



ONWARDS and UPWARDS

REACHING FOR THE STARS



Year 1	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Who Am I?	Victorians	Once Upon a Time	Carnival of Animals		We Are Britain
Educational Visit	Local Walks	Sudbury Childhood Museum		White Post Farm		Skegness
Parent/Carer event	Parent/Grandparent Day – what was it like for me as a child in Alvaston	Christmas Crafts	Once Upon a Time Performance	Animal Art Exhibition	Reading Breakfast	Wildlife Garden
Wow days/events	26th September – European Day of Languages	Moon Lit Christmas 9th November – WW1 Centenary Event	Music Day	World Book Day	Art Day	Sports Day Family Fun Fair Transition Days
Class Book	Peace at Last Can't you Sleep Little Bear?	Where the Wild Things Are The Elephant and the Bad Baby	Avocado Baby The Tiger Who Came to Tea	Lost and Found Knuffle Bunny	Beegu Dogger	Cops and Robbers Elmer
Writing Focus	Poem Leaflet Story Setting	Instructions Simple letter Poem	Story Writing – character description, setting description Alternative story			
History	Changes in the local community.	Queen Victoria How toys have changed over the years.				Comparing beach holidays – now and then.
Geography	<ul style="list-style-type: none"> •Understand the differences between village, town and city •Compass directions •Basic map reading skills •Explore the local environment. 					<ul style="list-style-type: none"> •Countries in the United Kingdom. •The four seasons. •Vocabulary - sea, beach, cliff, ocean, river, coast. •Use simple compass directions (North, South, East and West)
PE	1A Gross Motor 1B Gymnastics 1C Dance	Gymnastic Dance Gross Motor	Dance Gross Motor Gymnastics	Sending and Receiving Fundamental Movements Spatial Awareness	Spatial Awareness Sending and Receiving Fundamental Movements	Fundamental Movements Spatial Awareness Sending and Receiving
PSHE	Being Healthy	Difference and Diversity	Exploring Emotions	Relationships	Being Responsible	Bullying Matters



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Maths	<p><i>Number & Place Value</i> count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number</p> <p><i>Measures: Length</i> compare, describe and solve practical problems for: lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]</p> <p>measure and begin to record the following: lengths and heights</p> <p><i>Addition & Subtraction</i> read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs</p> <p><i>Geometry: Shape</i> recognise and name common 2-D and 3-D shapes, including: 2-D shapes [for example, rectangles (including squares), circles and triangles]</p>	<p><i>Number & Place Value</i> count, read and write numbers to 100 in numerals; count in multiples of 2s, 5s and 10s</p> <p><i>Fractions</i> recognise, find and name a half as 1 of 2 equal parts of an object, shape or quantity</p> <p><i>Measures: Capacity/volume</i> compare, describe and solve practical problems for: capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]</p> <p>measure and begin to record the following: capacity and volume</p> <p><i>Measures: Money</i> recognise and know the value of different denominations of coins and notes</p> <p><i>Measures: Time</i> sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]</p> <p>recognise and use language relating to dates, including days of the week, weeks, months and years</p> <p><i>Multiplication</i> solve one-step problems involving multiplication by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher</p>	<p><i>Number & Place Value</i> given a number, identify 1 more and 1 less</p> <p><i>Measures: Mass/weight</i> compare, describe and solve practical problems for: mass/weight [for example, heavy/light, heavier than, lighter than]</p> <p>measure and begin to record the following: mass/weight</p> <p><i>Geometry: Shape</i> recognise and name common 2-D and 3-D shapes, including: 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]</p> <p><i>Measures: Money</i> recognise and know the value of different denominations of coins and notes</p> <p><i>Addition & Subtraction</i> represent and use number bonds and related subtraction facts within 20</p>	<p><i>Number & Place Value</i> identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least</p> <p><i>Fractions</i> recognise, find and name a quarter as 1 of 4 equal parts of an object, shape or quantity</p> <p><i>Geometry: Position & Direction</i> describe position, direction and movement, including whole, half, quarter and three-quarter turns</p> <p><i>Measures: Time</i> tell the time to the hour and half past the hour and draw the hands on a clock face to show these times</p> <p><i>Division</i> 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</p>	<p><i>Number & Place Value</i> read and write numbers from 1 to 20 in numerals and words</p> <p><i>Addition & Subtraction</i> add and subtract one-digit and two-digit numbers to 20, including 0</p> <p><i>Fractions</i> recognise, find and name a half as 1 of 2 and a quarter as 1 of 4 equal parts of an object, shape or quantity</p> <p><i>Geometry: Shape</i> recognise and name common 2-D and 3-D shapes, including: 2-D shapes [for example, rectangles (including squares), circles and triangles]</p> <p>3-D shapes [for example, cuboids (including cubes), pyramids and spheres]</p>	<p><i>Addition & Subtraction</i> solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = ? - 9$</p> <p><i>Multiplication & Division</i> 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</p> <p><i>Geometry: Position & Direction</i> describe position, direction and movement, including whole, half, quarter and three-quarter turns</p>



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<p>Science <u>Seasonal changes throughout the year</u></p>	<p><u>Animals including Humans</u> Basic body parts</p>	<p><u>Materials</u> Describe and name different materials Vocab- hard, soft, stretchy, bendy, shiny, dull</p>		<p><u>Animals Including Humans</u> Identifying and naming animals from their characteristics- fish, amphibians, reptiles, carnivore, herbivore, omnivore....</p>		<p><u>Plants</u> Name common plants and their basic structure. Vocab- leaves, flowers, branches, trunk, fruit, bud, seed, stem.....</p>
<p>RE</p>	<p>Key Question Who is a Christian and what do they believe? Who is a Muslim and what do they believe?</p>	<p>Key Question How and why do we celebrate special times? (Diwali and Christmas)</p>	<p>Key Question What do stories of Jesus tell Christians about how to live? (Ten Commandments included)</p>	<p>Key Question Who is Jewish and what do they believe? Key Question 1.6 How and why do we celebrate special times (Easter 3 Weeks)</p>	<p>Key Question How do we show that we care for others?</p>	<p>Key Question How and why do we celebrate special times? (Eid)</p>
<p>Art</p>		<p>L.S. Lowry sketching.</p>	<p>Painting textures and patterns</p>			<p>Sculptures</p>
<p>Music</p>	<p>use their voices expressively and creatively by singing songs and speaking chants and rhymes</p> <ul style="list-style-type: none"> Year 1 Singing Scheme 	<p>use their voices expressively and creatively by singing songs and speaking chants and rhymes</p> <ul style="list-style-type: none"> Year 1 Singing Scheme 	<p>use their voices expressively and creatively by singing songs and speaking chants and rhymes</p> <p>Performance</p> <ul style="list-style-type: none"> 'Three little pigs' <p><i>Using Instruments</i> play tuned and untuned instruments musically</p>	<p>use their voices expressively and creatively by singing songs and speaking chants and rhymes</p> <ul style="list-style-type: none"> sing songs about animals <p>experiment with, create, select and combine sounds using the inter-related dimensions of music</p> <ul style="list-style-type: none"> Rhythm work linked to animals 		<p>play tuned and untuned instruments musically</p> <ul style="list-style-type: none"> composition of rhythm patterns. <p>listen with concentration and understanding to a range of high-quality live and recorded music</p> <ul style="list-style-type: none"> music linked to topic
<p>D&T</p>	<p>Cooking and Nutrition Tasting and Smelling</p>		<p>Design, make and evaluate a wind up Jack and The Beanstalk</p>		<p>Design, make and evaluate models of animals using different materials</p>	<p>Design, make and evaluate Kites</p>
<p>Computing</p>	<p><u>E-Safety</u> Hector's World</p> <ul style="list-style-type: none"> Understand where to go for help and support when he/she has concerns about content or contact on the internet or other online technologies 	<p><u>Creativity</u> Paint</p> <ul style="list-style-type: none"> Use technology purposefully to create digital content. 	<p><u>Productivity</u> Word Processing Skills</p> <ul style="list-style-type: none"> Use technology purposefully to create digital content. 	<p><u>Communication</u> Common technology used beyond school</p> <ul style="list-style-type: none"> Recognise common uses of information technology in the home and school environment. <p>Programme BeeBots to move around</p>	<p><u>Programming</u> Espresso Coding</p> <ul style="list-style-type: none"> Predict the behaviour of simple programs Understand what algorithms are and how they are implemented on digital devices. 	<p><u>Computational Thinking</u> Espresso Coding</p> <ul style="list-style-type: none"> Predict the behaviour of simple programs Understand what algorithms are and how they are implemented on digital devices.



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