



# Curriculum Half Termly Overview

Childhood

Year group - 1

Term - Spring 1



Wow moment:

English text types		SPAG	
<p><b>Core text:</b> Little Red Riding Hood</p> <p><b>Model text:</b> Little Red Riding Hood</p> <p><b>Story type:</b> Defeat the monster</p> <p><b>Focus:</b> Description</p> <p><b>Non-fiction model text</b> How to travel through the forest</p> <p><b>Non-fiction text type:</b> Explanation</p>	<p>Sentences:</p> <ul style="list-style-type: none"> <li>• Simple sentence – how to combine words to create a simple sentence</li> <li>• Capital letters – using capital letters for names of people, places, days of the week, and the personal pronoun 'I'.</li> <li>• Sentence types – questions, exclamations (what or how sentences), statements</li> </ul> <ul style="list-style-type: none"> <li>• Adjectives – words used to describe</li> <li>• Adding adjectives to sentences</li> <li>• Noun phrases</li> </ul>	<p>Spelling:</p> <ul style="list-style-type: none"> <li>• Common exception words (from model text).</li> <li>• Words with consonant digraphs and some vowel digraphs</li> <li>• Alternative vowel phonemes (ai)</li> <li>• New consonant spellings (wh)</li> <li>• Words ending in -y, -ing, ed, -est</li> </ul>	
Maths		Tables and Mental Maths	
<p>Geometry (shape) Addition and subtraction within 20 Number and place value within 50 (multiples of 2, 5 and 10)</p>	<ul style="list-style-type: none"> <li>• Count in 2s, 5s, 10s</li> </ul>		<p>MFL</p> <p>New Year Enjoying a short story Watching and performing a simple finger rhyme. Numbers 1 to 3: noticing patterns. Exploring the sound of some words on a foreign language.</p>
Science		Computing	
<p>Awe and Wonder Children will perform investigations such as: - Dancing raisins - Marshmallow and spaghetti - Five senses scavenger hunt - Fruity sweets on a plate - Soap bubble prints</p> <p>They will talk and write about: predictions, methods, equipment, results and conclusions.</p>	<p>Online Safety To communicate safely and respectfully online, keeping personal information private, and recognise common uses of information technology beyond school.</p>		<p>PSHE</p> <p>Dreams and Goals The Dreams and Goal Puzzle lends itself to developing children's entrepreneurial skills to help them: • work with money to aid their understanding of financial capability; • generate money that could be used to support others less fortunate; • develop age-appropriate skills to support them in their future workplace.</p> <p>RE</p> <p>Why is Jesus so special to Christians?</p> <ul style="list-style-type: none"> <li>• Introduction to Christian belief in Jesus as son of God.</li> <li>• Jesus as special and important shown through stories from his life: <ul style="list-style-type: none"> <li>○ Jesus as a healer (The Paralysed Man)</li> <li>○ Jesus as a miracle worker (Calming the Storm)</li> <li>○ Jesus as one who loved, cared, forgave and changed lives (Zacchaeus).</li> </ul> </li> <li>• Jesus as a teacher: <ul style="list-style-type: none"> <li>○ Jesus using stories (parables) to give a message (The Lost Sheep)</li> <li>○ the special teaching of Jesus – love God, love your neighbour as yourself.</li> </ul> </li> <li>• Christian values today based on Jesus – love, care, forgiveness helping others.</li> <li>• Ways in which Christians show Jesus as special through symbols and images.</li> </ul>
Geography		History	
N/A	<p>History Detectives – Spot the difference Developing Historical Knowledge – develop an awareness of the past, begin to use simple dates, show where people and events fit into a basic chronological framework. Begin to use a vocabulary of historical terms such as old, new, recently, younger, years, decade, and century, long ago. Explain/ analyse second order concepts – this unit has a strong focus on the concepts of change, continuity, basic similarity and difference comparison. Primary source use - ask questions about sources and artefacts, begin to understand some ways we find out about the past from objects/ buildings in the historic environment.</p>		<p>PE</p> <p>Fitness Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.</p> <ul style="list-style-type: none"> <li>• Agility</li> <li>• Balance</li> <li>• co-ordination</li> <li>• speed</li> <li>• stamina</li> <li>• skipping</li> </ul> <p>Gymnastics Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.</p> <ul style="list-style-type: none"> <li>• travelling</li> <li>• create different shapes</li> <li>• balances</li> <li>• jumps</li> <li>• barrel roll, straight roll, progressions of a forward roll</li> <li>• working safely</li> </ul>
Art		D&T	
<p>Funny Faces and Fabulous Features</p> <ul style="list-style-type: none"> <li>• Use a range of materials creatively to design and make products.</li> <li>• Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</li> <li>• Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</li> <li>• 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.</li> <li>• Produce creative work, exploring their ideas and recording their experiences.</li> </ul> <p>Evaluate and analyse creative works using the language of art, craft and design</p>	N/A		<p>Music</p> <p>In the Groove Blues, Baroque, Latin, Bhangra, Folk, Funk. Children will know that music has a steady pulse, like a heartbeat and that we can create rhythms from words, our names, favourite food, colours and animals.</p>