## ART HISTORY GEOGRAPHY DIT Art Children learn about the work of Dovid Hockney and produce their own work in his style. Unit outcome: Display SCIENCE Animals including humans Children learn about the work of Dovid Hockney and produce their own work in his style. Unit outcome: Soapbox Derby SCIENCE Animals including humans Children learn about the work of Dovid Hockney and produce their own work in his style. Unit outcome: Soapbox Derby SCIENCE Animals including humans Children learn about the work of Dovid Hockney and produce their own work in his style. Unit outcome: Soapbox Derby SCIENCE Animals including humans Children learn about some of the wildlife of Britain and learn to group and classify orninant. They learn to about some of the wildlife of Britain and learn to group and classify orninant. They learn to about the human body. SCIENCE COMPUTING Communicate 1 Children learn to use shapes and lines in polariting apps to create. Animals including humans Children learn to use shapes and lines in polariting apps to create. Count outcome: Soapbox Derby Communicate 1 Children learn to observe and design on a make a care that moves when pushed. Unit outcome: Soapbox Derby Seasonal Change Children learn to observe and design on an descript own and description and descript	Year 1 Curriculum Overview											
HISTORY GEOGRAPHY DT Children learn about the area where they live and the countries, cirties and seas of the UK. Art Children learn about the work of Dou'd Hockey and produce sales work and design and Technology. Unit outcome: Display SCIENCE Animals including humans Children learn about some of the wildlife of Birtain and learn to group and classify animals. They learn to classify common animals learn about the human body. SCIENCE Animals including humans Children learn about some of the wildlife of Birtain and learn to group and classify animals. They learn to classify common animals and describe them. Unit outcome: Soapbox Derby Children learn about some of the wildlife of Birtain and learn to group and classify animals. They learn to classify common animals and describe them. Unit outcome: Soapbox Derby Children learn about some of the wildlife of Birtain and learn to group and classify animals. They learn to classify common animals and describe them. Unit outcome: Soapbox Derby Children learn about some of the wildlife of Birtain and learn to group and classify animals. They learn to classify common animals and describe them. Unit outcome: Assembly Communicate 1 Communicate 1 Communicate 2 Communicate 3 Communicate 3 Communicate 4 Children learn to use shapes and lines in painting apps to create their own work. They learn to select colours and other tools. Unit outcome: Belebot rocetrock They become more familiar with a keyboard and muses a painting apps to create plant growth. Children learn to roceter and discuss changes across all seasons. Communicate 2 Code 2 Children learn to use shapes and lines in painting apps to create plant growth. Children learn to roceter debugging and animals and sessions and other tools. Unit outcome: Belebot rocetrock Children learn to nampipulare text, they learn to insert pictures. Unit outcome: Belebot rocetrock Children learn to order to end discuss changes across all seasons. Children learn tools conditioning children learn sports and debugging		BLOCK 1	BLOCK 2	BLOCK 3	BLOCK 4	BLOCK 5						
Children learn about some of the wildlife of Britain and learn to group and classify animals. They learn about the human body. Computing Communicate 1 Children learn about some of the wildlife end to describe them. Unit outcome: Soapbox Derby Communicate 1 Children learn about some of the wildlife end to classify animals. They learn to observe and discuss changes across all seasons. Communicate 1 Children learn about some of the wildliferent materials. Unit outcome: Soapbox Derby Communicate 1 Children learn about some of the wildliferent materials. Unit outcome: Soapbox Derby Communicate 1 Children learn about a wider range of animals and their habitats. They learn to classify common animals and describe them. Unit outcome: Assembly Communicate 1 Children learn about common plants and label parts of plants. They learn to classify common animals and describe them. Unit outcome: Assembly Communicate 2 Children learn about a wider range of animals and their habitats. They materials and focus on establishing ideal materials to construct castles. Unit outcome: Castle gallery Seasonal Change Children learn to observe and discuss changes across all seasons. Communicate 2 Children learn about basic adjorithms and choose commands for a specific purpose. Unit outcome: Display PE Fundamental movement Children learn to collect plant to classify common animals and describe them. Unit outcome: Assembly Children learn to assess and seasons. Communicate 2 Children learn to observe and discuss changes across all seasons. Communicate 2 Children learn about basic adjorithms and choose commands for a specific purpose. Unit outcome: Simple animation Children learn to collect data and algorithms and choose commands for a specific purpose. Unit outcome: Simple animation Children learn squats, lunges and block diagrams. Children learn squats, lunges and block diagrams. Children learn squats, lunges and the properties of circles. Children learn squats to children learn to throw and catch. Children learn to throw an	HISTORY GEOGRAPHY	Geography Children learn about the area where they live and the countries, cities and seas of the UK. Art Children learn about the work of David Hockney and produce their own work in his style.	History Children learn about the history of transport and changes in technology. Design and Technology Children learn about how wheels and axels work and design and make a car that moves when pushed.	Geography Children learn about the continents, poles and hemispheres. They learn the 4 main compass points. Art Children learn about silhouettes and use pastels to create ombre effects.	History Children learn about castles and the lives of people who lived in them. They make comparisons to their own lives. Design and Technology Children learn about structures and suitable materials to design and make a junk model castle using different joins.	Geography Children learn about their area and a contrasting area of Leicester. They learn to conduct simple field work. DT Cooking Children learn about picnic food and design and make healthy picnic food.						
COMPUTING Communicate 1 Children learn to use shapes and lines in painting apps to create their own work. They learn to select colours and other tools. Unit outcome: Display Code 1 Children learn to program a Beebot to move on tracks. They begin making predictions and debugging programs. Unit outcome: Beebot racetrack PE Fundamental movement Children learn different running and jumping patterns. Code 1 Children learn to manipulate text. They become more familiar with a keyboard and mouse to enter, edit and delete text. They learn to insert pictures. Code 2 Children learn about basic algorithms and choose commands for a specific purpose. Unit outcome: Simple animation Code 2 Children learn about basic algorithms and choose commands for a specific purpose. Unit outcome: Simple animation Children learn to manipulate text. They become more familiar with a keyboard and mouse to enter, edit and delete text. They learn to insert pictures. Unit outcome: Simple animation Children learn squats, lunges and the sprint start position. They learn to throw and catch. Children learn to programs a Beebot to move on tracks. They begin making predictions and debugging programs. Unit outcome: Beebot racetrack Children learn to preform basic actions with increasing control. They make their own dance to Children learn about basic Alignrithms and choose commands display it in different ways. They learn to collect data and display it in different ways. They become more familiar with a keyboard and mouse to enter, edit and delete text. They learn to insert pictures. Unit outcome: Simple animation Children learn squats, lunges and the sprint start position. They learn to throw and catch.	SCIENCE	Children learn about some of the wildlife of Britain and learn to group and classify animals. They	Children learn about some of the properties of everyday materials. They investigate and compare different materials. Unit outcome: Soapbox Derby	Children learn about a wider range of animals and their habitats. They learn to classify common animals and describe them. Unit outcome: Assembly Seasonal Change	Children extend their learning about the properties of different materials and focus on establishing ideal materials to construct castles. Unit outcome: Castle gallery	Children learn about common plants and label parts of plants. They learn about seeds and observe						
Children learn different running and jumping patterns. Children learn basic skills to help and jumping patterns. Children learn basic skills to help actions with increasing control. They make their own dance to learn to throw and catch. Children learn squats, lunges and the sprint start position. They learn to throw and catch. Children learn squats, lunges and the sprint start position. They learn to throw and catch. Children learn squats, lunges and the sprint start position. They learn to throw and catch.	COMPUTING	Children learn to use shapes and lines in painting apps to create their own work. They learn to select colours and other tools.	Children learn to program a Beebot to move on tracks. They begin making predictions and debugging programs.	Children learn to manipulate text. They become more familiar with a keyboard and mouse to enter, edit and delete text. They learn to	Children learn about basic algorithms and choose commands for a specific purpose.	Children learn to collect data and display it in different ways. They present data using pictograms and						
	PE	Children learn different running	Children learn basic skills to help them play some team games. They learn to identify space and react	Children learn to perform basic actions with increasing control. They make their own dance to	Children learn squats, lunges and the sprint start position. They	Children are introduced to different events and learn the						

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	BLOCK 1	BLOCK 2	BLOCK 3	BLOCK 4	BLOCK 5	BLOCK 6				
MUSIC	Pulse & Rhythm Children learn pulse and rhythm patterns found in speech.	Rhythm Children experience and explore hearing and making long and short sounds using a variety of instruments.	Voice and Musical Appreciation Children learn to use the voice for singing and making vocal sounds, with and emphasis on the use of dynamics and tempo.	Pitch Children learn to identify pitch by listening to a variety of music.	Structure, form and Technology Children learn to use technology to create a soundscape for a train journey, car journey and thunder storm.	Boomwhackers Children learn to understand the 8 note scale and how to use it to create melody.				
PSHE	Being Me in My World Children learn how to make everyone feel safe in class and discuss rights, responsibilities and consequences.	Celebrating Difference Children learn about the similarities and differences between people. They talk about bullying and how to get help.	Dreams and Goals Children learn about overcoming difficulties and the feelings associated with facing obstacles.	Healthy Me Children learn about healthy and unhealthy choices. They learn about hygiene and road safety.	Relationships Children learn about relationships in the school community and why these are important. They learn that touch can be used in kind and unkind ways.	Changing Me Children learn about life cycles in some animals and look at simple changes from baby to adult. They learn that some parts of the body are private and nobody has the right to hurt these.				
RE	Who is a Christian and Children learn about th	what do they believe? be beliefs of Christians.	What places are sacred? Children learn how objects and places have special meaning to people.		How do we celebrate sacred times? Children learn about different festivals and celebrations.					