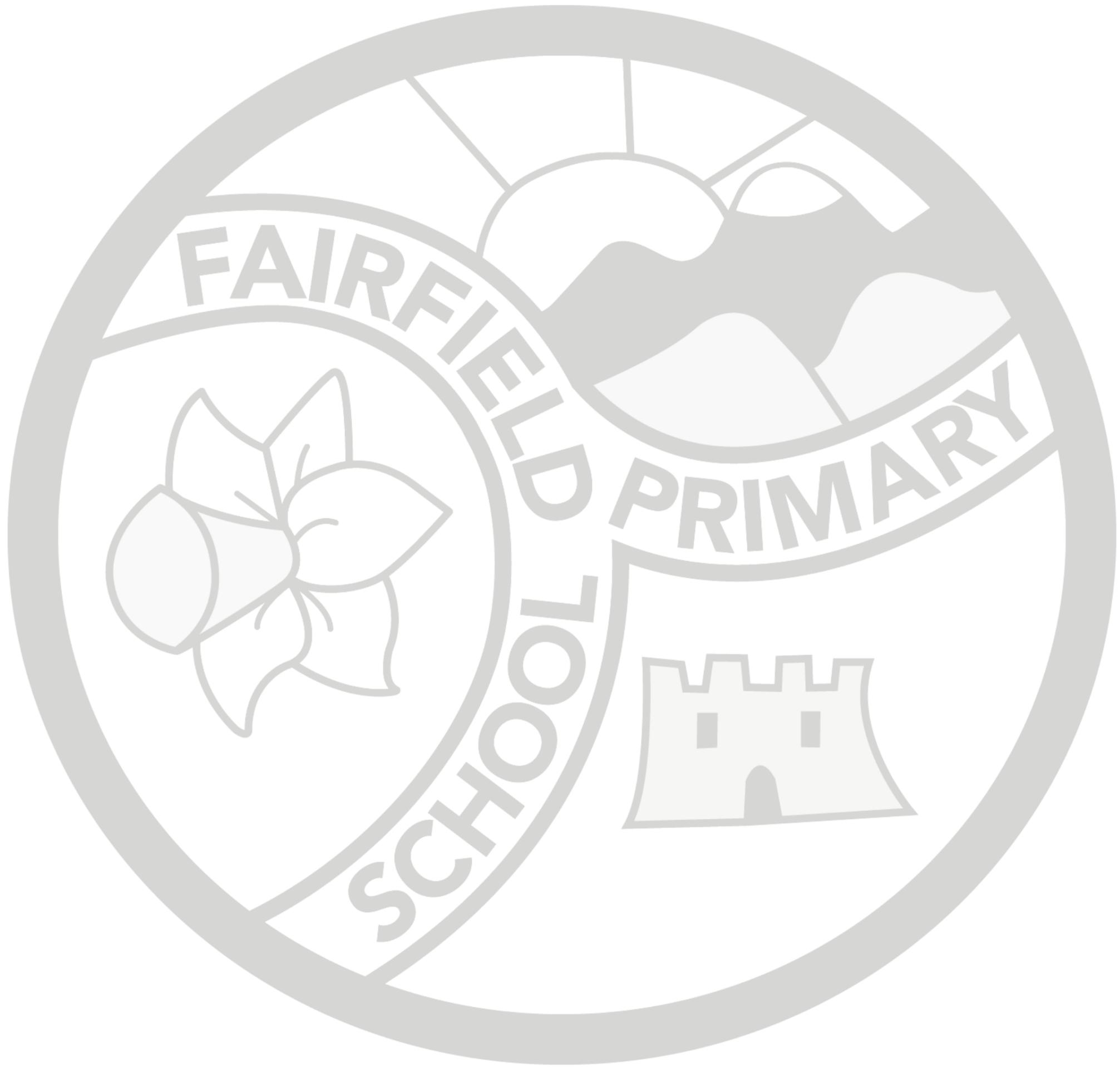


Year 1 Overview 2019-2020						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer2
Geography	Where do and did the wheels on the bus go? KLP: <ul style="list-style-type: none"> To read and identify map symbols. To identify the countries in the United Kingdom. To explore their local environment. To understand how places are linked by road and transport. 				Where would you prefer to live – England or Africa? KLP: <ul style="list-style-type: none"> Name and locate the world's seven continents and five oceans. To compare two contrasting environments. To identify key features of different environments. 	Why do we love to be beside the seaside? KLP: <ul style="list-style-type: none"> To name the key physical and human features of the seaside.
History		Why did the Titanic Sink? KLP: <ul style="list-style-type: none"> To name the captain of the Titanic. To order the events of the Titanic. To compare lives in past and present. To understand social differences. 	Why is the Wii more fun than Grandma's and Grandad's old toys? KLP: <ul style="list-style-type: none"> To sort old and new toys. To identify differences between old and new toys. To handle artefacts from the past. To ask questions about the past. 	Why was Neil Armstrong brave? KLP: <ul style="list-style-type: none"> To learn about the life of a significant person from the past. To explain an event from the past. To use language relating to time. 		Why do we love to be beside the seaside? KLP: <ul style="list-style-type: none"> To understand how the seaside holidays has changed over time. To identify key differences between then and now.
Science	What materials should the 3 Little Pigs have used to build their houses? KLP: <ul style="list-style-type: none"> To name a variety of materials. To distinguish an object from the material from which it is made. To identify natural and man-made materials. To conduct a simple experiment. 	How do the seasons have an impact on what we do? KLP: <ul style="list-style-type: none"> To name the four seasons. To understand changes in the local environment. To understand the features of the four seasons. To understand weather changes depending on seasons. 	Why does it get dark earlier in winter? KLP: <ul style="list-style-type: none"> To name sources of light. To understand how shadows are formed. Identify nocturnal and diurnal animals. 	Crest Stars Experiment KLP: <ul style="list-style-type: none"> To conduct a simple experiment. To make a prediction. To record our results. To observe changes. 	Why are humans not like tigers? KLP: <ul style="list-style-type: none"> To label the features of an animal. To sort animals into classifications. To identify omnivores, herbivores and carnivores. To understand how to look after pets. 	Which birds and plants would we find in our park? KLP: <ul style="list-style-type: none"> Identify British birds. Distinguish between coniferous and deciduous trees. To identify different types of trees in our local environment. To label the features of a plant.
R.E. (PSHE)	What is important to you? KLP: <ul style="list-style-type: none"> What and who is important to you. What is important to a Muslim-design a prayer mat. What is important to a Christian-rules to make the world a better place. 	Why do Christians celebrate Christmas? KLP: <ul style="list-style-type: none"> Why Christians celebrate Christmas. To learn the Nativity story. Design and make a Christmas decoration. 	How do religions welcome new members? KLP: <ul style="list-style-type: none"> Recognise I am part of a community. Visit Christ Church-Baptism ceremony. 	What do Christians and Jews believe about creation? KLP: <ul style="list-style-type: none"> Retell the creation story from the Bible. Understand how to look after the world. Know the Easter story 	Keeping Myself Safe (PSHE Focus) KLP: <ul style="list-style-type: none"> Know that some substances can help or harm your body Know about medicines and begin to understand that all medicines are drugs but not all drugs are medicines. Recognise and understand the need for safety rules. 	How do I know when I'm being good? The Rainbow Fish. KLP: <ul style="list-style-type: none"> How to be a good friend. How to value friendship.

Art & Design		Painting KLP: <ul style="list-style-type: none"> Use a brush with control to produce marks appropriate to the work. Create a sketch. Use watercolour paints to create a painting of the Titanic. Christmas Crafts KLP: <ul style="list-style-type: none"> Use a range of materials to create Christmas crafts. 	Artist Focus – Van Gogh <ul style="list-style-type: none"> Ask and answer questions about a piece of work. Create a ‘Starry Night’ painting of a nocturnal animal. Use paint to represent the techniques shown by Van Gogh. 	Drawing KLP: <ul style="list-style-type: none"> To develop experience in a range of drawing media <ul style="list-style-type: none"> pencils oil pastels chalk 	African Art KLP: <ul style="list-style-type: none"> Experiment with the drawing elements of line, shape, pattern and colour. Use printing techniques to represent African art. Creating a silhouette African animal painting. 	Sculpture KLP: <ul style="list-style-type: none"> Create a 3D clay hand. Use techniques such as rolling, carving, cutting, pinching and moulding. Select and use tools and equipment safely and in the correct way. Seaside Collage KLP: <ul style="list-style-type: none"> Use a range of materials to create a seaside collage. Mix materials to create texture by folding, crumpling and tearing.
Design & Technology	Sculpture/3D work KLP: <ul style="list-style-type: none"> Join simple objects together to make structures. Use junk modelling materials to represent the features of different modes of transport. Plan, design and make models. 		Making a moving toy KLP: <ul style="list-style-type: none"> Make a toy that can move without adult support. Begin to build structures, exploring how they can be made stronger, stiffer and more stable. Begin to assemble, join and combine materials and components together to create a toy. 		Food and Nutrition KLP: <ul style="list-style-type: none"> Explore the understanding that food can come from different places. Make a fruit salad. Know how to prepare simple dishes safely and hygienically, without using a heat source. 	
Music	Find the pulse and rhythm of a piece of music. KLP: To understand the terminology of pulse and rhythm. <ul style="list-style-type: none"> To move to the rhythm of a piece of music. To find the pulse of a piece of music. 	Choir Singing – Christmas production. KLP: <ul style="list-style-type: none"> Learn to sing and use their voices. Perform to music. Learn to sing in a choir context. 	Nutcracker Music KLP: <ul style="list-style-type: none"> To compare two different pieces of music. To learn the names of some instruments. To listen with interest and give an opinion. 		African Music KLP: <ul style="list-style-type: none"> Evaluate music from different cultures. Play percussion instruments. Play in time to a piece of music. 	
ICT	Computer Skills KLP: <ul style="list-style-type: none"> To log on/off and shut down a computer. To use and know the features of a computer. To learn to click and drag using a track-pad. 		We are painters: paint pictures to go with a story KLP: <ul style="list-style-type: none"> To use a paint programme (2 Paint) To use basic computer skills. To use digital tools to create a painting. 		We are collectors: use the internet to search, copy and paste pictures which will then be sorted KLP: <ul style="list-style-type: none"> e-safety To use the internet to search. To use the internet to copy and paste pictures into a programme. To use basic computer skills to edit pictures. 	

<p>P.E.</p>	<p>Throwing and Catching KLP:</p> <ul style="list-style-type: none"> To be able to throw a ball/beanbag with accuracy. To be able to show an awareness of space. To be able to catch a ball/beanbag with some control. To observe, describe and copy what others are doing. To work collaboratively with a partner. 	<p>Gymnastics (Balance and Agility) KLP:</p> <ul style="list-style-type: none"> Show an awareness of personal and general space. To move with some confidence, imagination and safety. To travel using 'caterpillar', 'monkey' & 'crab' walk. To travel in 'crawling soldier' position. Discuss safety when using apparatus. 	<p>Net Games KLP:</p> <ul style="list-style-type: none"> To aim and strike an object towards a set target. To balance a ball on a racket with control. To recognise and begin to use space in games. To attempt to strike a ball over and beyond a target. To attempt to 'set' a ball in the air repetitively (Volleyball). 	<p>Gymnastics (Position and Direction) KLP:</p> <ul style="list-style-type: none"> To move from one body position to another. To perform balances on different levels. Show a clear beginning & end to shapes/sequences. To further explore the large and small apparatus. To balance on small body parts with control. 	<p>Dance (African link) KLP:</p> <ul style="list-style-type: none"> Able to demonstrate large and expansive shapes. Able to demonstrate swinging actions with the arms . Able to demonstrate heavy and strong dynamics. Able to perform in slow motion. 	<p>Running and Jumping (Athletics) KLP:</p> <ul style="list-style-type: none"> To consolidate appropriate running technique. To jump with control & balance on landing. To jump whilst travelling. To throw towards a stationary target. To know what the term 'healthy eating' means.
<p>Literacy</p>	<p>Enormous Crocodile</p> <ul style="list-style-type: none"> To write simple sentences. <p>Posters</p> <ul style="list-style-type: none"> Using labels, lists and captions to inform. <p>Traditional Tale- The Three Little Pigs</p> <ul style="list-style-type: none"> Retell a traditional tale. Innovating a well-known story. Writing a story using time openers. <p>Narrative: Traditional tales: Jolly Postman</p> <ul style="list-style-type: none"> Developing speaking and listening skills through role play. Writing and receiving letters/postcards. Understand the purpose and role of letters/postcards. <p>The True Story of the Three Little Pigs</p> <ul style="list-style-type: none"> To write an opinion. To explore characterisation through drama. To learn an adapted traditional tale. 	<p>Owl Babies</p> <ul style="list-style-type: none"> To join in with predictable phrases. To read and write speech bubbles. To use adjectives to describe a character in a story. To retell a story. Create a non-fiction fact file. <p>Persuasive writing</p> <ul style="list-style-type: none"> To use adjectives and persuasive language to create a boat advert. To use rhetorical questions to engage a reader. <p>Beegu</p> <ul style="list-style-type: none"> Use drama to explore a story. Developing speaking and listening skills. 	<p>Instructions</p> <ul style="list-style-type: none"> To use time openers to sequence events. To use imperative verbs for commands. To write a set of instructions to make a sandwich. <p>Shape poetry</p> <ul style="list-style-type: none"> Use similes to describe an animal. To write a piece of poetry in a shape poem format. To learn a poem. To perform a poem. <p>Stories by the same author- The Gruffalo by Julia Donaldson</p> <ul style="list-style-type: none"> To learn and recite a story. To use conjunctions to develop character descriptions. <p>The Smartest Giant in Town by Julia Donaldson</p> <ul style="list-style-type: none"> To become familiar with stories by the same author. To use inverted commas to indicate speech. 	<p>Fantasy story (Tyrannosaurus Drip)</p> <ul style="list-style-type: none"> Join in with repeated phrases. To write a story using adjectives, conjunctions, alliteration, similes and fronted adverbials to enhance setting descriptions. <p>Letter writing (The Smeds and Smoos by Julia Donaldson)</p> <ul style="list-style-type: none"> To write a letter. To understand the format of a letter. <p>Use a variety of coordinating conjunctions</p>	<p>Handa's Surprise</p> <ul style="list-style-type: none"> Tales from different cultures. <p>Reading comprehension focus</p> <ul style="list-style-type: none"> Retrieve information from a text. Answer question relating to a text. <p>Non-Fiction information books</p> <ul style="list-style-type: none"> Produce an information book about African animals. Understand the difference between fiction and non-fiction. Understand the features of a non-fiction text (contents page, index, glossary) Use a dictionary to find the meaning of words. <p>SPAG</p> <ul style="list-style-type: none"> Using the pre-fix 'un'. Add the noun suffix 'es' Add the suffix 'er' to change a verb to a noun. Add 'ing', 'ed' and 'est' to the end of words. 	<p>Adventure Story (The Snail and the Whale)</p> <ul style="list-style-type: none"> Write an adventure story including inverted commas and previously taught techniques. <p>Write a re-counts</p> <ul style="list-style-type: none"> To understand the format of a recount. To use time openers and chronological language. <p>Performance Poetry</p> <ul style="list-style-type: none"> To learn, recite and perform a poem. <p>SPAG</p> <ul style="list-style-type: none"> Understand different types of sentences: statement, question and exclamation.

<p>Numeracy</p>	<p>Number and Place Value</p> <ul style="list-style-type: none"> To read and write numbers from 0-20. Begin to recognise the place value of numbers up to 20 (tens and ones). Identify one more and one less of a given number. <p>Length, mass and weight</p> <ul style="list-style-type: none"> Compare and describe lengths, heights and weights. Measure and begin to record lengths, heights and weights. Solve practical problems relating to lengths and weight. <p>Addition and Subtraction</p> <ul style="list-style-type: none"> Read, write and interpret mathematical statements (+, - and =) Number bond facts to 10 and 20. Add and subtract numbers. Solve simple one-step problems involving addition and subtraction. <p>2D/3D shapes</p> <ul style="list-style-type: none"> Recognise and name common 2D and 3D shapes. 	<p>Sequencing and sorting</p> <ul style="list-style-type: none"> Recognise and create a repeating pattern. Identify odd and even numbers. Sort objects, number and shapes. <p>Fractions</p> <ul style="list-style-type: none"> Recognise, find and show one half as a fraction. <p>Capacity and Volume</p> <ul style="list-style-type: none"> Compare and describe capacity/volume (e.g. full, empty, half full) Measure and begin to record capacity. <p>Money</p> <ul style="list-style-type: none"> Recognise and know the value of different coins. <p>Time</p> <ul style="list-style-type: none"> Sequence events in chronological order. Recognise and use language relating to dates, including days of the week, weeks, months and years. Measure and begin to record time. 	<p>Number and Place Value</p> <ul style="list-style-type: none"> Identify ten more and ten less. Order numbers to 50. Recognise the place value of numbers beyond 20. <p>Mass/weight</p> <ul style="list-style-type: none"> Record mass/weight using non-standard and standard units of weight. Solve practical problems for mass/weight. <p>Money</p> <ul style="list-style-type: none"> Recognise and know the value of different coins and notes. Solve practical problems relating to coins. <p>Multiplication and Division</p> <ul style="list-style-type: none"> Counting multiples of twos, fives and tens. Recall and use doubles/halves of all numbers to 10. Solve simple problems involving multiplication/division using concrete objects. 	<p>Measurement - Length, Mass and Weight</p> <ul style="list-style-type: none"> Measure and record lengths/heights. Measure and record mass/weight. Solve practical problems for lengths, heights and masses/weights. <p>Addition and subtraction</p> <ul style="list-style-type: none"> Represent and use number bonds and related subtraction facts within 20. Add and subtract one and two-digit numbers to 20. <p>Fractions</p> <ul style="list-style-type: none"> Recognise, find and name a half as one of two equal parts of a quantity. Recognise, find and name a quarter as one of four equal parts of a quantity. <p>2D and 3D Shapes</p> <ul style="list-style-type: none"> Begin to recognise properties of 2D and 3D shapes. <p>Position and Direction</p> <ul style="list-style-type: none"> Describe position, direction and movements using half, quarter and three quarter turns. <p>Time</p> <ul style="list-style-type: none"> Tell the time to the hour and half past. Draw times on a clock. Measure and begin to record time. Solve practical problems relating to time. 	<p>Number and Place value</p> <ul style="list-style-type: none"> Read and write numbers from 1 to 20 in numerals and words. Recognise the place value of numbers beyond 20 (tens and ones). Use the language of equal to, more than and less than. <p>Statistics</p> <ul style="list-style-type: none"> Present and interpret data in block diagrams using practical equipment. Ask and answer questions by comparing categorical data. <p>Measurement – Capacity/Volume</p> <ul style="list-style-type: none"> Record capacity and volume using non-standard and standard units. Solve practical problems relating to capacity/volume. <p>Fractions</p> <ul style="list-style-type: none"> Find fractions of objects, shapes or quantity. <p>Position, direction and Time</p> <ul style="list-style-type: none"> Describe position, direction and movements including half, quarter and three quarter turns. Tell the time to the hour and half past. Draw times on clocks (o'clock and half past). 	<p>Multiplication and Division</p> <ul style="list-style-type: none"> Solve one step problems involving multiplication and division by calculating the answer using concrete objects, pictorial representations and arrays with teacher support. <p>Subtraction</p> <ul style="list-style-type: none"> Subtract one-digit and two-digit numbers to 20 using 'difference' as find how many more to make. Solve problems relating to finding the difference. <p>Statistics</p> <ul style="list-style-type: none"> Interpret and compare data. <p>Measurement</p> <ul style="list-style-type: none"> Solve practical problems relating to measurement. <p>Sorting</p> <ul style="list-style-type: none"> Recognise and create repeating patterns with numbers, objects and shapes. Identify odd and even numbers. Sort objects, number and shapes to a given criterion and their own.
<p>LOtC</p>	<p>Grand Day Out KLP:</p> <ul style="list-style-type: none"> To explore the local environment. To visit a local attraction. 	<p>Falconry Visit KLP:</p> <ul style="list-style-type: none"> To observe birds of prey. To identify the features of birds. To ask relevant questions. 	<p>Christ Church visit KLP:</p> <ul style="list-style-type: none"> To visit a place of worship. To ask relevant questions. To learn about a particular religion. To understand the features of a Church. To understand a Christian baptism service. 		<p>Walby Farm Park KLP:</p> <ul style="list-style-type: none"> To identify farm animals. To learn how to look after an animal. To observe the features of animals. To ask relevant questions. 	<p>Grand Day Out KLP:</p> <ul style="list-style-type: none"> To explore the local environment. To visit a local attraction. <p>Sports Day</p>



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