

Stannington Infant School Curriculum overview

YEAR 1 Cycle B (2020 /21)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1 Theme	What is the best toy in the world?		Why is the Union flag red white and blue?		Can you live anywhere? (Extreme Environments)	
Whole School curriculum events / week	Harvest No Pens Day	What is light? Science Investigation week.	Number Day World Book Day	Enterprise week	Arts – Picture this! Eco School day	How to be healthy
Enrichment		Toy workshop in school.		Yorkshire Sculpture Park	Space dome visit	
Narrative writing	Julia Donaldson - Gruffalo's Child	Funny Bones by Alan and Janet Alberg	David McKee		Shirley Hughes	
Non Fiction Focus				Recount linked to a visit or school activity		Non Chronological report linked to Extreme Environments
Maths	Place Value within 10	Addition & Subtraction within 10 Geometry: Shape	Place value within 20 Addition & Subtraction within 20	Place value within 50 Measurement: Length and Height, Weight and Volume	Multiplication and Division including multiples. Fractions Geometry: Position and directions	Place value within 100 Measurement: Money and Time
PSHE /SMSC	Being Me in my World: To be part of creating a class charter and feel safe, happy and secure in their new class.	Celebrating difference: To explain some ways they are similar to and different from their friends. Anti bullying Day NSPCC Jumper day Children in Need	Dreams and Goals: To explain how they felt when they succeeded in a new challenge and how they celebrated it.	Healthy Me: To explain and discuss why they think their body is amazing and identify some ways to keep it safe and healthy.	Relationships: To explain why they appreciate someone who is special to them. We are all different Day	Changing Me: To identify the parts of the body that make boys different to girls and use the correct names for these body parts.
Science	To identify and name a variety of everyday materials. To describe the simple physical properties of materials To investigate and discover which		Forest School: To observe and discuss how the world around them changes through the seasons. To identify and name a variety of common animals including, fish,	Forest School: To observe and discuss how the world around them changes through the seasons. To identify and name a variety of common animals including, fish,	To identify and name a variety of plants including deciduous and evergreen trees To describe the basic structure of plants. Eco School day	

	materials can be used to make a peg doll.		amphibians, reptiles, birds and mammals. To identify and name animals that are carnivores, herbivores and omnivores. To label the basic parts of the human body.	amphibians, reptiles, birds and mammals. To identify and name animals that are carnivores, herbivores and omnivores. To label the basic parts of the human body.		
History	To compare toys now with toys from the past. To compare our toys with our parents toys. To look at Victorian peg dolls. To place toys on a time line.		To learn about the royal family. To look at their family tree.		To learn about the history of space travel and the role of local astronaut Helen Sharman.	
Geography			To name and locate the world's 7 continents and 5 oceans To name and locate the 4 countries and capital cities of the United Kingdom. To use world maps, atlases, globes and digital/computer mapping to identify the United Kingdom and its countries.	To make comparisons between Stannington, the UK and a non-European country. To use maps, atlases and globes to name, locate and identify Stannington, the UK and a non-European country To observe and record information about the local area. To identify human and physical features and make a simple map.	To use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features.	To identify seasonal and daily weather patterns in the United Kingdom. To use maps, atlases and globes to identify the location of cold areas of the world in relation to the North and South Poles.
Design Technology	To design and make a peg doll toy. To explore different ways		To make soup/biscuits at Forest Schools. To understand where		To design and make a space buggy/rocket. To assemble and	

	of attaching and combining different materials and detail.		food comes from. To chop and peel fruit/ingredients safely. To learn about hygiene during food preparation.		combine different materials.	
Computing	To learn the names of the parts of a computer and what they do. Create a new document, save it, name it and reopen it.	To create calendars using text and an image.	To create their own algorithm. 'How to log on to the class computer'	To enter data into software to create a pictogram and save. To answer questions about the data and what it shows.	To tell a story with pictures and sound.	To create longer programs to move a Bee-Bot between specific points on a simple grid, planning out the program first using command cards. Show sequences of instructions for a Bee-Bot for pupils to predict the finish point.
RE	Celebrations & Festivals: To enable ch/n to reflect on what it means to celebrate and why people celebrate.	Diwali Christmas story	To enable ch/n to reflect on the similarities of moral stories from different religions and how we can all learn from them.	To learn the Easter story and understand how important this celebration is to Christians.	Stories of Jesus: To enable ch/n to reflect on the meaning of stories from Christianity and the values they offer Christians today.	
Art	Observational Drawing To draw a detailed picture of a toy. To draw self - portraits, including the use of complementary colours.		3D Form – Clay Sculptures To manipulate clay in a variety of ways, e.g. rolling, kneading and shaping to create a 3D sculpture. To make twig towers and den building.	To paint a colour wheel. learning about primary and secondary colours. To work with complementary colours.	Printing and Painting To be able to talk about the use of pattern in the art they have looked at. To make marks in print with a variety of objects to build a repeating pattern.	Painting and Textiles - Collage To use the different techniques of cutting, tearing, sticking and assembling to create a collage based on nature.
PE Games				REAL PE unit 1 Coordination - Floor Movement Patterns (FUNS 10)	REAL PE unit 3-Dynamic (FUNS 5) Static Balance – Small Base (FUNS	REAL PE unit 5 - Coordination with Equipment (FUNS 8) Agility –

				Static Balance - One Leg Standing (FUNS 1) REAL PE- unit 2-Dynamic Balance to Agility (FUNS 6) Static Balance – Seated	4 REAL PE unit 4- Coordination – Ball Skills (FUNS 9) Counter Balance in Pairs (FUNS 7)	Reaction/Response (FUNS 12) REAL PE- unit 6 Agility – Ball Chasing (FUNS 11) Static Balance – Floor Work (FUNS 3)
PE gym	Floor work- Perform basic gymnastic actions Mount and dismount apparatus safely. Develop balance.	Travel in different ways: forwards, backwards, sideways To develop agility using apparatus	Sequence 1- Link two gymnastic actions Sequence 2- Perform a			
PE dance	Respond to music- using various movements incl. travel, stretch, twist, turn, jump Dynamics – speed, shape	Co-ordination and rhythm	Compose- To link movements with contro			I.
Music	Charanga	Charanga	Charanga	Charanga	Charanga	Charanga
Instrument tuition	Ukelele					
Forest Schools			Children can see and discuss how the world around them changes through the seasons. Art focuses on the concept of 3D sculptures, with a particular focus on nature sculpture. The children will explore the work of the sculptors Andy Goldsworthy and Antony Gormley.			
Community	Food Banks	Carol singing Christingle Family Read		Bunny Hunt	Egg Rolling	Reading Buddies – Nook Lane Arts Picnic Y2s Got Talent
25 Things (tbc)		Sing in front of an audience	Visit an art gallery	Enter a competition		