Padnell Infant School - Year 1 Curriculum Overview

Year 1	Autumn 1		Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
2023/24	My local area	Harvest	Fire Fire	Go wild in Africa	Turrets and Tiaras	Space	Splish, splash, splosh
English Topic text drivers	You Choose Marvellous me : Inside and out	Little Red Hen	The Rabbit that Stole the Fire Firework Poem	Tinga Tinga Tales The Ugly Five	Jack and the Beanstalk	The man on the moon	Flotsom Commotion in the Ocean
Science	Longitudinal study - Seasonal Changes Human Body – Senses		Animals including humans Everyday Materials	Animals	Plants	Everyday Materials	Longitudinal study - Seasonal Changes Animals
History	Transport				Castles	Space Exploration	
Geography	Human and Physical features Local area study		Locational knowledge Geographical skills and fieldwork	Place knowledge Human and physical Geography			Human and physical Geography
Art			Journey Artist - Henri Matisse ICT link		Journey- Artist- Paul Klee		Journey Artist- David Wiesner Jason Scarpace
DT	House (Junk Modelling)			Fruit Salad (Food)		Space Buggies (Mechanisms)	
Computing	Online safety Computing Skills		Online safety Paint Art	Online safety Word Processing	Online safety Programming Toys	Online safety Digital Programming	Online safety Using and applying
R.E.		Thanking	Story Telling	Remembering	Creation	Special	Symbol
Music	The Three Bears		As cold as Ice	African drums	The Castle	The Man on the Moon	Jolly Roger
PE	Real PE – Unit 1 (Personal) Teacher led – Team Games		Real PE – Unit 2 (Social) Coach Led – Ball skills - basic movements, throwing, catching	Real PE – Unit 3 (Cognitive) Coach Led – Gym -basic movements agility and coordination	Real PE – Unit 4 (Creative) Teacher led – Dance -simple movement patterns	Real PE – Unit 5 (Physical) Coach Led– Team Games- using simple tactics	Real PE – Unit 6 (Health and Fitness) Teacher led – Dance -simple movement
PSHE and safeguarding	Me and my relationships		Valuing Difference	Keeping Myself Safe	Rights and Responsibilities	Being my Best	Growing and Changing

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Year 1	Autumn 1	Autumn 2	Spring 1	Spring 2	Sum
2022/23	Journeys	Fire, Fire	Go wild in Africa	Turrets and Tiaras	Sp
Science	 Seasonal Changes (Longitudinal study) Observe changes across the four seasons. Observe and describe weather associated with the seasons and how day length varies. Animals, including humans Identify, name, draw and label basic parts of the human body and say which part of the body is associated with each sense. 	 <u>Everyday materials</u> Distinguish between an object and the material from which it is made. Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water and rock. 	 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 (Focus: birds, mammals) 	 <u>Plants</u> Identify and describe the basic structure of a variety of common flowering plants, including trees. 	 Forces (Hampshire Things can mov Everyday materials Describe the sin properties of a materials. Compare and g variety of every basis of their si properties.
Forest School	care of animals)	riety of common animals including fish, amp ety of common wild and garden plants, inclu eg they planted)			
History	 Changes within living memory that are used to reveal aspects of change in national life. (Transport) 			• Significant historical event, person, place in their own locality.	 Lives of signific past who have international ad (Compare Neil Peaks)
Geography	 Use basic Geographical vocabulary to refer to key physical features (season and weather, hill) key human features (town, house, shop, factory, office) Use fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment. To use directional language to describe the location of features and routes on a map. 	 Name locate and identify characteristics of the four countries and capital cities of the united kingdom Use world maps, atlases and globes to identify the United Kingdom and its countries. 	 Understand geographical similarities and differences through studying the human (village, town and farm) and physical geography (season and weather, mountain) of a small area of the United Kingdom, and of a small area in a contrasting non-European country. (Local area and area in Africa) Use world maps, atlases and globes to identify countries, continents studied at this key stage. Identify the location of hot and cold areas of the world in relation to the Equator and North and South Poles. 		
Forest School	 Identify seasonal and daily weather p Use fieldwork and observational skills 	atterns in the United Kingdom. s to study the geography of their school and	its grounds. (Human and physical feature	s)	
Art		 To use a range of materials creatively to design and make products. About the work of an artist, describing the difference and similarities between different practices and disciplines, and making links to their own work. To use drawing and printing to develop and share their ideas, experiences and imagination 		 About the work of an artist, describing the difference and similarities between different practices and disciplines, and making links to their own work. To use drawing and collage to develop and share their ideas, experiences and imagination. To develop a wide range of art and design techniques in using colour, shape line 	

paceSplish, splash, sploshKey idea) we in different ways.Animals, including humans • Describe and compare the structure of a variety of common animals (Focus: fish and amphibians, reptiles)s imple physical a variety of everyday group together a Longitudinal study: • Observe changes across the four seasons. • Observe and describe weather
 Describe and compare the structure of a variety of common animals (Focus: fish and amphibians, reptiles) <u>Longitudinal study:</u> Observe changes across the four seasons.
simple physical of the bose we and describe weather associated with the seasons and how day length varies.

stions about animals in their habitat, understand how to take

lore and answer questions about plants growing in their habitat –

cant individuals in the contributed to achievements. Armstrong and Tim	
	 Use basic Geographical vocabulary to refer to key physical features (season and weather, sea, ocean, cliff, beach and coast) key human features (harbour, city and port) Use world maps, atlases and globes to identify oceans studied at this key stage. Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features. Use simple fieldwork and observational skills to study the geography and key human and physical features of their surrounding environment.

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	Padnell Infant School - Year I Curriculum Overview						
			 To develop a wide range of art and design techniques in using colour and pattern. 		 To use a range of materials creatively to design and make products. 		
DT	 existing Design product users ba To gene ideas th Select f and equ tasks. (To use a accordi To evalue 	and evaluate a range of products. purposeful, appealing ts for themselves and other ased on design criteria. erate and communicate their trough talking and drawing. rom and use a range of tools upment to perform practical Joining) construction materials ng to their characteristics. uate their ideas and product gainst design criteria.		 Understand where food comes from. Design purposeful, appealing products for themselves based on design criteria. Select from and use a wide range of ingredients according to their characteristics. Evaluate their ideas and products against Design Criteria. To generate and communicate their ideas through drawing and talking. 		 To explore and evaluate a range of existing products. Design purposeful and functional products for themselves and other users based on design criteria. To use construction materials according to their characteristics. To generate and communicate their ideas through talking and drawing. Select from and use a range of tools and equipment to perform practical tasks. Explore and use mechanisms in their products (Wheels and axles) Evaluate their ideas and products against Design Criteria. 	
Forest School	 Identify where food comes from. Use a range of tools and equipment to perform practical tasks. 						
	E-safety	To use technolog	gy safely and respectfully, keeping personal	information private; identify where to go	for help and support when they have conce	erns about content or contact on the interne	t or other online technologies.
Computing	Unit objectives	 To use technology purposefully to manipulate and retrieve. To recognise common uses of information technology beyond school. 	 Where to go for help and support when they have concerns about content or contact on the internet or other online technologies. To use technology purposefully to create and manipulate. 	 To use technology purposefully to create, organise, store, manipulate. 	 To know what algorithms are and how they are implemented as programmes on digital devices. To know about programs and how to execute them by following precise and unambiguous instructions. To use logical reasoning to predict the behaviour of simple programs. 	 To know about programs and how to execute them by following precise and unambiguous instructions. To use logical reasoning to predict the behaviour of simple programs To create and debug simple programs. 	 To recognise common uses of information technology beyond school. <u>Recap based on AfL from year</u> To use technology purposefully to create, organise, store, manipulate.
R.E.	Taught using 'Living Difference IV' concept based inquiry cycle.						
Music	 Use their voices expressively and creatively by singing songs and speaking chants and rhymes. Experiment with, create, select and combine sounds using inter-relate dimensions of music. 		 Listen with concentration and understanding to a range of high- quality live and recorded music. Play tuned and un-tuned instruments musically. 	 Listen with concentration and understanding to a range of high- quality live and recorded music Play un-tuned instruments musically. 	 Play tunes and un-tuned instruments musically. Experiment with, create, select and combine sounds using the interrelated dimensions of music. 	 Use their voices expressively and creatively by singing songs and speaking chants and rhymes Play tuned and un-tuned instruments musically 	 Use their voices expressively and creatively by singing songs and speaking chants and rhymes. Listen with concentration and understanding to a range of high-quality live and recorded music.
PE	 Master basic movements including balance, and co-ordination. Master basic movements including running, agility, throwing and catching. 		 Master basic movements including jumping and landing as well as developing balance. 	 Master basic movements including balance and co- ordination. Participate in team games developing simple tactics for attacking and defending 	 Master basic movements including co-ordination (ball skills – throwing and catching) and counter balance Perform dances using simple movement patterns. 	 Master basic movements including coordination (throwing and catching) and agility Engage in competitive physical activities. (sports day/running) Perform dances using simple movement patterns. 	 Master basic movements including agility (ball chasing) and static balance Participate in team games developing simple tactics for attacking and defending

PSHE and	Key aims for each unit mapped out in SCARF programme of study and Safeguarding Curriculum overview
Safeguarding	Rey ains for each unit mapped out in SCARE programme of study and safeguarding curriculum overview

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