

Curriculum Overview 2016-17



Class 1 Year group R + Y1	Term 1	Term2	Term3	Term 4	Term 5	Term 6
	Marvellous Me	The deep dark woods/Christmas	Toys	Grow Your Own	The Jungle	The Three pigs
Geography		Comparing and contrasting localities within UK. Weather/climates		Maps	Weather - climates Contrasting countries - Africa/UK. Name and locate countries and continents	Arial photos Local study and fieldwork
History	Changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life		Lives of significant individuals in the past - Queen Victoria, John Logie Baird (invented the television) Compare aspects of life in different periods - toys		Significant historical events, people and places Events beyond living memory that are significant nationally or globally	
Art & Design	Artists: Vincent Van	Design Design purposeful, functional,	Design and make your own hand	Cooking and Nutrition	Sketching and painting a rainforest	

	<p>Gogh - portraits.</p> <p>Use a range of materials creatively to design and make products</p> <p>Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</p> <p>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p> <p>Learn 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.</p>	<p>appealing products for themselves and other users based on design criteria</p> <p>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</p> <p>Make Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing</p> <p>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p> <p>Evaluate Explore and evaluate a range of existing products Evaluate their ideas and products against design criteria</p>	<p>puppet and finger puppet.</p> <p>To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</p>	<p>Use the basic principles of a healthy and varied diet to prepare dishes</p> <p>understand where food comes from</p>	<p>in the style of Henry Rousseau.</p> <p>Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</p> <p>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p>	<p>Technical knowledge</p> <p>Build structures, exploring how they can be made stronger, stiffer and more stable - make houses for 3 pigs out of various materials.</p> <p>Explore and use mechanisms, such as levers, sliders, wheels and axles, in their products.</p>
Music	<p>Use their voices expressively and creatively by singing</p>	<p>The long and the short of it - Exploring duration (Yr1)</p>	<p>Sounds interesting - Exploring sounds</p>	<p>Listen with concentration and understanding to a</p>	<p>Feel the Pulse - Exploring pulse and rhythm (Yr1)</p>	<p>Taking off - Exploring pitch (Yr 1)</p>

	<p>songs and speaking chants and rhymes.</p> <p>Play tuned and untuned instruments musically.</p>	<p>Use their voices expressively and creatively by singing songs and speaking chants and rhymes.</p> <p>Play tuned and untuned instruments musically.</p>	<p>(Yr1)</p> <p>Listen with concentration and understanding to a range of high quality live and recorded music.</p> <p>Use their voices expressively and creatively by singing songs and speaking chants and rhymes</p>	<p>range of high quality live and recorded music.</p> <p>Play tuned and untuned instruments musically.</p>	<p>Experiment with, create, select and combine sounds using the inter related dimensions of music.</p> <p>Use their voices expressively and creatively by singing songs and speaking chants and rhymes.</p>	<p>Experiment with, create, select and combine sounds using the inter related dimensions of music.</p> <p>Play tuned and untuned instruments musically.</p>
Science	<p>Animals, including humans (yr1)</p> <p>-Identify and name a variety of common animals that are birds, fish, amphibians, reptiles, mammals and invertebrates</p> <p>-Identify and name a variety of common animals that are carnivores, herbivores and omnivores</p>	<p><u>Animals including humans.</u></p> <p>Animals, including humans (yr1)</p> <p>-Describe and compare the structure of a variety of common animals (birds, fish, amphibians, reptiles, mammals and invertebrates, and including pets)</p> <p>-Identify, name, draw and label the basic parts of the human body and say which part of the</p>	<p><u>Everyday materials</u> (Yr 1)</p> <p>Everyday materials (yr1)</p> <p>-Distinguish between an object and the material from which it is made</p> <p>-Identify and name a variety of everyday materials, including wood, plastic, glass,</p>	<p><u>Plants (yr1)</u></p> <p>Plants (yr1)</p> <p>-Identify and name a variety of common plants, including garden plants, wild plants and trees, and those classified as deciduous and evergreen</p> <p>-Identify and describe the basic structure of a variety of common flowering plants,</p>	<p><u>Seasonal change and weather (yr1)</u></p> <p>Seasonal changes (yr1)</p> <p>-Observe changes across the four seasons</p> <p>-Observe and describe weather associated with the seasons and how day length varies.</p>	<p><u>Materials Cont. (yr1)</u></p> <p>Everyday materials (yr1)</p> <p>-Describe the simple physical properties of a variety of everyday materials</p>

		body is associated with each sense.	metal, water, and rock -Describe the simple physical properties of a variety of everyday materials -Compare and group together a variety of everyday materials on the basis of their simple physical properties	including trees.		
Computing	Unit 1.1 We are Treasure Hunters Unit 2.1 We are astronauts Programming	Unit 2.2 We are TV chefs Unit 2.2 We are game testers Computational thinking	Unit 1.3 We are painters Unit 2.3 We are photographers Creativity	Unit 1.4 We are collectors Unit 2.4 We are researchers Computer networks	Unit 1.5 We are story tellers Unit 2.5 We are detectives Communication and collaboration	Unit 1.6 We are celebrating Unit 2.6 we are zoologists Productivity
	Ongoing: • use technology purposefully to create, organise, store, manipulate and retrieve digital content.		Ongoing: • use technology purposefully to create, organise, store, manipulate and retrieve		Ongoing: • use technology purposefully to create, organise, store, manipulate and retrieve	

