

Year One Curriculum



<u>Term</u>	<u>Theme</u> <u>Visits and Exhibitions/presentations</u>	<u>Habit of Learning</u>	<u>Literacy</u>	<u>Other Subjects and Breadth of Study</u>
Autumn 1	Amazing me and my friends  Visit - Robin Arrows. Local area walk and visit to a church.  Presentation - Talent show (Year group presentation)	Discipline and Resilience	Write a short biography on themselves.  Knowing and responding to new literacy targets.  Introduction to Rainbow Grammar.	PSHE - Examine famous Nottingham celebrities' talents and which learning habits they needed to be good at what they do. Examining what the children think that they and their friends are good at and how they can get better at a certain skill. Examine aspirations for the future. Geography - Local area walk and recognizing key features of their environment. Street and road safety. Stranger Danger. History - Time line of their own life. (place of birth, brothers and sisters date of birth, when they started Nursery/school, etc) RE - Compare Islam and Christianity - Look at self belief and values. Examine British Values. Tolerance and being a valued member of society. (Talk about Eid) Numeracy - Place value, addition, number sequences and patterns of shape/number PE - Gymnastics. Art - Self portraits. (Lowry study - Eid Day)
Autumn 2	Ocean Deep  Visit - Sea Life Centre  Presentation Winter Production	Curiosity (Questioning and wondering) Resilience (Thinking about how to get stronger) Collaborative (Working together) Discipline (Following rules and instructions) Imagination (Problem solving)	The Rainbow Fish  The Night Pirates - alternative ending.  Poetry - The Magic Box by Kit Wright (Treasure box) <a href="http://www.bbc.co.uk/education/clips/zkpmhyc">http://www.bbc.co.uk/education/clips/zkpmhyc</a> <a href="http://www.storyit.com/Classics/JustPoems/classicpoems.htm">http://www.storyit.com/Classics/JustPoems/classicpoems.htm</a>	Problem Solving History - Read simple texts about famous sea faring explorers and pirates and when they lived. Make a wanted poster for a/their own pirate character. Science - Investigate and research into a sea creature. Habitat, appearance, food and appearance. Categorising sea animals and justify decisions. Geography - Create own island using green fabric, newspaper, blue/yellow wool, small bits of paper and pencils/crayons. Create the geography of the sea and what is it in. Use this to create problems - shelters, floating and sinking, creating own boats, etc. DT/Science - Investigate floating and sinking. Create their own pirate ship that will float on water. Make own 3D shelter out of straws and blue tack. Making a bridge out of paper and selotape. PE - Multiskills - Problem solving. RE - Talk about why Christians celebrate Christmas and its rituals. Key Stage 1 Winter Production. Diwali and what it means to Sikh and Hindu people.



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<p>Spring 1</p>	<p>Author Study  Presentation of own books (In Parent Reading Time)</p>	<p>Resilience (Willing to make a sustained effort) Imagination Collaboration (working together and in partnership) Determination</p>	<p>Books by Julia Donaldson and Oliver Jeffers</p>	<p>Literacy - Use of adjectives in a sentence, rhyming and alliteration. Exploring and describing main characters and settings. Create our own story mountains and story boards. Re drafting work. Geography - Link settings to places around the world. Drama - Role play different endings to 'boring' stories. Art - Look at the role of an illustrator. Use of pictures and clues that the reader gets from them. Science and Maths - Create own spaceship and measure how far it can travel. Link to Oliver Jeffers' books and settings. PE - Multiskills - Throwing and catching</p>
<p>Spring 2</p>	<p>Down in the garden  Visit - Allotment</p>	<p>Curiosity (Exploring and investigating) Resilience (How do we grow stronger) Disciplined (Learning from experience)</p>	<p>Instructions of how to plant a seed/bulb. Create own book of observations.  Explanation of how a plant grows.  Description of food.</p>	<p>Science - How to grow a plant and learn about a plant's structure. Look at how weather affects plants. Life cycle of a plant. Art/DT/Science - Imagine that they are a landscape gardener. Design and plant a giant plant pot in colour groups. Plant and use discipline to help plants to grow. Numeracy - Measuring growing plant, capacity for watering, shape (flowers and leaves) Computing - Labelling parts of plants. Geography - look at use of plants at the Arboretum/forest. Decorative/attracting insects. Conservation. PE - Dance. RE - Talk about why Christians celebrate Easter and it's rituals. Link to Spring and new life. Art - Masumi Yamanaka (painter) Look at sketching flowers and using colour mixing to paint them. Water colours and powder paints. Compare to still life pictures of a different artist. Use crepe paper to overlap to create different effects.</p>



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<p>Summer 1</p>	<p>Dinosaurs  Presentation on dinosaurs to parents - design own dinosaur.</p>	<p>Curiosity (Challenging assumptions) Resilience (Tolerating uncertainty and complexity) Imagination</p>	<p>Information text on a dinosaur that they research. Descriptive piece of their own made up dinosaur.</p>	<p>Science - Life cycle of dinosaurs. Geography - Fossils and where they were found. Map work - whole world and how the land mass moved over millions of years. Palaeontologists and how they work. History - Chronological order. Life of Mary Anning. Famous palaeontologist. BBC website. Look at history of her life and compare how she lived to our lives today. Science - Different rocks and how palaeontologists find out about age. Food chains. Numeracy - Addition and subtraction word problems. Problem solving. PE - Basketball skills and Swimming.</p>
<p>Summer 2</p>	<p>Imaginary Worlds  Visit - Rufford Abbey and grounds</p>	<p>Curiosity (Generating new ideas) Resilience (Willing to make a sustained effort) Imaginative (Questioning and wondering)</p>	<p>Describe an imaginative world. Story based in their imaginative world. Compare traditional fairy tales to Grimm tales.</p>	<p>DT - Diorama of new world/fairy tale setting. Computing - Imaginative world scenes. Geography - Different landscapes. Drawing a map of their imaginative world. Numeracy - Grid references from their map they have created. Compass points. Directions. Bee bots and instructions. PE - Apparatus - link to movements and landscape on a journey. Art - Collage of setting. PE - Swimming.</p>