Year 1 SPRING

Curriculum overview – information for parents

Great Big Britain 		
Educational Visits / Visitors/ enrichment	**History** **Events Beyond Living Memory (Great Fire of London)** In this unit, children will learn about the Great Fire of London and its impact on the city. They will locate London on a map and discover when the fire took place. Pupils will investigate how the fire started, why it spread so quickly and the areas of London that were affected. They will explore how historians know about the event by looking at sources of evidence from the time. Children will also learn about the changes that were made after the fire and how it helped shape London as we know it today.	**Science** **Seasonal changes and weather** In this unit, children will learn about the four seasons: autumn, winter, spring and summer. They will explore the different types of weather associated with each season and observe how the natural world changes throughout the year. Pupils will investigate patterns in weather and daylight and develop an understanding of why day changes to night. Through a range of practical activities and observations, children will build their understanding of seasonal change and the world around them. **Plants, including trees** In this unit, children will learn about plants and trees. They will identify the different parts of a plant and explore where wild plants and garden plants grow. Pupils will learn what makes a tree and investigate different types of trees found around the school environment. They will compare trees by observing their features, such as leaves, bark and shape, and develop their understanding of the similarities

		and differences between plants. Through observation and practical activities, children will build their knowledge of the natural world around them.
DT **Mechanisms A picture using sliders** Children will explore mechanisms by designing and making a moving picture using sliders. They will investigate everyday objects that use sliders and levers and use these ideas to inspire their own designs. Pupils will plan a moving picture, choosing suitable materials and tools before learning how to cut, join and assemble the different parts. They will test and evaluate how well their mechanism works, considering how the moving elements bring their picture to life. Children will also reflect on their finished product and suggest ways they could improve or develop their design further.	**Geography** **Why are some places in the world always hot and others always cold?** Children will develop their understanding of the world by using maps and globes to locate key places and features. They will learn about different climates around the world, exploring what it is like to live in very hot and very cold environments. Pupils will investigate why some places are consistently hot while others are much colder, and how climate affects the way people live. Throughout the unit, children will build their geographical knowledge and share what they have learned about climate and different places around the world.	**Art** **Playful Making** Children will explore sculpture and discover how it differs from other forms of art. They will experiment with a range of materials, using their hands to bend, fold, twist and join them together in different ways. Pupils will investigate the properties of materials through exploration and play, developing ideas for their own creative sculptures. They will learn how to use simple tools and techniques to construct and adapt their work, while reflecting on their artistic choices. **Flora and Fauna** Children will explore how artists are inspired by flora and fauna and investigate the colours, shapes and patterns found in the natural world. They will develop their observational drawing skills by closely studying plants and insects, experimenting with a variety of marks and colours to add detail and texture to their work. Pupils will also use cutting and collage techniques to design and create their own imaginative minibeasts, making choices about shape, colour and composition.

Computing	Music	PSHE
Programming Children will learn about programming by exploring what a command is and how instructions can be used to complete a task. They will create and follow simple sequences of commands, developing their understanding of the importance of putting instructions in the correct order. Pupils will learn how to organise steps logically and use problem-solving skills to identify and correct mistakes in instructions. Through these activities, children will develop their confidence in computational thinking and early programming concepts.	**Four seasons** Children will develop their musical skills through listening, singing, composing and performing. They will explore how dynamics, tempo, pulse, pitch and rhythm can be used to create different effects in music. Pupils will learn to recognise musical contrasts, create and perform simple rhythms and melodies, and work together as part of a class ensemble. **At the seaside** Children will experiment with composing sequences of sounds inspired by the seaside, using symbols to create and follow visual scores. They will develop their confidence in recording and performing their own musical ideas while maintaining a steady pulse and working collaboratively with others.	**Keeping Safe** Children learn about keeping themselves healthy and safe. They will explore the importance of sleep and healthy bedtime routines, as well as how to recognise situations that make them feel unsafe and identify trusted adults who can help. Pupils will learn about the PANTS rules, personal privacy and appropriate touch in an age-appropriate way. They will also develop their understanding of online safety, consent and the safe use of medicines. Children will discuss feelings associated with loss and change and learn strategies to help them manage and express their emotions. **Rights and Respect** Children will explore how their behaviour can affect both their own feelings and the feelings of others. They will learn about the importance of caring for their school environment and recognising the people who help look after it. Pupils will develop an understanding of responsibility by caring for living things, such as class pets or plants. They will also learn about money, including where it comes from, how it can be spent, and the importance of keeping it safe. Children will begin to understand the benefits of saving money and making thoughtful choices about how it is used.

RE	PE	MFL
Curriculum development in progress	**Indoor athletics** **Dance** **Multi skills** **Gymnastics**	**Awareness of other languages**

English

Core text:
Adventure stories: such as *We're Going on a Bear Hunt*, *Grandma Bird*, *The Way Back Home*
Journey stories such as *Handa's Surprise*, *The Train Ride*, *Lost and Found*
Poetry:
List poems
Descriptov poems
Instructions :
Instructions for classroom use

Maths

Place Value
Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number
Addition and subtraction linked with measures
Read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs
Represent and use number bonds and related subtraction facts within 20
Capacity and volume
Compare, describe and solve practical problems for: • Capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]
Geometry
Recognise and name common 3-D
Measures
Time Compare, describe and solve practical problems for: • Time [for example, quicker, slower, earlier, later]
P**lace Value /Multiplication**
Count, read and write numbers to 100 in numerals, count in multiples of, fives and tens.
Identify and represent numbers using objects and pictorial representations including the number line, and use the language of equal to, more than, less than (fewer), most, least.
Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations, and arrays with the support of the teacher.
Fractions
1/4 Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.
Describe position, direction and movement, including whole, half, quarter and three-quarter turns
Fractions ½ and 1/4s Recognise, find and name a half as one of two equal parts of an object, shape or quantity.
Measures
Mass/weight Compare, describe and solve practical problems for: • Mass/weight [for example, heavy/light, heavier than, lighter than] Measure and begin to record the following: Mass/weight