Carr Hill Community Primary School Year 1 Curriculum Overview Cycle 2							
	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	Summer of Sport	
Торіс	Terrific Toys	Winter Wonderland	A Village in Africa	Castles & Turrets	Plants	Active Me	
			English				
			Writing				
Key Writing Purpose	Stories with Familiar Settings Character Description Instructions	Character Description Non-Chronological Report	Stories from a different culture Chronological Report -Biography	Fantasy Stories Letter Writing Recount	Traditional Fairy Tales Explanation	Stories with Familiar Settings Non- Chronological Report	
Core Texts	 Dogger by Shirley Hughes Traction Man by Mini Grey Billy the Beast by Nadia Shireen 	 Lost and Found by Oliver Jeffers Penguins by Froglet Learners And/or Polar Bears by Laura Marsh The Polar Bear by Jenni Desmond 	 Handa's Hen by Eileen Browne Rosa Parks by Lisbeth Kasier 	 George and the Dragon by Chris Wormell The Dragon Post by Emma Yarlett Our Visit to Newcastle Keep 	 The Little Red Hen by Ronne Randall Grow your own potatoes by Helen Lanz 	• Grandad's Island – Benji Davis • Katie in London by James Mayhew	
Poetry	Poetry Form: List Poems Poet Study: Marilyn Singer Critical Review/Close Study: Someone by Walt				Someone by Walter De La Mare		
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 						
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 	



Carr Hill Community Primary School Year 1 Curriculum Overview Cycle 2

STOMMUNITOT	Year 1 Curriculum Overview Cycle 2							
	Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B		
	Science and Technologies							
	<u>Chemistry</u>	<u>Biology</u>	<u>Biology</u>	<u>Chemistry</u>	<u>Biology</u>	<u>Biology</u>		
Science	 Everyday Materials and Uses of 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 Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses. Y2 	 Animals including humans Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals. Y1 Identify and name a variety of common animals that are carnivores, herbivores and omnivores. Y1 Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets). Y1 	 Living Things and their Habitats 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 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. Y2 	 Uses of Everyday Materials Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses. Y2 Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching. Y2 	 Plants Observe and describe how seeds and bulbs grow into mature plants. Y2 Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy. Y2 	 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. Y1 - Senses focus Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.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-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 		
	Textiles- Making a Puppet		Mechanisms-Wheels and Axles		Cooking and Nutrition- Fruit Kebabs			
Design Technology	 measure, cut and join textiles to make a product, with some support. choose suitable textiles. 		Begin to use wheels and axels Know how to peel, cut, grate, mix and mould foo Sort foods into the 5 groups using The Eatwell Pl Describe textures Wash hands & clean surfaces Think of interesting ways to decorate food Say where some foods come from, (i.e. plant or a Describe differences between some food groups Discuss how fruit and vegetables are healthy Cut, peel and grate safely, with support		atwell Plate. od Iant or animal) I groups (i.e. sweet, vegetable etc.)			

Carr Hill Community Primary School Year 1 Curriculum Overview Cycle 2

CARR HILL	
PIMARY SCHOOT	

	Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B
Geography	 Exploring Polar Lands Pupils should be taught how to identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles. 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. 		 Humanities Kenya 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, and of a small area in a contrasting non-European country. Pupils should be taught to recognise landmarks and basic human and physical features 		 Our Local Area Pupils should be taught to use basic geographical vocabulary to refer to: key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather. key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop. Pupils should be taught to 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 Pupils should be taught to use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key Use simple compass directions and locational and directional language to describe the location of features on a map 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 	
History	 Terrific Toys 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. Queen Victoria Queen Elizabeth 		 Castles and Turrets 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. <i>King William the Conqueror</i> 		 Significant People in History 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. Florence Nightingale Mary Seacole 	
Religious Education	Christianity Jesus' teachings Is it possible to be kind to everyone all the time?	Christianity Jesus – a gift from God Why do Christians believe God gave Jesus to the world?	Judaism Passover How important is it for Jewish people to do what God asks them to do?	Christianity Easter – resurrection How important is it to Christians that Jesus came back to life?	Judaism The Covenant How special is the relationship Jewish people have with God?	Judaism Rites of Passage and Good works What is the best way for a Jew to show commitment to God?
PSHE	 Be Yourself Identify their own special traits and qualities; Identify and name common feelings; Select times amd situations which make them feel happy; Explain how change and loss make them feel; Understand the importance of shring thoughts and feelings; 	 TEAM_ talk about the different teams they belong to; describe how we can listen to others; list some ways we can show kindness to others; discuss examples of friendly joking, teasing and bullying behaviours; identify helpful and not-so-helpful thoughts; talk about different choices we can make within our team. 	 Diverse Britain identify groups and communities that they belong to; explain how to be a good neighbour; pick out things that harm and things that help a neighbourhood; describe what it is like to live in Britain; identify similarities and differences between British people; talk about what makes them feel proud of being British. 	 Aiming High discuss their star qualities; identify what a positive learning attitude is; talk about jobs they can do when they grow up; discuss what skills and interests are needed for different jobs; talk about hopes they have for the future; discuss what they are looking forward to about next year. 	 <u>It's My Body</u> explain how much sleep they need; discuss why exercise is good for them; understand they can choose what happens to their bodies; list healthy snacks; know to ask a trusted adult if uncertain about whether something is safe to eat or drink; demonstrate hygienic ways to look after their bodies. 	 Money Matters discuss things they can buy in the shops. talk about different sources that money can come from. identify things they want. identify things they need. talk about ways we can keep track of what we spend. discuss ways they can keep money safe. discuss some methods of payment.



Carr Hill Community Primary School Year 1 Curriculum Overview Cycle 2

	Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B			
	Arts								
Art & Design	 <u>3D Form</u> Artist: Nick Biddy, Eduoardo, Martinet and Hoang Tien Quyet To manipulate clay in a variety of ways, e.g., rolling, kneading, and shaping, cut, bend, fold, and stick. To explore sculpture with a range of malleable media, especially clay, i.e., Modify the texture of play dough using a range of objects. To experiment with, construct and join recycled, natural, and man-made materials. To explore shape and form in assembly and construction this can be used to produce an object or be abstract. To make an assemblage from found or natural materials on a large/small scale. 		PaintingArtist- Paul KleeTo select from a range of brushes (thick, thin, flat, and round) to suit a given task.To apply paint in a range of strokes, dots, lines, and washes.To mix secondary colours in a range of tones - using red, blue, yellow, and white.To mix paint to match a given colour sample.To vary the thickness of paint to match the task – thin paint for washes, thick forpainting a box sculpture		Collage Artist: Erin Anfinson and Jan Van Kesse To engage in opportunities to increase awareness of colour, pattern, shape, and texture by combining collage and textile materials in different ways. To experiment with combinations of materials. Use scissors accurately to cut out shapes for attaching. To attach paper in a variety of different ways. Combine materials into a mixed media image				
			Charanga Musica	Il School Scheme of Work					
Music	Hey You	Rhythm In The Way We Walk and Banana <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 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 show a clear start and finish to a movement phrase. 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 make it difficult for their opponent. 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 equipment. Pupils observe and comment on others' performance. Pupils say what they have done well and what they need to improve. OAA core Tasks 1 and 2 Pupils can follow a trail. Pupils can help each other. 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	Animal Experience	Castle Keep	Saltwell Park	Beach Visit			