



Year One and Two Curriculum Plan

Year 1 2016/2017

Term	Book	Themes	Key Skills	Text Types	Curriculum areas covered
Autumn 1	Jack and the Flum Flum Tree	<ul style="list-style-type: none"> • Nurture health and wellbeing • Problem solving and teamwork • Citizenship 	<p>Enquiry</p> <ul style="list-style-type: none"> • Be curious • Question – ask why and how questions • Communicate – listen in a group to instructions and follow them confidently <p>Problem solving</p> <ul style="list-style-type: none"> • Plan, listen to and carry out two-step instructions • Reasoning <p>Motivation</p> <ul style="list-style-type: none"> • Persevere – keep trying even when others find it easier 	<ul style="list-style-type: none"> • Recounts • Poetry • Instructions • Postcards • Description 	<p>Science: Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees. Identify and describe the basic structure of a variety of common flowering plants, including trees. Identify, name, draw and label basic parts of the human body and say which part of the body is associated with each sense.</p> <p>ICT : Recognise common use of information technology beyond school. Use technology respectfully and safely, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</p> <p>History: Explore lives of significant individuals in the past who have contributed to national and international achievements.</p> <p>Art & Design: To use a range of materials creatively to design and make products.</p> <p>DT: Design purposeful, functional, appealing products for themselves and other users based on design criteria. Generate, develop, model and communicate their idea through talking, drawing, templates, mock-ups, and, where appropriate, information and communication technology. Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</p> <p>Enrichment: Thackray Medical Museum</p>

<p>Autumn 2</p>	<p>The Pirate Cruncher</p>	<ul style="list-style-type: none"> • Right and wrong • Greed • Adventure and discovery 	<p>Self-Awareness</p> <ul style="list-style-type: none"> • Know that actions can make people happy or sad. <p>Apply Knowledge</p> <ul style="list-style-type: none"> • Know what is right and wrong. <p>Evaluation</p> <ul style="list-style-type: none"> • Reflect 	<ul style="list-style-type: none"> • Letters • Narrative • Recounts • Diary 	<p>ICT: Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.</p> <p>Geography: Name, locate and identify characteristics of the 4 countries and capital cities of the UK and its surrounding seas. Use basic geographical vocabulary to refer to: Key human features (city, town, village, factory, farm, house, office, port, harbour, shop). Key physical features (beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather) Use world maps, atlases and globes to identify the UK and its countries, continents and oceans. Use simple compass directions (North, South, East and West) and location and directional language (for example, near and far, left and right), to describe the location of features and routes on a map. Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map and use and construct basic symbols in a key.</p> <p>Art: To use a range of materials creatively to design and make products. To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p> <p>DT: Build structures, exploring how they can be stronger, stiffer and more stable. Explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products.</p> <p>Music: Play tuned and untuned instruments musically. Experiment with, create, select and combine sounds using the inter-related dimensions of music.</p> <p>Enrichment: Treasure Hunt</p>
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<p>Spring 1</p>	<p>The Magic Paintbrush</p>	<ul style="list-style-type: none"> • Charity • Greed • Humility 	<p>Enquiry</p> <ul style="list-style-type: none"> • Question – ask why/how questions. • Be curious – share things. <p>Creativity</p> <ul style="list-style-type: none"> • Use imagination. • Enthusiasm. • Be lateral thinkers. <p>Empathy</p> <ul style="list-style-type: none"> • Empathise – comfort others in trouble. 	<ul style="list-style-type: none"> • Rhyming poems • Posters • Labels/lists • Recounts • Character exploration 	<p>History: Events beyond living memory that are significant nationally or globally (for example the Great Fire of London, the first aeroplane flight or events commemorated through festivals or anniversaries).</p> <p>Geography: Understand geographical similarities and differences by studying human/physical geography of a small area of the UK/contrasting non-EU country. Use basic geographical vocabulary to refer to: Key human features (city, town, village, factory, farm, house, office, port, harbour, shop). Key physical features (beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather)</p> <p>Art: To develop a wide range of art and design techniques in using colour, pattern and texture. 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>DT: Design purposeful, functional, appealing products for themselves and other users based on design criteria. Generate, develop, model and communicate their idea through talking, drawing, templates, mock-ups, and, where appropriate, information and communication technology. Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. Follow a recipe.</p> <p>Music: Use their voices expressively and creatively by singing songs and speaking chants and rhymes.</p> <p>PSHE: Explore the differences between rich and poor. Explore similarities and differences.</p> <p>Enrichment: Chinese New Year</p>
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Spring 2	Paper Dolls	<ul style="list-style-type: none"> • Relationships • Memories • Growth 	<p>Manage feelings</p> <ul style="list-style-type: none"> • Try new things <p>Evaluation</p> <ul style="list-style-type: none"> • Reflect <p>Apply Knowledge</p> <ul style="list-style-type: none"> • Know what is right and wrong 	<ul style="list-style-type: none"> • Letter • Instructions • Narrative 	<p>Geography: Observe changes across the four seasons. Observe and describe weather associated with the seasons and how day length varies.</p> <p>Art: To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p> <p>Music: Play tuned and untuned instruments musically. Experiment with, create, select and combine sounds using the inter-related dimensions of music.</p>
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<p>Summer 1</p>	<p>Meerkat Mail</p>	<ul style="list-style-type: none"> • Family Relationships • Learning from experiences 	<p>Enquiry</p> <ul style="list-style-type: none"> • Be curious – share things that interest them. • Question – ask why and how questions. <p>Creativity</p> <ul style="list-style-type: none"> • Be lateral thinkers. • Enthusiasm – share things they are good at and enjoy. <p>Apply knowledge</p> <ul style="list-style-type: none"> • Know what is right and wrong. 	<ul style="list-style-type: none"> • Diaries • Information texts (facts) • Letters • Postcards • Invitations 	<p>Science : Describe the simple physical properties of a variety of everyday materials. Identify and name a variety of common animals (fish, amphibians, reptiles, birds and mammals). Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals) (Y2) Identify that most living things live in habitats to which they are suited. (Y2) Describe how different habitats provide for the basic needs of different kinds of animals.</p> <p>ICT: Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>Geography: Name and locate the world’s continents and oceans. Identify seasonal and daily weather patterns in the UK and the location of hot and cold countries in the world. Use world maps, atlases and globes to identify the UK and its countries, continents and oceans.</p> <p>Art: To use drawing and painting to develop and share their ideas and experiences. To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p> <p>Music: Play tuned and untuned instruments musically.</p> <p>PSHE: To know that family and friends should care for each other. To know that their actions affect themselves and others, to care about other people’s feelings and to try to see things from their points of view.</p> <p>Enrichment: Tropical World</p>
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<p>Summer 2</p>	<p>The Queens Knickers</p>	<ul style="list-style-type: none"> • Law and order • Right and wrong • Hierarchy 	<p>Problem solving</p> <ul style="list-style-type: none"> • Plan – sequence instructions • Reason – explain the consequence of an action <p>Evaluation</p> <ul style="list-style-type: none"> • Reflect and share your learning • Identify good parts of you work and share it <p>Social skills</p> <ul style="list-style-type: none"> • Collaborate – share ideas and listen to partner 	<ul style="list-style-type: none"> • Instructions • Letters • Invitations • Labels/lists 	<p>Science: Distinguish between an object and the material from which it is made. Identify and name a variety of everyday materials, including wood, plastic, glass, 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.</p> <p>ICT: Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>History: Changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life. Events beyond living memory that are significant nationally or globally. Explore lives of significant individuals in the past who have contributed to national and international achievements.</p> <p>Art: To use a range of materials creatively to design and make products.</p> <p>DT: Design purposeful, functional, appealing products for themselves and other users based on design criteria. Generate, develop, model and communicate their idea through talking, drawing, templates, mock-ups, and, where appropriate, information and communication technology. Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. Explore and evaluate a range of existing products. Evaluate their ideas and products against design criteria.</p> <p>Music: Listen with concentration and understanding to a range of high-quality live and recorded music.</p> <p>Enrichment: Memory box/Visit from grandparent</p>
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