



Curriculum Overview

Year 1 Autumn Term

Cubiost	Contont		
Subject	Content		
Religious Education	Creation		
	 recognise different parts of the creation story 		
	 know the story of St. Francis of Assisi 		
	Families and Celebrations		
	 understand that Mass is an important celebration of God's family 		
	 describe different words, gestures and actions that take place during Mass 		
	Prayer		
	 identify a range of things to include in their personal prayers 		
	Advent		
	 understand that Advent is a time of waiting and reparation for the celebration of the birth of Jesus 		
	 understand that Advent is a time of joy and take part in 		
	a special liturgy to celebrate this season		
Fralish	Phonics: Phase 3 and 4 of Letters and Sounds		
English	Filonics. Filase 3 and 4 of Letters and Sounds		
	Reading:		
	decode unfamiliar words		
	 recognise and read the first 100 high frequency words 		
	 begin to use punctuation in reading 		
	22811 to use pariotaution in reduing		
	Writing:		
	 use knowledge of letters and sounds to assist in writing 'words' even if only identifying first sound and then 		
	using this to 'read' to adult. e.g. I w to the p (I went to the park)		
	 write words with finger spaces 		
	Fairy stories		
	 understand what a traditional tale is and identify characters 		
	 use drama to investigate characters and events 		
	 use and or but to form compound sentences 		
	write a list of adjectives to describe a character		
	Traditional tales		

- explain which is their favourite part of a traditional tale, giving reasons
- write an extended sentence using description
- use 'because' to join two simple sentences
- understand that proper nouns (names) have capital letters

Letters

- identify features of letters and postcards
- write sentences to give key facts.
- use correct sentence punctuation.
- compose and writing sentences which are statements, exclamations and questions

The senses

- write adjectives and descriptive phrases to describe what can be seen in a picture
- understand that we can make lines of a poem rhyme

Grammar, Punctuation and Spelling

- write the corresponding sounds to all 26 letters of the alphabet
- write 'on the line'
- letter 'size' tall letters tall and small letters small
- begin to use capital letters and full stops in writing

Mathematics

Place Value (within 10)

- count to ten, forwards and backwards, beginning with 0 or 1, or from any given number
- count, read and write numbers to 10 in numerals and words
- given a number, identify one more or one less
- identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least

Addition and Subtraction

- represent and use number bonds and related subtraction facts within 10
- read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs
- add and subtract one digit numbers to 10, including zero
- solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations and missing number problems

	Shana
	 recognise and name common 2-D shapes, including: (for example, rectangles (including squares), circles and triangles) recognise and name common 3-D shapes, including: (for example, cuboids (including cubes), pyramids and spheres.) Place Value (within 20) count to twenty, forwards and backwards, beginning with 0 or 1, from any given number count, read and write numbers to 20 in numerals and words given a number, identify one more or one less identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least.
Biology	Animals and humans
Біоїоду	 identify and name-including amphibian, reptile, vertebrate, invertebrate name: carnivores, omnivores, herbivores identify and name body parts
Chemistry	Every day materials
,	distinguish between objects and materialsidentify and name materials
	 simple properties of materials
	compare and group materials
	learn about the work of a scientist
Computing	We are treasure hunters:
	 understand that a programmable toy can be controlled by inputting a sequence of instructions develop and record sequences of instructions as an
	algorithm
	 program the toy to follow their algorithm debug their programs
	 predict how their programs will work
	We are TV chiefs
	 break down a process into simple, clear steps, as in an algorithm
	use different features of a video camera
	use a video camera to capture moving imagesdevelop collaboration skills

•	discuss their work and think about how it could be
	improved

Creative Curriculum:

We deliver the following subjects through whole school topics and they are collectively referred to as the Creative Curriculum: Art and Design, Design Technology, Geography, History and Music. Each term the whole school follow a topic theme incorporating many curriculum areas with a particular focus on one of the Creative Curriculum subjects.

(See Creative Curriculum Two Year Cycle)

YEAR A

Autumn 1: Community Main focus: Geography – An Island Community

- ask simple geographical questions
 e.g. What is it like live in this place?
- make simple maps and plans e.g. pictorial place in a story
- begin to recognise the names of countries and cities in the UK
- use locational and directional language (e.g. near and far; left and right) to describe the location of features and routes
- understand how some places are linked other places e.g. roads, trains

Secondary focus: History- Island lifestories and legends

- identify some similarities and differences between ways of life in different periods
- learn how stories and legends can give us clues about the past
- talk, draw or write about aspects of the past

YEAR B

Autumn 1: Journeys

Main focus: History- How was transport different in the past?

- place known events and objects in chronological order
- sequence events and recount changes within living memory
- understand key features of events
- identify some similarities and differences between ways of life in different periods
- sort artefacts from 'then' and 'now'
- talk, draw or write about aspects of the past

Secondary focus: Geography- What are the countries of the UK?

- begin to recognise the names of countries and cities in the UK
- use locational and directional language (e.g. near and far; left and right) to describe the location of features and routes
- understand how some places are linked other places e.g. roads, trains

YEAR A

Autumn 2: Celebrations Main focus: Design Technology – Puppets

- make puppet simple designs
- generate, develop, model and communicate his/her ideas through talking and drawing
- select from and use a range of tools and equipment to perform

YEAR B

in the past

Autumn 2: Memories Main focus: Design Technology – Homes

- make simple designs based on houses long ago
- generate, develop, model and communicate his/her ideas through talking and drawing

- practical tasks e.g. cutting, shaping, joining and finishing
- explore different materials: card, paper and textiles to
- talk about what they like about their work
- use stitching to join fabric
- select from and use a range of tools and equipment to perform practical tasks e.g. cutting, shaping, joining and finishing
- use construction materials, card, paper and textiles to create a product
- talk about what they like about their work
- build structures, exploring how they can be made stronger, stiffer and more stable

	and more stable		
Physical Education	Outdoor Adventure		
-	 develop more complex fundamental movement skills 		
	 work collaboratively within a group 		
	 develop thinking and creativity 		
	 develop decision making in games 		
	 be able to work independently 		
	Dance		
	 demonstrate house shapes 		
	 demonstrate climbing actions 		
	 move with angry dynamics 		
	 move to the beat of the music 		
	 develop relationships - counterbalances 		
	Striking and Fielding		
	 aim and strike an object wards a set target 		
	 balance a ball on a racket with control 		
	 recognise and begin to use space in games 		
	 attempt to strike a ball over and beyond a target 		
	 attempt to 'set' a ball in the air repetitively (volleyball) 		
PSHE	 begin to describe how needs are different from wants 		
	 identify and names some feelings and expresses some 		
	of their own positive qualities		
	 begin to share their views and opinions (for example 		
	talking about fairness)		
	 set themselves simple goals (for example sharing toys) 		
	 describe some of the groups and communities they 		
	belong to and recognises that people in their		
	communities are different		