



Year 1

Science:

- To distinguish between an object and the material from which it is made.
- To identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock
- To describe the simple physical properties of a variety of everyday materials.
- To compare and group together a variety of everyday materials on the basis of their simple physical properties.

Humans

To identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

Geography:

- Locality
- Homes and buildings in the local area
- Basic mapping

To identify key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop
To use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map.

To use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key.

To use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment

History:

Toys in the past, homes in the past, toy museum changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life

Music:

Harvest Festival

Charanga: Hey you!

Christmas carols

Christmas play songs To use their voices expressively and creatively by singing songs and speaking chants and rhymes.
To play tuned and untuned instruments musically.
To listen with concentration and understanding to a range of high-quality live and recorded music.
To experiment with, create, select and combine sounds using the inter-related dimensions of music.

How have toys changed over time?



English: Key genres: Instructions Lists,

Key texts: Toys in Space, Naughty Bus, Where's my teddy?, This is the bear stories. Toys around the world (NF) See also RWInc planning

1. Pupils should be taught to:
 - a. use adventurous and wide-ranging vocabulary
 - b. sequence events and recount them in appropriate detail
 - c. put their ideas into sentences
 - d. use a clear structure to organise their writing
 - e. vary their writing to suit the purpose and reader
 - f. use the texts they read as models for their own writing.

Art:

Observational drawings of toys

Colour mixing

Glass paintings—RE stained glass windows

Portraits—look at a variety of different artists

To use a range of materials creatively to design and make products
To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
To know about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

RE:

What is thankfulness?

Harvest Festival

Why do Christians give gifts at Christmas?

DT:

Soft toys—sewing

Moving Christmas cards

Christmas decorations

Glass paintings

To design purposeful, functional, appealing products for themselves and other users based on design criteria.
To generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.
To select from and use a range of tools and equipment to perform practical tasks.
To select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.
To explore and evaluate a range of existing products.
To evaluate their ideas and products against design criteria.
To build structures, exploring how they can be made stronger, stiffer and more stable
To explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

Computing:

Computing

TC – Digital writing E safety. Beebots