ART HISTORY GEOGRAPHY DT Animals including humans Children learn about seem of the wind make came to group and classify omned. They meet got and camp of the mode of first and came to group and classify on mode and camp and came to group and classify on the human body. SCIENCE Animals including humans Children learn about source of first and account in group and classify on mode and camp and ca	Year 1 Curriculum Overview										
HISTORY GEOGRAPHY DT Children learn about the area where they live and the countries, crites and sees of the UK. DT Cooking Children learn about place in the chooley. They learn about early pioneers. Design and Technology Children learn about place in the pank of the pioneers of the chooley. They learn about early pioneers. Design and Technology Children learn about stimulated and seed and make healthy pione. Good and design and make healthy pione. Good and design and make healthy pioneers food. Unit outcome: Pionic in the pank Only of the pank of the properties of piones. SCIENCE Animals including humans. Children learn about some of the wildlife of Britation and learn about some of the wildlife of Britation and learn to properties of everyday materials. They learn about some of the wildlife of Britation and learn about the properties of different properties of different properties of different materials. Unit outcome: Scapbox Derby and Cast Timeline Display on the properties of different materials. They learn about the work of Dovid Hockney and produce their own loves. Unit outcome: School Safari Day Different properties of different materials and the lituses of people who lived in them. They learn the 4 main compass points. Art Children learn about similated the or the own loves. Art Children learn about similated the own loves and suitable materials to design and make a care that move when the properties of different properties of different and assembly and cast Timeline of the properties of different materials. Unit outcome: Scapbox Derby and Cast Timeline Display and Cast Timeline Display. Materials 1 Children learn about some of the wildlife of Britation and learn about some of the wildlife of Britation and Learn about some of the wildlife of Britation and Learn about some of the wildlife of Britation and Learn about some of the wildlife of points. They learn to collect data and display it in di		BLOCK 1	BLOCK 2	BLOCK 3	BLOCK 4	BLOCK 5					
Computing Computing Collect Collect Add a using pictograms and block diagrams. Collect Inidren learn to collect data and display it in different ways. They present data using pictograms and block diagrams. Collect Inidren learn to collect data and display it in different ways. They present data using pictograms and block diagrams. Collect Inidren learn to collect data and display it in different ways. They present data using pictograms and block diagrams. Collect Inidren learn to collect data and display it in different ways. They present data using pictograms and block diagrams. Collect Inidren learn to collect data and display it in different ways. They present data using pictograms and block diagrams. Collect Inidren learn to collect data and display it in different ways. They present data using pictograms and block diagrams. Collect Inidren learn to collect data and display it in different ways. They present data using pictograms and block diagrams. Collect Inidren learn dabout some of the properties of different materials to construct castles. Unit outcome: Castle exhibition Code 1 Code 2 Children learn about a wider range of animals and their habitats. They learn to classify common animals and describe them. Unit outcome: Assembly Children learn about a wider range of animals and their habitats. They learn to classify common animals and describe them. Unit outcome: Assembly Children learn to construct castles. Unit outcome: Assembly Children learn about a wider range of animals and their habitats. They learn to classify common animals and describe them. Unit outcome: Assembly Children learn to manipulate text. They become more familiar with a keyboard and mouse to enter, edit and delete text. They learn to insert pictures. Unit outcome: Simple animation Unit outcome: Simple animation Children learn about a wider range of a disasting and their habitats. They learn to and labely parts of plants. They learn to belear text. Children learn about a wider range of animals and their habi	HISTORY GEOGRAPHY DT	Geography Children learn about the area where they live and the countries, cities and seas of the UK. DT Cooking Children learn about picnic food and design and make healthy picnic food.	History Children learn about the history of transport and changes in technology. They learn about early pioneers. Design and Technology Children learn about how wheels and axels work and design and make a car that moves when pushed. Unit outcome: Soapbox Derby	Children learn about castles and the lives of people who lived in them. They make comparisons to their own lives. Design and Technology Children learn about structures and suitable materials to design and make a junk model castle using different joins. Unit outcome: Exhibition and	Geography Children learn about the continents, poles and hemispheres. They learn the 4 main compass points. Art Children learn about silhouettes and use pastels to create ombre effects.	Geography Children learn about their area and a contrasting area of Leicester. They learn to conduct simple field work. Art Children learn about the work of David Hockney and produce their own work in his style.					
COMPUTING Collect Children learn to collect data and display it in different ways. They present data using pictograms and block diagrams. Code 1 Children learn to program a Beebot to move on tracks. They begin making predictions and debugging programs. Unit outcome: Beebot racetrack PE Fundamental movement Children learn basic skills to help and jumping patterns. Code 1 Children learn to program a Beebot to move on tracks. They begin making predictions and debugging programs. Unit outcome: Beebot racetrack Code 2 Children learn about basic algorithms and choose commands for a specific purpose. Unit outcome: Simple animation Code 2 Children learn to manipulate text. They become more familiar with a keyboard and mouse to enter, edit and delete text. They learn to insert pictures. Unit outcome: Display Children learn squats, lunges and the sprint start position. They learn to different events and learn the basic rules. Communicate Children learn to manipulate text. They become more familiar with a keyboard and mouse to enter, edit and delete text. They learn to insert pictures. Unit outcome: Display Children learn squats, lunges and the sprint start position. They learn to different events and learn the basic rules.	SCIENCE	Children learn about some of the wildlife of Britain and learn to group and classify animals. They	Children learn about some of the properties of everyday materials. They investigate and compare different materials. Unit outcome: Soapbox Derby	Children extend their learning about the properties of different materials and focus on establishing ideal materials to construct castles. Unit outcome: Castle exhibition Seasonal Change	Children learn about a wider range of animals and their habitats. They learn to classify common animals and describe them. Unit outcome: Assembly	Children learn about common plants and label parts of plants. They learn about seeds and observe					
Children learn different running and jumping patterns. Children learn basic skills to help and jumping patterns. Children learn basic skills to help are introduced to actions with increasing control. They make their own dance to learn to throw and catch. Children learn squats, lunges and the sprint start position. They different events and learn the learn to throw and catch. Children learn basic skills to help actions with increasing control. They make their own dance to learn to throw and catch.	COMPUTING	Children learn to collect data and display it in different ways. They present data using pictograms and	Code 1 Children learn to program a Beebot to move on tracks. They begin making predictions and debugging programs.	Code 2 Children learn about basic algorithms and choose commands for a specific purpose.	Communicate 2 Children learn to manipulate text. They become more familiar with a keyboard and mouse to enter, edit and delete text. They learn to	Children learn to use shapes and lines in painting apps to create their own work. They learn to select colours and other tools.					
	PE	Children learn different running	Children learn basic skills to help them play some team games. They learn to identify space and react	Children learn to perform basic actions with increasing control. They make their own dance to	Children learn squats, lunges and the sprint start position. They	Children are introduced to different events and learn the					

Year 1 Curriculum Overview										
	BLOCK 1	BLOCK 2	BLOCK 3	BLOCK 4	BLOCK 5	BLOCK 6				
MUSIC	Pulse & Rhythm Children learn pulse and rhythm patterns found in speech.	Rhythm Children experience and explore hearing and making long and short sounds using a variety of instruments.	Voice and Musical Appreciation Children learn to use the voice for singing and making vocal sounds, with and emphasis on the use of dynamics and tempo.	Pitch Children learn to identify pitch by listening to a variety of music.	Structure, form and Technology Children learn to use technology to create a soundscape for a train journey, car journey and thunder storm.	Boomwhackers Children learn to understand the 8 note scale and how to use it to create melody.				
PSHE	Being Me in My World Children learn how to make everyone feel safe in class and discuss rights, responsibilities and consequences.	Celebrating Difference Children learn about the similarities and differences between people. They talk about bullying and how to get help.	Dreams and Goals Children learn about overcoming difficulties and the feelings associated with facing obstacles.	Healthy Me Children learn about healthy and unhealthy choices. They learn about hygiene and road safety.	Relationships Children learn about relationships in the school community and why these are important. They learn that touch can be used in kind and unkind ways.	Changing Me Children learn about life cycles in some animals and look at simple changes from baby to adult. They learn that some parts of the body are private and nobody has the right to hurt these.				
RE	Who is a Christian and Children learn about th	what do they believe? be beliefs of Christians.	What places Children learn how objects and peo	places have special meaning to	How do we celebrate sacred times? Children learn about different festivals and celebrations.					