

Class: \_\_\_\_\_

Autumn 1 – Year 1																
	History - Discovering History	W	M	T	Geography – Spatial Sense	W	M	T	Science – The Human Body	W	M	T	Art – Colour	W	M	T
1.	What is the Past?				Aerial Views				Naming parts of the body				Primary and secondary colours			
2.	Family Trees				Maps				The five senses and associated body parts				Warm and cool colours			
3.	How do we know about history?				Location				Understanding sensory impairment				Tints and shades			
4.	What do archaeologists do?				Compass Points								Rough and smooth brushstrokes			
5.	Our Local History				Drawing maps											
6.																
Autumn 2 – Year 1																
									Science – Animals and their Needs	W	M	T	Art – Line	W	M	T
1.									Living things				Lines as basic tools			
2.									Naming animals				Describing different lines			
3.									Grouping animals				Different materials for making lines			
4.									Describing animals				Lines can be used to represent different things			
5.									How plants and animals obtain food							
6.									Offspring							
									Caring for animal babies							
									Caring for pets							

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Spring 1 – Year 1																
	History – Kings Queens and Leaders	W	M	T	Geography	W	M	T	Science – Seasons and Weather	W	M	T	Art – Architecture	W	M	T
1.	Kings and Queens				The four countries in the United Kingdom				The four seasons				Defining architecture			
2.	King John I and the Magna Carta				Scotland				Tools to record the weather				Purpose			
3.	Henry III and Parliament				Wales				Daily weather and weather forecasts				Features			
4.	Charles I				Northern Ireland				Weather symbols				Design process			
5.	Oliver Cromwell and the Commonwealth				England				Weather around the world							
6.									Floods and hurricanes							
Spring 2 – Year 1																
									Science – Taking Care of the Earth	W	M	T	Art – Style in Art/ Narrative Art	W	M	T
1.									The Earth’s natural resources				Style			
2.									Conservation of natural resources				Painting technique			
3.									Logging				Brushstrokes			
4.									Recycling				Pointillism			
5.									How pollution is caused and can be prevented				Narrative paintings			
6.													Characters in paintings			

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Summer 1 – Year 1																
	History – Parliament and Prime Ministers	W	M	T	Geography – Seven Continents	W	M	T	Science – Plants	W	M	T	Art – Paintings of children	W	M	T
1.	James II, Mary II and William of Orange				Europe				What plants need to grow				Paintings can tell us about the past			
2.	Simon de Montfort and parliament				Antarctica				The parts and functions of plants				Art can give us messages			
3.	Robert Walpole				Africa				Food production				Cubism			
4.	Our Prime Minister today				Asia				Flowers and seeds							
5.	Elections				North and South America				Deciduous and evergreen							
6.					Australia											
Summer 2 – Year 1																
									Science – Materials and Magnets	W	M	T	Art – Sculpture	W	M	T
1.									Classification of materials				Defining sculpture			
2.									Magnets				Materials			
3.									Magnetic attraction				Carving/ building up sketches/maquettes			
4.													Casting			
5.													Colour in sculpture			
6.													Different styles and scale			

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Autumn 1 – Year 1												
	Music – Hey You!	W	M	T	Religious Education – Little Red Hen	W	M	T	Computing – Technology around us	W	M	T
1.	Listen to 1880s rap and discuss key elements.				<b>Knowledge:</b> To know the story of the Little Red Hen well enough to retell in their own words.				To identify technology			
2.	Rap and sing Hey You! in groups.								To identify a computer and its main parts			
3.	Play instruments using one or two notes – C & G.				<b>Understanding:</b> What do you do to help other people?				To use a mouse in different ways			
4.	Improvise using the notes C & G.								To use a keyboard to type on a computer			
5.					<b>Reflect:</b> To understand the importance of sharing jobs/chores How could the animals have helped?				To use the keyboard to edit text			
6.									To create rules for using technology responsibly			
Autumn 2 – Year 1												
	Music – Rhythm and rap	W	M	T	Religious Education – The Nativity	W	M	T	Computing – Digital Painting	W	M	T
1.	Identify: singers, keyboard, bass, guitar, percussion, trumpets and saxophones.				<b>Knowledge:</b> What do people do at Christmas?				To describe what different freehand tools do			
2.	Rap and sing songs.								To use the shape tool and the line tools			
3.	Present a class performance – rapping, singing and playing.				<b>Understanding:</b> What do you do when you celebrate?				To make careful choices when painting a digital picture			

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4.	Copy and clap back rhythms.								To explain why I chose the tools I used			
5.					<b>Reflect:</b> Why do people celebrate together?				To use a computer on my own to paint a picture			
6.									To compare painting a picture on a computer and on paper			

Spring 1 – Year 1												
	Music – In The Groove	W	M	T	Religious Education – Easter Story & Shrove Tuesday	W	M	T	Computing – Moving a robot	W	M	T
1.	Listen to Blues, Baroque, Latin, Irish Folk, Funk.				<b>Knowledge:</b> Shrove Tuesday is before Lent, and is a time to prepare for Lent.				To explain what a given command will do			
2.	Contribute to a class performance of In The Groove.				<b>Understanding:</b> To understand that Jesus went into the wilderness for 40 days which is the same amount of time Christian take part in Lent.				To act out a given word			

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3.	Playing instruments using one or two notes: C & D.				<b>Reflect:</b> To think about where I like to go to be on my own and why. Considering how Jesus might have felt during this time.				To combine forwards and backwards commands to make a sequence			
4.	Improvise/ compose using C & D.				<b>Knowledge:</b> To know the story of Easter, from the arrival of Jesus in Jerusalem				To combine four direction commands to make sequences			
5.					<b>Understanding:</b> Understand that Christians believe Jesus died for them				To plan a simple program			
6.					<b>Reflect:</b> What are you prepared to do for others and why?				To find more than one solution to a problem			
<b>Spring 2 – Year 1</b>												
	<b>Music – Round and Round</b>	W	M	T	<b>Religious Education - Hajj</b>	W	M	T	<b>Computing – Grouping data</b>	W	M	T
1.	Identify: singers, keyboard, bass, guitar, percussion, trumpets and saxophones.				<b>Knowledge:</b> Know that Muslims go on a special journey to Mecca at least once in their lifetime.				To label objects			
2.	Be part of a class performance of Round and Round.								To identify that objects can be counted			
3.	Play instruments using up to three notes: F, C & D.				<b>Understanding:</b> Understand that they do this to show how important Islam is to them.				To describe objects in different ways			
4.	Improvise using the notes D & E.								To count objects with the same properties			

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5.					<b>Reflect:</b> What are our special paces? Why are they so important?				To compare groups of objects			
6.									To answer questions about groups of objects			

Summer 1 – Year 1												
	Music – Your Imagination	W	M	T	Religious Education – The Torah	W	M	T	Computing – Digital Writing	W	M	T
1.	Find the pulse while listening to music.				<b>Knowledge:</b> Judaism is a religion and Jews are the followers of the religion				To use a computer to write			
2.	Participate in a class performance of Your Imagination.								To add and remove text on a computer			
3.	Play instruments using C & G.				<b>Understanding:</b> Why is the Torah important/special to Jews?				To identify that the look of text can be changed on a computer			
4.	Improvise using: C, D & E.								To make careful choices when changing text			
5.					<b>Reflect:</b> What is important to me? What is special to me?				To explain why I used the tools that I chose			
6.									To compare typing on a computer to writing on paper			
Summer 2 – Year 1												
	Music – Reflect, Rewind and Replay	W	M	T					Computing – Programming animations	W	M	T

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1.	Listen to the styles of music covered this year. Identify instruments, voices, pulse, rhythm and pitch.					To choose a command for a given purpose			
2.	Sing different musical genres as part of a class performance.					To show that a series of commands can be joined together			
3.	Play tuned instruments up to three notes and percussion following rhythm and pulse.					To identify the effect of changing a value			
4.	Improvise and compose simple rhythms and melodies using up to three notes.					To explain that each sprite has its own instructions			
5.						To design the parts of a project			
6.						To use my algorithm to create a program			



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<b>D&amp;T – Year 1</b>			
	<b>1. Make a Waterproof Roof</b>	<b>2. Make a Toy Car</b>	<b>3. Grow and Harvest Vegetables</b>
1.	Design a purposeful, functional and appealing product based on design criteria.	Design a purposeful, functional and appealing product based on design criteria.	Understand where food comes from.
2.	Generate, develop, model and communicate ideas through annotated sketches.	Generate, develop, model and communicate ideas through annotated sketches.	Use the basic principles of a healthy and varied diet to prepare dishes.
3.	Select from a wide range of tools and equipment	Select from a wide range of tools and equipment	Use a range of tools and equipment to perform practical tasks.
4.	Select from a wide range of materials and components	Select from a wide range of materials and components	
5.	Evaluate their ideas against a success criteria and existing products	Evaluate their ideas against a success criteria and existing products	
6.	Explore how structures can be built so that they are strong, stiffer and more stable	Explore how structures can be built so that they are strong, stiffer and more stable	