

Curriculum Content

What skills and knowledge we will cover through our teaching of topics

Year 1	Topic 1 Toys	Topic 2 On safari	Topic 3 Dinosaurs	Topic 4 Under the sea	Topic 5 The Beach
Science	<p>Materials Distinguish between an object and the material from which it is made.</p> <p>Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water and rock.</p> <p>Describe the simple physical properties of a variety of everyday materials.</p> <p>Compare and group together a variety of everyday materials on the basis of their simple physical properties.</p> <p>Seasonal Changes Observe changes across the four seasons.</p>	<p>Animals including humans Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals</p> <p>Identify and name a variety of common animals that are carnivores, herbivores and omnivores.</p> <p>Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets).</p> <p>Seasonal Changes Observe changes across the four seasons.</p>	<p>Animals including humans Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense. (Human body focus)</p> <p>Seasonal Changes Observe changes across the four seasons.</p>	<p>Plants Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees.</p> <p>Identify and describe the basic structure of a variety of common flowering plants, including trees.</p> <p>Seasonal Changes Observe changes across the four seasons.</p>	<p>Seasonal Changes Observe changes across the four seasons.</p> <p>Observe and describe weather associated with the seasons and how day length varies.</p> <p>Seasonal Changes Observe changes across the four seasons.</p>

History	<p>Use terms to show the passing of time (time adverbials)</p> <p>Recognise the difference between the past and the present in their own and other people's lives</p> <p>Know and recount different stories from the past</p> <p>Begin to ask simple questions about the past</p> <p>Answer simple questions about the past using resources such as pictures and stories</p> <p>Begin to use role play, art and text to communicate ideas about the past</p> <p>Know the toys that were played in the past and compare to toys today</p>	n/a	<p>Place 3-5 events and objects in order</p> <p>Use terms to show the passing of time (time adverbials)</p> <p>Begin to ask simple questions about the past</p> <p>Answer simple questions about the past using resources such as pictures and stories</p> <p>Begin to use role play, art and text to communicate ideas about the past</p> <p>Know that dinosaurs existed</p> <p>Know how dinosaurs became extinct</p>	n/a	Recognise the difference between the past and the present in their own and other people's lives
Geography	n/a	<p>Name and locate the four countries of the United Kingdom</p> <p>Identify London as the Capital city of England</p>	n/a	Use world maps to identify seas/oceans studied in 'Under the Sea'	<p>Identify seasonal weather patterns in the United Kingdom (link to science-Seasonal changes)</p> <p>Identify daily weather patterns.</p>

		<p>use world maps, atlases and globes to identify the United Kingdom and its countries</p> <p>use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features</p> <p>Understand the characteristics of Coventry including historical buildings and places to visit</p> <p>Compare Coventry to a different city identifying similarities and differences</p>		<p>Locate the beach to be visited and compare to Coventry.</p> <p>Understand why Coventry doesn't have a beach</p>	<p>Use geographical vocabulary to refer to physical features (beach, hill, mountain, ocean, sea weather)</p> <p>Use geographical vocabulary to refer to human features (city, town, farm, factory, shop)</p> <p>Identify and locate hot and cold areas of the world in relation to the equator and North and South poles.</p>
DT	<p>Talk through product ideas before making</p> <p>Design a product which is appealing to themselves</p> <p>To use card and or paper to make a product.</p> <p>Use given cutting and joining tools with some accuracy (scissors/glue)</p>	<p>To cut fruit/vegetables with support.</p>	n/a	<p>Talk through product ideas before making</p> <p>Design a product which is appealing to themselves</p> <p>To use card and or paper to make a product.</p> <p>Use given cutting and joining tools with some accuracy (scissors/glue)</p>	n/a

	<p>To select appropriate cutting and joining tools. To evaluate product's strengths.</p> <p>To record what has been done through drawing and writing.</p> <p>To evaluate effectiveness of tools used.</p>			<p>To select appropriate cutting and joining tools. To evaluate product's strengths.</p> <p>To record what has been done through drawing and writing.</p> <p>To evaluate effectiveness of tools used.</p>	
Art	<p>DRAWING Media - To explore a wider range of textures to draw upon</p> <p>Proportion - To begin to and develop skills of proportion</p> <p>Shape - To use basic shapes to plan and structure drawings</p> <p>Tone - To begin to develop techniques that how tone</p> <p>Texture - To begin to and develop in shading</p>	<p>PAINTING Identification - To know which primary colours make secondary colours.</p> <p>Effects - To create collections of colours. (E.g. different shades of 2/3 colours)</p> <p>Texture - To create different textures of paint by adding materials</p> <p>Application - To apply 2 or more skills for a purpose</p>	<p>PRINTING Tools - To use a range of tools for a purpose</p> <p>Application - To use manufactured materials to block print (Primary and secondary colours)</p> <p>Effects - To repeat layered patterns in a number of sequences</p>	<p>TEXTILES Tone - To layer decorations onto fabrics for effect</p> <p>Media - To be able to weave materials through everyday objects</p> <p>SCULPTURE Tools - To use an array of tools to pull apart and reconstruct small and large junk modelling</p> <p>Application - To apply understanding of materials and knowledge of tools</p>	<p>COLLAGE Materials - To fold, crumple, tear and overlap paper</p> <p>Matching and Sorting - To match and sort shapes accordingly</p> <p>Scale - To work on a small scale.</p>

		Tone – To know which primary colours and secondary colours can lighten or darken			
Computing	MULTIMEDIA I can use the letters, spacebar, backspace and enter key to enter text onto the screen. I can use the shift key to create a capital letter.	HANDLING DATA I can present data using create a simple pictogram I can make comments about a pictogram I can make changes to my pictogram	COMPUTERS IN OUR LIVES I can recognise some uses of technology in school I understand that some information is personal	PROGRAMMING I can understand and follow clear instructions to perform a task Beebot	
Music	Hey you!	Rhythm in the way we walk/The Banana Rap	In the groove	Round and Round	Your imagination