

Geography / History

Pupils should develop an awareness of the past, using common words and phrases relating to the passing of time. They should identify similarities and differences between ways of life in different periods. They should use a wide vocabulary of everyday historical terms. They should ask and answer questions, choosing and using sources to show that they know and understand key features of events. They should understand some of the ways in which we find out about the past and identify different ways in which it is represented.

Geography

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.

Wigmore Primary School

Creative Curriculum



Medium Term Planning

Year 1 Autumn Term

Maths / English / PSHE

Cross Curricular Links

PSHE: I can tell you how I am the same as and different from my friends.

PSHE: I know what happens on the inside and the outside of my body when I start to get angry.

PSHE: I can tell when I am feeling worried, anxious or jealous.

PSHE: I can tell when I am feeling proud.

PSHE: I can tell you some things about me that have changed and some things that will not change.

English: To write sentences by:

- saying out loud what they are going to write about.

Art

Use a range of materials creatively to design and make products

Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination

Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

Ourselves

Design Technology

Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.

Select from and use a wide range of materials and components, including construction materials, and, according to their characteristics.

Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

Evaluate their ideas and products against design criteria.

Computing

Create and debug simple programs

Use logical reasoning to predict the behaviour of simple programs

Wow factor

Grandparents' Day

Music

Listen with concentration and understanding to a range of high quality live and recorded music

Play tuned and untuned instruments musically. Experiment with. Create, select and combine sounds using the inter-related dimensions of music