Carr Hill Community Primary School Year 1 Curriculum Overview Cycle 1							
	Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B	
Theme	Discover	Curiosity	The World and Beyond	Once Upon a Tine	Watch Me Grow	Explore	
Торіс	Amazing Me	Flames and Fireworks	Around the World	Houses & Homes WW2	Growing Things	Lighthouses	
			English				
			Writing				
Key Writing Purpose	Stories with Familiar Settings Adventure Stories Labels and Captions	Traditional Tale Recount	Stories with Familiar Settings Instructions	Adventure Stories Recount	Stories set in familiar settings Report-Leaflet	Stories set in familiar settings Recount	
Core Texts	 I want my Hat Back by Jon Klassen My Hair by Hannah Lee 	 The Three Little Pigs Vlad and The Great Fire of London by Kate Cunningham 	 What Made Tiddalick Laugh Chapatti Moon by Pippa Goodhart 	 The Lonely Beast by Chris Judge Beamish Visit 	 The Bear and the Piano by David Litchfield Alans Big Scary Teeth by Jarvis Yucky Worms by Vivian French 	 Lighthouse Keeper Lunch by David Armitage Clean Up by Nathan Bryon By The Seaside by Honor Head 	
Poetry	Poetry For	m: Acrostics	Poet Study: Ja	ane Newberry	Critical Review	w: Clare Bevan	
Spelling Rule(s)			Linked to 'Little Wandle Letters and	Sounds Revised'- Year 1 Curriculum			
			Reading				
Decoding	 apply phonic knowledge to decode words speedily read all 40+ letters/groups for 40+ phonemes read accurately by blending taught GPC's read common exception words read aloud phonically decodable texts 						
Comprehension	 Sequencing events within a story and retelling stories to check that the text makes sense – correcting inaccurate reading. Discussing word meaning, linking new meanings to those already known. Recognise and join in with predictable phrases. Listen to and discuss a wide range of poems, stories and non-fiction at a level beyond that at which they can read independently. Become familiar with key stories, fairy stories and traditional tales, retelling them and considering their particular characteristics 	 Sequencing events within a story and retelling stories to check that the text makes sense – correcting inaccurate reading. Discussing word meaning, linking new meanings to those already known. Explain clearly their understanding of what is read to them through discussion and information retrieval activities. Discuss the significance of the title and events. Link what they read or hear read to their own experience 	 Discussing word meaning, linking new meanings to those already known. Explain clearly their understanding of what is read to them through discussion and information retrieval activities. Recognise and join in with predictable phrases. Link what they read or hear read to their own experiences. Making inferences on the basis of what is being said or done (asking questions about the text). Discussing more complex vocabulary , linking new meanings to those already known 	 Making inferences on the basis of what is being said or done (asking questions about the text). Discussing word meaning, linking new meanings to those already known. Explain clearly their understanding of what is read to them through discussion and information retrieval activities. Taking turns and listening to what others say. Discuss the significance of the title and events. Discussing more complex vocabulary, linking new meanings to those already known. Predicting what might happen on the basis of what has been read so far 	 Making inferences on the basis of what is being said or done (asking questions about the text). Sequencing events within a story and retelling stories to check that the text makes sense – correcting inaccurate reading. Predicting what might happen on the basis of what has been read so far. Discussing more complex vocabulary, linking new meanings to those already known. Explain clearly their understanding of what is read to them through discussion and information retrieval activities. Linking own experiences to stories and books that have been read. 	 Making inferences on the basis of what is being said or done (asking questions about the text). Discussing increasingly complex vocabulary, linking new meanings to those already known. Explain clearly their understanding of what is read to them through discussion and information retrieval activities. Appreciate rhymes and poems and to recite some from heart. 	
Class Teaching	3x Reading Practice session a week Small group and 1-1 reading to develop the full range of the KS1 reading curriculum.						
Class Teaching	 Place Value Measure: Non-standard 2D Shape Addition: Whole part model 	 Subtraction Weight Place Value Time Sequencing 	Mathematics Place Value Addition Fact families Multiplication Volume and capacity 3D shape 	 Money Multiplication Division Fractions of shape Time - O'clock Half past 	 Place Value to 100 Place Value- Money Revise 2D/3D Shape and patterns Addition Subtraction Problem Solving Addition and Subtraction 	 Shape- position and Direction Measure- Revise all Problem Solving Time Fraction of Quantity Multiplication Division 	



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	Science and Technologies						
	Biology	Physics	Biology	<u>Chemistry</u>	Biology	Biology	
Science	 Animals, Including 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. – Body part focus Y1 Notice that animals, including humans, have offspring which grow into adults. Y2 Human Focus 	 Seasonal Change Observe changes across the four seasons Observe changes across the four seasons. Y1 Observe and describe weather associated with the seasons and how day length varies. Y1 	 Living Things and their Habitats Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other. Identify and name a variety of plants and animals in their habitats, including micro- habitats. Habitat focus Y2 	 Everyday Materials Distinguish between an object and the material from which it is made. Y1 Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock. Y1 Describe the simple physical properties of a variety of everyday materials. Y1 Compare and group together a variety of everyday materials on the basis of their simple physical properties. Y1 	 Living Things- Animal and Life Cycles Notice that animals, including humans, have offspring which grow into adults. Y2 Animal focus e.g. frog lifecycle Find out about and describe the basic needs of animals, including humans, for survival (water, food and air). Y2 Identify and name a variety of plants and animals in their habitats, including micro-habitats. Micro-habitat focus (pond dipping and mini beasts) Y2 	 Animals, including Humans- Micro-Habitat focus MICRO HABITAT FOCUS Explore and compare the differences between things that are living, dead, and things that have never been alive Y2 Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other. Identify and name a variety of plants and animals in their habitats, including microhabitats. Micro-habitat focus (rockpool) Y2 Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food. Y2 	
Computing	 Creating Media- Digital Painting To describe what different freehand tools do To use the shape tool and the line tools To make careful choices when painting a digital picture To explain why I chose the tools I used To use a computer on my own to paint a picture To compare painting a picture on a computer and on paper 	 Programming A- Moving a Robot To explain what a given command will do To act out a given word To combine forwards and backwards commands to make a sequence To combine four direction commands to make sequences To plan a simple program To find more than one solution to a problem 	 Programming B- Introduction to Animation To choose a command for a given purpose To show that a series of commands can be joined together To identify the effect of changing a value To explain that each sprite has its own instructions To design the parts of a project To use my algorithm to create a program 	 <u>Computing systems and Networks-</u> <u>Technology Around Us</u> To identify technology To identify a computer and its main parts To use a mouse in different ways To use a keyboard to type on a computer To use the keyboard to edit text To create rules for using technology responsibly 	 Data and Information- Grouping Data To label objects To identify that objects can be counted To describe objects in different ways To count objects with the same properties To compare groups of objects To answer questions about groups of objects 	 Creating Media- Digital Writing To use a computer to write To add and remove text on a computer To identify that the look of text can be changed on a computer To make careful choices when changing text To explain why I used the tools that I chose To compare typing on a computer to writing on paper 	
	Cooking and Nutrition -Making Biscuits		Structures – Designing Chairs		Mechanisms - Moving pictures		
Design Technology	 Know how to peel, cut, grate, mix and mould foods (with close supervision). Sort foods into the 5 groups using The Eatwell Plate. Describe textures Wash hands & clean surfaces Think of interesting ways to decorate food Say where some foods come from, (i.e. plant or animal) Describe differences between some food groups (i.e. sweet, vegetable etc.) 		 Build structures, exploring how they can be made stronger, stiffer and more stable. Begin to measure and join materials, with some support. Describe differences in materials suggest ways to make material/product stronger. 		Begin to use levers or slides.		



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	Humanities					
Geography	Local Area Study Pupils should be taught to understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom.		 Pupils should be taught to name and locate the world's seven continents and five oceans. Pupils should be taught to name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas. Pupils should be taught to use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage 		 UK Study Name and locate the four countries of the UK. Recognise the flags of the countries of the UK. Name the capital cities of the countries of the UK. Identify characteristics of the UK Know that the UK is in the continent Europe Locate the continent Europe on the world map. 	
History	 The Great Fire of London Guy Fawkes and The Gunpowder Plot Pupils should be taught about events beyond living memory that are significant nationally or globally. Pupils should be taught about significant historical events, people and places in their own locality. The Great Fire of London Pupils should be taught about 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. Samuel Pepys 		 House and Homes – WW2 comparison Pupils should be taught about the lives of significant individuals in the past who have contributed to national and international achievements. to compare aspects of life in different periods. <i>Queen Victoria</i> <i>Queen Elizabeth I</i> 		 The Seaside Pupils should be taught about significant historical events, people and places in their own locality. to compare aspects of life in different periods. Studying the life of Grace Darling 	
Religious Education	 What is God? Children name common religious symbols. Children ask questions about the nature of God. Children identify a variety of 'good 'and 'bad' choices. 	 <u>Christmas Celebrations</u> Children can describe teachings of a religion. Children take part in and describe the features of a Christingle service. Children name common religious symbols. Children can explain how actions affect others. Children can show an understanding of the term morals. <u>The Parables</u> Children need to be able to understand what a parable is and how this differs from a story. Children need to be able to recall parts of the parables they hear. Children need to be able to discuss their understanding of the moral behind the story. 	 Jesus' Childhood Baptism Children can describe the childhood of Jesus. Children describe the features of baptism. Children can recognise, name and describe religious artefacts, places and practices involved in a baptism. Children can identify the things that are important in their own lives and compare these to religious beliefs. Children can relate emotions to the experiences of Jesus during his baptism 	 The Friends of Jesus Children can describe Jesus's friendship with the disciples. Children can describe the Easter Story. Children can explain how actions of the disciples affected Jesus. 	 Holy places - Church Children can describe some ways in which Christians worship. Children can locate and describe the features of a Christian church. Children can recognise, name and describe religious artefacts, places and practices involved in worship. Children can identify why some Christians worship, linked to their emotions. Children ask or respond to questions about puzzling aspects of life regarding worship and the importance of religious to others. 	 Holy Places – Synagogue Children can describe some ways in which Jewish people worship. Children can locate and describe the features of a Jewish synagogue Children can recognise, name and describe religious artefacts, places and practices involved in worship. Children can relate emotions to some of the experiences of rabbis. Children ask or respond to questions about puzzling aspects of life regarding worship and the importance of religious to others.
PSHE	 VIP identify who the special people in their lives are and explain why they are important to them; explain why having a family network is important; know what makes someone a good friend and demonstrate these qualities; put positive resolution techniques into practice; cooperate with others to complete a task; identify several ways to show others they care and understand the importance of doing this. 	 Think Positive recognise and describe positive thoughts and negative thoughts. think about and discuss the consequences of decisions they make and their actions. set goals for themselves and think about how they might achieve them. recognise triggers for certain emotions. describe ways to show or give thanks for what we have. describe what being mindful is 	 One World describe how family life in different countries can be the same as and different from their own; think about what children might do in homes around the world; describe what it is like to go to school in different countries and identify similarities to and differences from theirs; think about how the environment affects people's daily life; discuss the environmental problems of the overuse and misuse of natural resources; 	 Safety First Identify ways to stay safe in the home. identify a range of dangers outside. explain the basics of the Green Cross Code. explain why we shouldn't take anyone else's medicine. explain what to do if they feel unsafe online. explain the difference between safe secrets, unsafe secrets and surprises. identify their personal 'trusted adults'. 	 Growing Up explain what the male and female reproductive body parts are for; discuss ways in which people can deal with or overcome emotions experienced during puberty; show respect for the differences between different families; describe the different types of relationship that exist, without prejudice; show an awareness of myths surrounding pregnancy and birth; describe the conception and birth of a baby, using some scientific vocabulary 	 VIP identify who the special people in their lives are and explain why they are important to them; explain why having a family network is important; know what makes someone a good friend and demonstrate these qualities; put positive resolution techniques into practice; cooperate with others to complete a task; identify several ways to show others that they care and understand the importance of doing this.



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			Arts				
Art & Design	 Drawing Artist: Molly Haslund & Louise Bourgeois se a variety of tools, inc. pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media. Use a sketchbook to gather and collect artwork. Begin to explore the use of line, shape and colour 		 Architecture/ 3D Form Artist- Hundertwasser Explore sculpture with a range of malleable media, especially clay. Experiment with, construct and join recycled, natural and man-made materials. Explore shape and form 		 Printing Artist Lynn Flavell & Molly Mohon Make marks in print with a variety of objects, including natural and made objects. Carry out different printing techniques e.g. monoprint, block, relief and resist printing. Make rubbings. Build a repeating pattern and recognise pattern in the environment. 		
			Charanga Musica	l School Scheme of Work			
Music	Hey You	<u>Rhythm In The Way We Walk and Banana</u> <u>Rap</u>	In the Groove	Round and Round	Your imagination	Reflect, Rewind and Replay	
PE	 Games Throwing and Catching Pupils move into different positions before throwing a beanbag/ball. Pupils throw with a suitable technique. Pupils move to try to intercept a beanbag/ball. Pupils make simple decisions about where to throw/aim. Pupils make it difficult for their opponent. Pupils describe what they have done or seen others doing. Multiskills 	 Games Ball skills and games Pupils move into different positions before throwing a beanbag/ball. Pupils throw with a suitable technique. Pupils move to try to intercept a beanbag/ball. Pupils make simple decisions about where to throw/aim. Pupils make it difficult for their opponent. Pupils describe what they have done or seen others doing. Gymnastics -Core Task 1 Pupils show basic control and coordination when travelling and when still. Pupils chose and link 'like' actions, e.g. three different jumps. Pupils remember and repeat these actions accurately and consistently. Pupils show a clear start and finish to a movement phrase. Pupils describe what they do in their movement phrase. 	 Games Developing partner work Pupils move into different positions before throwing a beanbag/ball. Pupils throw with a suitable technique. Pupils move to try to intercept a beanbag/ball. Pupils make simple decisions about where to throw/aim. Pupils make it difficult for their opponent. Pupils describe what they have done or seen others doing. Gymnastics- Core Task 2 Pupils show basic control and coordination when travelling and when still. Pupils chose and link 'like' actions, e.g. three different jumps. Pupils remember and repeat these actions accurately and consistently. Pupils find and use space safely. Pupils describe what they do in their movement phrase. 	 Games Net and Wall -Core Task 1 or 2 Pupils move into different positions before throwing a beanbag/ball. Pupils throw with a suitable technique. Pupils move to try to intercept a beanbag/ball. Pupils make simple decisions about where to throw/aim. Pupils make it difficult for their opponent. Pupils describe what they have done or seen others doing. Dance -Core Task 1 Pupils move expressively and confidently. Pupils use space well. Pupils remember, repeat and link movement phrases. Pupils create sequences with a clear start and end. 	 Athletics -Athletics Core Task 1, 2 and 3 Running Pupils look up whilst running. Pupils demonstrate good running technique. Pupils run at different speeds. pupils change direction whilst running. Pupils observe and comment on others' performance. Pupils say what they have done well and what they need to improve on. Striking and Fielding -Core Task 3 Pupils move into different positions before throwing a beanbag/ball. Pupils move to try to intercept a beanbag/ball. Pupils make simple decisions about where to throw/aim. Pupils describe what they have done or seen others doing. 	 Athletics -Athletics Core Task 1, 2 and 3 Jumping Pupils demonstrate control in the take off. Pupils demonstrate control when landing. Pupils choose an appropriate jumping action for distance. Pupils can demonstrate all of the basic jumps, e.g. 2 to 2 feet, 2 to one foot, 1 to 1 foot Throwing Pupils use underarm throws accurately. Pupils use overarm throws accurately. Pupils choose an appropriate throwing action for the distance. Pupils choose an appropriate throwing action for the distance. Pupils choose an appropriate throwing action for the distance. Pupils chose an appropriate throwing action for the distance. Pupils observe and comment on others' performance. Pupils losserve and comment on others' performance. Pupils listen to and follow instructions. Pupils can work with friends to plan how to solve a problem. Pupils can suggest ways to improve plans and strategies. Pupils can say what they have done well and what they need to improve. 	
Curriculum Enhancements- Cultural Capital							
Culture Capital – Educational Visits	National Trust- Gibside	Church – Christingle Service	Kirkley Zoo	Beamish Museum	Forest School – Mini beast Hunt / Pond Dipping	Souter Lighthouse and Rock Pooling	