain why I chose the tools I used, use a computer on my own to paint a picture, compare painting a picture on a computer and on paper.		combine 'forwards' and 'backwards' commands to make a sequence, combine four direction commands to make sequences, plan a simple program, find more than one solution to a problem.	Online Bullying
PSHE	Keeping/Staying Safe Keeping/Staying Healthy	Relationships	Being Responsible Feelings and Emotions	Computer Safety	Our World	Fire Safety (Special RHE)
Enrichment	Making Crumble	1950's Party Phunky Foods Christmas Performance	Alien Invasion NSPCC Number Day	World Book Day Edwardian Wash Day	Dove Cottage Visit	Whinlatter Visit

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