

Year 1 Curriculum Overview



Term 1 Citizenship	Term 2 Leadership	Term 3 Explorers	Term 4 Expression	Term 5 Flourishing	Term 6
How have I looked after others? How have I made my home/ school a better place? How have I taken responsibility for improvements?	How have I looked after, helped and supported others in my team? How have I completed a task as a team? How I identified challenges with my team?	How am I getting better at things that I am good at? How have I challenged myself? How have I approached something new?	How do I express my thoughts and feelings in a small group? How does my behaviour reflect good manners and politeness? How do I know what makes me special?	How do I know what is good for me? How do I know when I am upset? How do I know what to look for in a friend?	School's discretion
Independence: Good/Bad Plan	Creativity: Spider Diagram	Collaboration: Circle Map	Independence: Bubble Maps	Creativity: Ladder Ranking	Collaboration: Critique Stems

Science		
Materials	Seasons & Change	Plants
Name different types of material Describe the properties of materials Compare materials Consider the suitability of different materials Explore shapes and ways of changing materials	Understand changes across seasons Identify weather associated with seasons Identify various lengths of day Night and light	Name and identify common plants, flowers and trees Describe basic structures Describe how bulbs grow Identify what plants need

Geography	
My area/where do I live/where is my school	World Patterns, Seasons & Weather
Key physical and human features eg beach/buildings Map work – compass points	Recognise landmarks. Understand geographical similarities and differences between localities

History	
Me and my family	Lives of others
Changes within living memory Significant historical events, people and places in their own locality	Events beyond living memory that are significant nationally or globally eg: Great Fire of London The lives of significant individuals in the past eg Christopher Columbus

Design Technology
Make something that works
Model, make shapes that fit, sticking experimenting, use of materials to make appealing.

Music	
Beat and Rhythm	Playing and Exploring
Singing songs/chants and rhymes Marching/clapping and tapping to a beat Listen to a range of high-quality live and recorded music	Play tuned and untuned instruments musically Experiment with, create, select and combine sounds to create music Understand loud/soft/fast/slow sounds

PE		
Dance & Gymnastics	Competitive Games	Athletics
Perform simple balances Sequence three moves Move around obstacles Link balances Travel between balances	Throw and catch on your own Gather a rolling ball Move carrying a ball Following instructions	Jump 2 feet to 2 feet Understand faster slower Being able to run fast/slow Throw different objects underhand

Art	
Drawing and painting	Sculpture
Line drawing from observation Recognising primary colours Mix primary colours to make other colours Experiment and create effects using different applications Artist study (teacher choice)	Create shapes using different materials Join materials for effect Use different techniques Create different objects from a single material by moulding and manipulating, carve and coiling

MFL	
Getting to know you	All about me
Greetings and farewells Ask how someone is/reply	Where do I live Colours/basic features eg eyes/hair/gender

Computing	
Know what a computer is	Understand simple processes
Mouse control/touchscreen/touchpad Recognise common uses of information technology beyond school Use technology safely and respectfully	Create simple programs/algorithms Search for information Save information
E-safety throughout	

Relationships Education		
Family	Friends	Safety
Know what constitutes a family Understand the concept of Love, security and stability Identify ways of looking after family members	Say what makes a good friend Know how to choose friends Know how to be a good friend Know what respect means	Know when you are online Know what a stranger is Know when it is ok to talk to a stranger, when to ask permission to talk to a stranger and when it is not right to talk to a stranger