

Year 1 – Summer Curriculum Overview

'Each and Every Child' ... EXCELLENCE - TRUST - WISDOM - FRIENDSHIP - ENDURANCE

Science	History	Geography
<p>Unit: Plants</p> <ul style="list-style-type: none"> Identify & name specific types of plants and trees e.g. rose, dandelion, oak, conifer Explain the difference between deciduous and evergreen plants <p>Seasonal Change:</p> <ul style="list-style-type: none"> Name and order the seasons Describe changes in weather patterns & hours of daylight Explain changes that are caused by changes in weather 	<p>Unit: Florence Nightingale and Mary Seacole</p> <ul style="list-style-type: none"> Know the difference between hospitals in the 19th Century and today. Know who Florence Nightingale was and how she improved nursing and hospitals in the 19th century Know how Florence Nightingale's ideas are still important today Know who Mary Seacole was and why she was significant. 	<p>Unit: Hot and Cold Places</p> <ul style="list-style-type: none"> Know the names of the 7 continents and identify them on a world map. Know directional vocabulary, including North, South, East and West to locate places on the world map. Know the position of the equator and the North and South poles. Know the location of hot and cold areas of the world in relation to the Equator and the North and South Poles. Know some human and physical features of hot and cold places around the world. know what the effect of living in a hot or cold place has on life there e.g. clothing, transport, animals who live there, homes
Computing	Art and DT	Religious Education
<p>Unit: Digital Writing</p> <ul style="list-style-type: none"> Know that a keyboard is used to enter text into a computer and apply this in their work, altering the appearance of the text. Know that the shift key changes the output of a key Know that information on a computer can be stored and shared and demonstrate this. <p>Unit: Programming Animations</p> <ul style="list-style-type: none"> Know what a given command does and to match it with an outcome and apply this in their work. Know how to run a command and to run a program on a device. Know that a program is a set of commands a computer can run and to build a sequence of commands in steps and begin to combine them within a program. 	<p>Art Unit: Gunta Stolzl</p> <ul style="list-style-type: none"> Know that refining lines means to make them more accurate. Know that pencil marks can be lighter / darker depending on the pressure used to apply marks. Name and use a variety of tools (including pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media). Apply lines that follow basic contours and outlines of shapes from observation. Refines lines to make them more accurate by erasing marks and perfecting lines. <p>DT Unit:</p> <p>Design:</p> <ul style="list-style-type: none"> To explain and understand what a design criteria is and use it to inform their design. Be able to draw their design. 	<p>Creation Stories</p> <ul style="list-style-type: none"> that Christians, Muslims and Hindus believe that God created the world. That we can help take care of our world. <p>Heroes in Holy Books</p> <ul style="list-style-type: none"> That followers of world faiths admire key leaders such as: <ul style="list-style-type: none"> - Jesus - Joseph - The Buddha - The Prophet Muhammed that stories about heroes are found in holy books that we can choose to have our own heroes.

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- To explain what a mock up is and create one for their design where appropriate.

Make:

- To know that a structure is a building or other object constructed from several parts.
- To know how to make structures stronger, stiffer and more stable and demonstrate this in their work.
- Know what a structure is.
- Know how to make structures stronger, stiffer and more stable and demonstrate this in their work.
- Know how to join materials purposefully using a variety of temporary methods e.g. masking tape, glue, sellotape, staples
- Know how to apply their knowledge of structures to make a freestanding structure

Evaluate:

- To know what evaluation means
- Explore and evaluate a range of existing products.
- Evaluate their product against the design criteria.
- Be able to discuss how well it works in relation to the purpose and the user.