

Geography

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.

History

Pupils should develop an awareness of the past, using common words and phrases relating to the passing of time. They should know where the people and events they study fit within a chronological framework and 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 parts of stories and other 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.

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
Teach about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Computing

Recognise uses of IT outside of school.

Wigmore Primary School

Creative Curriculum



Medium Term Planning

Year 1 Spring Term

Maths / English / PSHE

Cross Curricular Links

PSHE: I know that I belong to a community.

Maths: Mass/weight [for example, heavy/light, heavier than, lighter than]

Maths: Compare, describe and solve practical problems for:
Maths: Lengths and heights [for example, longer/shorter, tall/short, double/half]

English: sequencing sentences to form short narratives

Houses and Homes

Design Technology

Design purposeful, functional, appealing products for themselves and other users based on design criteria.

Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].

Evaluate their ideas and products against design criteria.

Build structures, exploring how they can be made stronger, stiffer and more stable

Wow factor

Wardown Park
Museum

Music

To use their voices expressively by singing songs and speaking chants and rhymes.

Experiment with, create, select and combine sounds using the inter-related dimensions of music.

Play tuned and untuned instruments musically