

Learning, Achieving and Flourishing Together in God's Promises, Goodness and Love.

## Year 1 Curriculum Overview: Spring Term 2020

Subject Overview (Non Cross-Curricular)						
Maths	RE	PE	Computing	Music	PSHE & Community Time	
<ul><li>Place Vaue</li><li>Addition and Subtraction</li><li>Shape</li></ul>	Creation     Harvest     Remembrance     Incarnation	• Multi-skills	Programming	• 'Let your Spirit Fly'	How do we keep safe?	

## Cross-curricular Topic Planning:

Topic Learning Goal: To develop pleasure in reading, motivation to read, vocabulary and understanding by: becoming very familiar with key stories, fairy stories and traditional tales

Literacy	Science	Art	DT
Write sentences by: saying out loud what they are going to write about.	Everyday Materials: Distinguish between an object and the material from which it is made.	Use a range of materials creatively to design and make products.	Build structures, exploring how they can be made stronger, stiffer and more stable.
Write sentences by: composing a sentence orally before writing it.	Identify and name a variety of everyday materials, including wood, plastic, glass, metal,	Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.	Design purposeful, functional, appealing products for themselves and others based on design criteria.
Write sentences by: sequencing sentences to form short narratives.	water, and rock.  Describe the simple physical properties of a variety of		Select and use a range of tools and equipment to perform practical tasks.
Write sentences by: re-reading what they have written to check that it makes sense.	everyday materials.  Compare and group together a variety of everyday materials		
Discuss what they have written with the teacher or other pupils.	on the basis of their simple physical properties.		
Read aloud their writing clearly enough to be heard by their peers and the teacher.			

	LG: To explore creatively, and be able to retell, several traditional tales					
Phase	Subject and Learning Goal	Skills	What does it look like?			
One Elves & the Shoemaker	Art LG: To use a range of materials creatively to design and make products.	To choose a technique (collage, painting, pencil colour) in order to design a new product.	Design a new pair of shoes for the shoemaker and decorate using own choice from a range of techniques (collage; paint; pencil etc).			
Two & Three Little Red Riding Hood	Art  LG: To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.	To use a range of materials and colours to create collages.	<ul> <li>Create a collaged, paper-plate wolf's face.</li> <li>Create a scene depicting Red Riding Hood in the woods.</li> </ul>			
	Science LG: To distinguish between and object and the material from which	To explore materials and name everyday materials.	tricy have been made from.			

	it is made; To identify and name a variety of everyday materials.		
Four & Five Goldilocks	Science LG: To describe the physical properties of a variety of everyday materials.	To test things scientifically and classify and organise objects based on their properties.	<ul> <li>Explore the different properties of materials (vocabulary).</li> <li>Experiment (waterproof/absorbency) - What would be the best material for a coat for Goldilocks?</li> <li>Experiment (hard/soft) - To choose a material for a new (replacement) chair for Baby Bear.</li> <li>Experiment (floating/sinking linked to Three Billy Goats' Gruff)</li> </ul>
Six and Seven Three Little Pigs	Science  LG: To compare and group together a variety of everyday materials on the basis of their simple, physical properties.	To evaluate the physical properties of materials, and organise them appropriately.	Experiment - sorting a wide range of objects according to childrens' choice of criteria.
	DT LG: To build structures, exploring how they can be made stronger, stiffer and more stable.	To build simple structures	<ul> <li>Trip to Carymoor Environmental Centre</li> <li>Creating structures using cocktail sticks / paper etc.</li> </ul>
Eight The Gingerbread Man	DT  LG: To design purposeful, functional, appealing products for themselves and others based on a design criteria; To select and use a range of tools and equipment to perform practical tasks.	To design, make and decorate a gingerbread man.	Make and decorate gingerbread men.