Weston Heights Infant School—Curriculum Overview for Year 1

English Y1 **Computing KS1** Art and Design KS1 Understand what algorithms are; how they are implemented as programs on Use a range of materials creatively to design and make products. Spoken Language digital devices; and that programs execute by following precise and unambigu-Use drawing, painting, and sculpture to develop and share their ideas, Reading-Word Reading experiences and imagination Develop a wide range of art and design techniques in using colour, pattern, - Create and debug simple programs. Reading—Comprehension - Use logical reasoning to predict the behaviour of simple texture, line, shape, form and space - Learn about the work of a range of artists, craft makers and designers, Writing-Transcription-Spelling and handwriting describing the differences and similarities between different practices and Use technology purposefully to create, organise, store, manipulate and retrieve digital content disciplines and making links to their own work. Writing-Composition Recognise common uses of information technology beyond school. Use technology safely and respectfully, keeping personally information Writing—Vocabulary, Grammar and Punctuation private; knowing where to go for help and support when they have concerns about content or contact on the internet or other online technologies. Refer to Curriculum document for more detail. Design and Technology KS1 Geography KS1 Locational Knowledge - Name and locate the World's Design - Design purposeful, functional, appealing products for themselves and continents and 5 oceans; the other users based on design criteria. UK's countries seas and capital - Generate, develop, model and communicate their ideas through Place Knowledge talking, drawing, templates, mock-ups and, where appropriate, - Compare a UK locality with one information and communication technology. **Human and Physical Geography** Make - Select from and use a range of tools and - Identify seasonal and daily weather patterns in the UK and the location of the Mathematics Y1 equipment to perform practical tasks (e.g. cutting hot and cold areas of the world in relation to the Equator and North and South shaping, joining and finishing). Select from and use a wide range of materials - Use basic geographical vocabulary to refer to: key physical and human features nd components, including construction mate (refer to Curriculum) extiles, and ingredients, according to their characteristics. Number—Number and Place Value Geographical Skills and Fieldwork Evaluate - Explore and evaluate a range of products and ideas. - Use world map, atlases and globes to identify the UK and its countries, as well as echnical knowledge - Build structures, exploring how they can be Number—Addition and Subtraction made stronger, stiffer and more stable. Use the 4 points of the compass and locational / directional language. - Explore and use mechanisms (e.g. levers, sliders, wheels and axles) Number—Multiplication and Division Recognise features on aerial photos and plans: devise a map with symbols and Cooking and Nutrition - Use the basic principles of a healthy and varied diet to key. Study the geography of the school and it's grounds. prepare dishes and understand where food comes from. Measurement **PSHE KS1** Music KS1 - Use their voices expressively and creatively by singing songs Geometry—Properties of Shape Getting on and Falling Out and speaking chants and rhyme Geometry—Position and Direction Bullying play tuned and untuned Going for Goals Listen with concentration and understanding to a range of high-quality live and Refer to Curriculum document for more detail. Good to be Me Experiment with, create, select and combine sounds using their inter-related dimensions of music. History KS1 Learn about changes within living memory. Science Y1 - Learn about significant events (National and International) beyond living Working scientifically - Learn about the lives of significant people and compare aspects of life in - Ask simple questions, observe closely, perform simple tests, identify and different periods e.g. Florence Nightingale, Mary Seacole and Edith Cavell, classify, suggest answers to questions, gather and record data. - Learn about significant historical events, people and places in their own locality. **Physical Education** KS1 **Religious Education** KS1 - Identify and name a variety of common plants - Master basic movements including running, jumping, - Learn how religious people show they belong to a faith - Identify and describe the basic structure of a variety of common flowering throwing and catching, as well as developing balance, agility and community. plants including trees. co-ordination, and begin to apply these in a range of activities. Learn how religious people Animals, including humans Participate in team games, developing simple tactics for attacking and defending. Learn about what people think about God and the natural world. - identify and name a variety of common animals including fish, amphibians, Perform dances using simple movement patterns. Learn about special places of worship and special books. reptiles, birds and mammals (carnivores, herbivores and omnivores). All schools must provide swimming instruction either in KS1 or KS2. Learn about special religious people Everyday materials - Distinguish between an object and the material from which it is made - Identify, name and describe the simple physical properties of a variety of everyday materials, including wood, plastic, glass, metal, water and rock (compare and group). Seasonal Changes Observe changes across the four seasons. - Observe and describe weather associated with the seasons and how the day