

East Stanley School
Year 1 Overview

		Autumn Term	Spring Term	Summer Term
		All About Me	Where I live	Famous Folk
Reading	Word reading	Phonic programme e.g. Letters and Sounds		
	Comprehension	Texts Include: poetry, key stories, traditional stories, fairy stories and nonfiction (NC p 21)		
Writing	Transcription	Phonics / Spelling programme (NC Appendix 1)		
	Composition	Short narratives (NC p24)		
	VGP	NC Appendix 2		
Speaking & Listening		12 Statutory Statements (NC p17)		
Maths	Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions, Measures, Geometry: properties of shape. Geometry: position, direction and motion	Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions, Measures, Geometry: properties of shape. Geometry: position, direction and motion	Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions, Measures, Geometry: properties of shape. Geometry: position, direction and motion	
Science	Seasonal changes - across the four seasons /weather			
	Plants (identification)	Everyday Materials	Plants (structure)	
	Animals Including humans (parts of the body)	Animals Including humans	Everyday Materials	
	Working scientifically - on-going across the year			
Computing	Computer Science: understand simple algorithms. Create simple programs Digital Literacy: keeping safe online IT: Sound - use technology purposely Create/store/ retrieve	Computer Science: use digital devices to program simple journeys Make sets of simple instructions Correct obvious errors (debug). Digital Literacy: keeping personal information private IT: use technology purposely Create/store/retrieve	IT: use technology purposely Digital Literacy: Use technology safely Computer Science:	
History	Changes within living memory: ○ I'm making history!	Significant places locally ○ History on my doorstep - where shall we go?	Significant people/events locally ○ Who/what made my corner of the world special long ago?	
Geography	Geographical skills and fieldwork ○ my school/my home	Human and physical geography ○ me and my locality	Location and place knowledge ○ me and my UK - countries, capitals and seas	
	Geographical skills and fieldwork - on going across the year			
D.T.	Control ○ produce a moving picture e.g. page for a class book about ourselves	Cooking and nutrition ○	Structure ○ make a lighthouse/ Stephenson's Rocket	
Art & Design	Drawings ○ observational e g self portrait	Painting ○ ?? Sculpture ○ re-cycled theme e g Angel of the North	Printing ○ from observation / imagination using different print techniques Collage ○ e.g. rail, sea scene	
Music	Listening and Singing ○ using my body to keep the beat - circle/action dances, ○ songs and rhymes with animal puppets	Playing Instruments - ○ Sorting percussion instruments by material and sound quality/timbre, songs for playing together in the band - adapted: London Bridge - Killhope Wheel...	Experimenting with Sounds - ○ stories and descriptive ideas e.g. using sounds to represent ideas for George Stephenson's engine, Tuned percussion ○ responding to high and low sounds - e.g. Jack going up the Beanstalk	
	Music Education Hub: KS1 Programme Opportunities e.g. 'Little Fingers' - integration on curriculum delivery (Durham Music Service)			
PE	○ Games & Gymnastics ○ Games & Dance	○ Dance & Gymnastics ○ Games & Gymnastics	○ Games & Dance ○ Athletics	
RE Statutory subject in all year groups. Curriculum must be based on Durham Agreed Syllabus 2012 for all maintained schools	What can we learn about Christianity from visiting a church?	Why is Jesus special to Christians?	What can we find out about Buddha?	
	Why are gifts given at Christmas?	What is the Easter story?		
	Why is the Bible special to Christians?	What does it mean to belong in Christianity?	How do Buddhists show their beliefs?	
	What can we learn from the story of St Cuthbert	How do Christians celebrate Easter?		
	How and why is light important at Christmas?			
MFL				

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1	<p>Computer Science:</p> <ul style="list-style-type: none"> ○ Understand simple algorithms. ○ Create simple programs e.g (Beebot) - forward / backwards - use pictures of ourselves/ animals/plants <p>Digital Literacy: Use technology safely</p> <ul style="list-style-type: none"> ○ SWGFL website ○ Keeping safe online: finding ourselves sites safely <p>SWGFL Website - http://www.digital-literacy.org.uk/Curriculum-Overview.aspx#yr1</p> <p>IT: Use technology purposely</p> <ul style="list-style-type: none"> ○ Sound ○ Using IPADS/Easispeaks to record/ playback (talk about me/retell stories) ○ Use cameras (Me) - looking at family photos/old photos Graphics <ul style="list-style-type: none"> ○ me/ my family - Beginnings of WP ○ All about me ○ Create/store/ retrieve digital content 	<p>Computer Science: Use digital devices (e.g Beebot) to program simple journeys</p> <ul style="list-style-type: none"> ○ Use map / photos of local area. ○ Make sets of simple instructions - fd/bk left/right. ○ Correct obvious errors (debug) <p>Digital Literacy: Keeping personal information private</p> <ul style="list-style-type: none"> ○ look at local environment for common uses of ICT outside school <p>SWGFL Website - http://www.digital-literacy.org.uk/Curriculum-Overview.aspx#yr1</p> <p>IT Use technology purposely</p> <ul style="list-style-type: none"> ○ Simple branching database - materials ○ Cameras - take photos of local area ○ Add to simple photo story/iPhoto ○ record thoughts IPAD/Eaiispeak playback /use in writing ○ Create/store/ retrieve digital content 	<p>Computer Science:</p> <ul style="list-style-type: none"> ○ iPad apps writing precise and unambiguous instructions. - Daisy the dinosaur/Kodables/Beebot app <p>Digital Literacy: Use technology safely</p> <ul style="list-style-type: none"> ○ Real and fictional characters - what is real? ○ Lee & Kim resources - animal masks. ○ Communicating with real people. ○ Who do we tell if concerned? Teacher led email - for a purpose e.g. arrange a visit <p>IT: Use technology purposely</p> <ul style="list-style-type: none"> ○ nonfiction texts - George / animals. ○ Use photos from visit e.g. Shildon in WP / book Book creator IPAD - WP software on PC – ○ Create/store/ retrieve ○ Talk about animals/famous person to camera/video