Curriculum Overview for Year 1 ~ Summer Term 2016 (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.
- Draw on what they already know or on
 Add prefixes & suffixes: adding -s or -es 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.

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

English

Writing

- Continue to practise spelling common exception words or 'tricky words'.
- Use letter names to distinguish between alternative spellings of the same sound.
- 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

• 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.
 - Read words containing taught GPCs and -s, -es, -ing, -ed, -er and -est endings.

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

Collages and sculpture environment, Pallant observational drawing.

based on the House project and

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, read and write numbers to 100 in numerals: count in multiples of 2, 5 and 10.
- Identify & represent numbers using objects and pictorial representations including the number line, and use language of: equal to, more than, less than (fewer), most, least.
- Add and subtract 1-digit & 2-digit numbers to 20, including zero.
- Recognise, find and name a half as one of two equal parts of an object, shape or • Describe position, direction and quantity.

Mathematics

- Recognise, find and name a quarter as **Measurement** one of four equal parts of an object, shape or quantity.
- Solve one-step problems involving multiplication and division, calculating the answer using concrete objects, pictorial representations & arrays with teacher support.

- Sequence events in chronological order using language, e.g. morning, afternoon.
- Recognise & use language relating to dates, including days of the week, weeks, months/years.
- Tell the time to the hour/half past and draw hands on a clock face to show these times.

Design & Technology

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

Geography

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

Geometry, Position and Direction

movement, including whole, half, quarter and three-quarter turns.

Tasting fruits and making healthy dishes.

PSHE &

Relationships

Growing Up.

Citizenship

Education

- Music
 - Play tuned and musically
 - Use their voices expressively and creatively by singing songs and speaking chants and

untuned instruments

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

Music Express unit - 'Seasons' and 'Our Bodies' with a focus on pitch and beat.

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.

We will look at how different key areas are now and

Physical

 Master basic movements including running, jumping, throwing and catching, 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.

Tennis, Team games, Athletics and Sports Day.

Religious

Education importance of leadership • Explore the and special people within different faiths.

> • Look at religious artefacts and consider their significance.

compare them to how they used to be. This will include looking at how these areas are used by visitors.

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