Curriculum Overview for Year 1 ~ Summer Term 2018 (Seeds, Soil and Sunshine!)

Reading

- Listen to and discuss a wide range of poems, stories and non-fiction at a level beyond that at which they can read independently.
- Discuss word meanings, linking new meanings to those already known.
- background information and vocabulary provided by the teacher.
- Check that the text makes sense to them as they read and correct inaccurate
- Make inferences on the basis of what is being said and done.

English

Writing

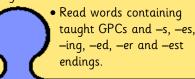
- Continue to practise spelling common exception words or 'tricky words'.
- Use letter names to distinguish between alternative spellings of the same sound.
- Draw on what they already know or on
 Add prefixes & suffixes: adding -s or -es for plurals, using the prefix un- or using -ing, -ed, -er and -est where no change is needed in the spelling of root words.
 - Write from memory simple sentences dictated by the teacher.
 - Continue to practise lower case letter

Jack and the Beanstalk (stories about fantasy worlds); Handa's surprise and The Three Billy Goats Gruff; poems on a theme (growing).

• Re-read what they have written to check that it makes sense.

• Use a capital letter for places and days of the week in their writing.

- Respond speedily with the correct sound to graphemes (letters or groups of letters) for all 40+ phonemes, including, where applicable, alternative sounds for graphemes.
- Read common exception words, noting unusual correspondences between spelling and sound.



Art & Design

- Use a range of materials creatively to design and make
- Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- Learn 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.

Collages and sculpture environment,

based on the observational drawing.

Computing

- Use technology purposefully to create, organise, store, manipulate, and retrieve digital content.
 - Understand what algorithms are and how they are implemented as programs on digital devices.
 - Create and debug simple programs.

Using 2Animate to make simple animations; using a digital camera/iPad to take photos.

Number: Place Value

- Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.
- Count, read and write numbers from 1-100 in numerals and words.
- Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than, most, least.
- Given a number, identify one more and one

Number: Multiplication and Division

- Count in multiples of twos, fives and tens. Solve one step problems involving
- multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.

Mathematics

Number: Fractions

- Recognise, find and name a half as one of two equal parts of an object, shape or
- Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.

Geometry: position and direction

Describe position, direction and movement, including whole, half, quarter and three quarter turns

Measurement: Money

Recognise and know the value of different denominations of coins and notes.

Measurement: Time

- Sequence events in chronological order using language [e.g. before and after, next, first, today, yesterday, tomorrow, morning, afternoon & evening.
- Recognise and use language relating to dates, including days of the week, weeks, months and years.
- Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.
- Compare, describe and solve practical problems for time [e.g. quicker, slower, earlier, later].
 - Measure and begin record time.

Design & Technology

- Understand where food comes from.
- Use the basic principles of a healthy and varied diet to prepare dishes.

Geography

- Name, locate and compare the world's seven continents and five oceans.
- 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.

Links to Science.

Tasting fruits and making healthy dishes.

PSHE &

Personal Safety;

• Drug Education;

Healthy and Safer Lifestyles:

Sex and Relationships Education.

Citizenship

Education

Music

Play tuned and untuned instruments musically.

Use their voices expressively and creatively by singing songs and speaking chants and

Science

Animals, including humans

- Identify and name a variety of common animals that are carnivores, herbivores and omnivores.
- Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals).

Seasonal Changes

- Observe changes across the four seasons.
- Observe and describe weather associated with the seasons and how day length varies.

History

- Explore changes within living memory.
- Explore significant historical events, people and places in our locality, specifically Chichester and beyond.

Physical

- Master basic movements including throwing and catching, running, jumping, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.
- Participate in team games, developing simple tactics for attacking and defending.

Religious

and special people

Education • Explore the importance of leadership

> Look at religious artefacts and consider their significance.

We will look at how different key areas are now and compare them to how they used to be. This will include looking at how these areas are used by visitors.

Tennis, Team games, Athletics and Sports Day.

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within different faiths.