

Ashwell Learning Journey Curriculum Coverage Overview - Year 1



	Autumn Topic - Castles and Dragons	Spring Topic - Toys	Summer Topic - Outdoor Adventures
History	William the Conqueror	Comparing Old and New Toys	Grace Darling
Geography	Seasonal Changes Map Reading / Compass Points	Seasonal Changes UK Towns	Human and Physical Geography Countryside and Coasts Fieldwork of Ashwell
RE	Harvest / Christmas Christianity and Islam	Easter Christianity and Islam	Eid and Hajj / Sacred Texts Christianity and Islam
Art	Shield making, Dragon Art, Stained Glass Windows	Observational Drawing, Painting and Sculpture	Van Gogh – Sunflowers / Collage
D.T	Castle Construction & Junk Modelling Moving Pictures	Puppets Teddy Bear Biscuits	Lighthouse Construction
P.E	CT - Movement to Music / Invasion Games PS - Multiskills / Gymnastics	CT - Multiskills / Gymnastics PS - Movement to Music / Striking and Fielding	CT - Striking and Fielding / Athletics and Sports Day activities PS - Invasion Games / Athletics and Sports Day activities
Music	Hey You! – Hip Hop music / Castles and Dragons / Christmas Songs	Rhythm in the Way We Walk- Reggae music In the Groove- Blues, Baroque, Latin, Bhangra, Folk, and Funk music	Round and Round – Latin music Your Imagination – Musicals and other songs about using your imagination
Computing	Online Safety / Grouping and Sorting / Pictograms / Lego Builders	Maze Explorers / Animated Story Books	Coding / Spreadsheets / Technology Outside School
Science	Materials Seasonal changes	Animals, including humans Seasonal changes	Plants Seasonal changes
P.S.H.C.E	Class rules – class charter & rights of others Communities – family and school Spending and saving – using money wisely	Relationships – fairness, kindness & bullying Communicating feelings and recognising them Respecting differences and identifying special people	Health and Wellbeing, personal hygiene, family, naming parts of the body People who look after us – doctors, police and fire service etc. Differences between boys and girls

Curriculum Overview for Year 1

English Art & Design (KS1) Computing (KS1) Reading Writing Grammar Use a range of materials · Understand use of algorithms •Match graphemes for all phonemes •Name letters of the alphabet ·Leave spaces between words Read accurately by blending Spell very common 'exception' Begin to use basic Use drawing, painting and sculpture Write & test simple programs sounds words punctuation: . ?! Develop techniques of colour, pattern, texture, Use logical reasoning to make Read words with very common Spell days of the week Use capital letters for line, shape, form and space predictions suffixes Use very common prefixes & proper nouns. Learn about range of artists, craftsmen and Organise, store, retrieve & manipulate data •Read contractions & understand Use common plural & verb suffixes purpose Form lower case letters correctly Speaking & Listening designers Communicate online safely and respectfully Read phonics books aloud Form capital letters & digits Listen & respond appropriately · Recognise uses of IT outside of school Link reading to own experiences Compose sentences orally before Ask relevant questions Join in with predictable phrases •Maintain attention & participate Design & Technology (KS1) Geography (Y1) •Discuss significance of title & Read own writing to peers or events teachers Design purposeful, functional & appealing Make simple predictions products Name & locate the four countries and capital cities of the · Generate, model & communicate ideas Mathematics United Kingdom using atlases & globes Use range of tools & materials to Number/Calculation Geometry & Measures identify seasonal / daily weather patterns in complete practical tasks Count to / across 100 the UK and the location of hot and cold areas Use common vocabulary for Describe position & movement, Count in 1s, 2s, 5s and 10s of the world comparison, e.g. heavier, taller, including half and quarter turns Evaluate existing products & own ideas Use basic geographical vocabulary to refer to •Identify 'one more' and 'one less' full, longest, quickest Build and improve structure & mechanisms Fractions local & familiar features ·Begin to measure length. •Read & write numbers to 20 •Recognise & use 1/2 & 1/4 Use four compass directions & simple vocab Use language, e.g. 'more than', capacity, weight Understand where food comes from •Recognise coins & notes 'most' Modern Languages Music (KS1) Use time & ordering vocabulary Use +. - and = symbols Know number bonds to 20 •Tell the time to hour/half-hour · Sing songs add and subtract one-digit and Use language of days, weeks. months & years two-digit numbers to 20, including Play tuned & untuned instruments musically •Recognise & name common 2-d Solve one-step problems, including and 3-d shapes Listen & understand live and recorded Not required at KS1 simple arrays Order & arrange objects Science History (KS1) Make and combine sounds musically Biology **Key Concepts** Identify basic plants ·Changes in living memory (linked to aspects of ·Identify basic plant parts (roots, leaves, flowers, etc.) national life where appropriate) Education Physical Education (KS1) Religious . •Identify & compare common animals **Key Individuals** Identify & name basic body parts Lives of significant historical figures. Master basic including comparison of those from movement, e.g. running, jumping, throwing, Distinguish between objects & materials different periods catching, balance, agility and co-ordination •Identify & name common materials Significant local people Continue to follow locally- Describe simple properties of some materials Participate in team games agreed syllabus for RE Compare & classify materials **Kev Events** Perform dances using simple movement e.g. Bonfire night Physics Events of local importance Observe weather associated with changes of season Swimming proficiency at 25m (KS1 or KS2)

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