

# Explorers YEAR 1

	AUTUMN		SPRING		SUMMER	
	Autumn One	Autumn Two	Spring One	Spring Two	Summer One	Summer Two
<b>English</b>	<p>Story writing focusing on characters:</p>   <p>Non-Fiction, writing a recount</p> 	<p>Poetry, focusing on similes:</p>  <p>Story writing, focusing on settings:</p>  <p>Non-Fiction, writing a report:</p> 	<p>Story writing focusing on characters:</p>  <p>Non-Fiction, writing a letter:</p> 	<p>Story writing, focusing on plot</p>  <p>Story Writing: focusing on setting</p> 	<p>Story writing, focusing on plot through recounts:</p>  <p>Non-Fiction: explanations</p>	<p>Story writing, traditional tales</p>  <p>Poetry, focusing on a list poem, inspired by a known story:</p> 
<b>Reading</b>	<p>Children in Year 1 will be continuing with our successful Phonics scheme Read, Write Inc. Learning in phonics is then used through the shared reading of high-quality texts. Here are some examples of the texts loved by the Year 1 team:</p>					
	   	   	   			
<b>Maths</b>	<p><u>Place Value</u>: Counting, comparing, and ordering numbers within 10.</p>	<p><u>Addition and Subtraction</u>: Calculating numbers within 10.</p>	<p><u>Place Value</u>: Counting, comparing, and ordering numbers within 20.</p>	<p><u>Place Value</u>: Counting, comparing, and ordering numbers within 50.</p>	<p><u>Multiplication &amp; Division</u>: Counting in 2s, 5s and 10s. Making equal groups &amp; arrays.</p>	<p><u>Place Value</u>: Counting, comparing, and ordering numbers up to 100.</p>

	<u>Addition and Subtraction</u> : Calculating numbers within 10.	<u>Geometry (shape)</u> : recognising, naming and sorting 2-D and 3-D shapes.	<u>Addition and Subtraction</u> : Calculating numbers within 20.	<u>Addition and Subtraction</u> : Calculating numbers within 50 <u>Measures</u> : Length, height, and weight.	<u>Fractions</u> : Exploring halves and quarters. <u>Geometry (shape)</u> : <u>Position and direction</u> .	<u>Money</u> : Counting coins. <u>Time</u> : Telling the time to the hour and half hour.
<b>Science</b>	<u>Plants &amp; Seasonal Changes</u> : Observations about plants and observing the seasons <u>Animals including humans</u> : Exploring different body parts and the senses. Investigating animal diets.	<u>Plants &amp; Seasonal Changes</u> : Identifying plants and observing the seasons, making comparisons with others. <u>Everyday Materials</u> : Identifying the properties of different types of materials.	<u>Plants &amp; Seasonal Changes</u> : Observing and identifying plants and observing the seasons. <u>Animals including humans</u> : Identifying different types of vertebrates.	<u>Plants &amp; Seasonal Changes</u> : Identifying plants and observing the seasons, making comparisons with others. <u>Everyday Materials</u> : Creating questions and investigating different types of materials.	<u>Plants &amp; Seasonal Changes</u> : Observing and identifying plants and observing the seasons. <u>Animals including humans</u> : Reviewing prior learning to create questions to investigate.	<u>Plants &amp; Seasonal Changes</u> : Identifying plants and observing the seasons, making comparisons with others. <u>Revision and Science challenges</u> .
<b>Art</b>	<u>Shape, Line and Colour</u> Children will explore mark marking and colour mixing to experiment with lines and 2D shapes to draw.		<u>Landscapes</u> Children will use different types of paint to explore textures to create different landscapes.		<u>A drawing in the air!</u> Children will learn about form through the making of sculptures, inspired by the work of Alexander Calder.	
<b>Computing</b>	<u>Computer Systems and Networks</u> : Learning how technology can help in our everyday lives whilst developing keyboard and mouse skills.	<u>Creating Media – Digital Painting</u> : Using a range of tools to create a piece of digital artwork.	<u>Programming – moving a robot</u> : using simple computer algorithms to command a floor robot.	<u>Data and Information – Grouping Data</u> : Labelling, grouping and searching data and information.	<u>Creating Media – Digital Writing</u> : Using keyboard and mouse skills to create and manipulate text.	<u>Programming – Introduction to Animation</u> : using ScratchJr. to explore on-screen programming.
<b>Computing: Online Safety</b>	✓ Health, well-being, and lifestyle	✓ Copyright and Ownership	✓ Online Relationships	✓ Online Bullying	✓ Privacy and Security	✓ Online Relationships
<b>Design and Technology</b>		<u>Fruit Salad</u> Children will investigate a range of		<u>Puppets</u> Children will design and sew their own finger		<u>We are Architects</u> Children will investigate the most

		fruits before using appropriate tools to make a fruit salad which they have designed.		puppet which will be used to tell a story.		appropriate materials for making a secure model of a house.
<b>Geography</b>	<u>All Around Me</u> Thinking about their immediate surroundings, children draw maps of their classroom and local area.		<u>UK and European Weather</u> Children learn about the different countries in the United Kingdom as well as some places in Europe and compare the weather patterns there.		<u>The Four Seasons</u> Spring, Summer, Autumn, Winter. What changes and weather patterns happen during each season?	
<b>History:</b>		<u>Toys:</u> Children will ask and answer questions about toys to develop their historical knowledge.		<u>Changes in Communication:</u> From post to the telephone to the internet, the children will learn about significant people to explore how communication has changed.		<u>The Great Fire of London:</u> The children will learn about the cause and consequences of this catastrophic fire.
<b>Music</b>	<u>Hey You</u> Old School Hip Hop Children will learn how pulse, rhythm and pitch work together.	<u>Rhythm In The Way We Walk and The Banana</u> <u>Rap</u> Reggae Children will learn how pulse, rapping, dancing and singing	<u>In The Groove</u> Blues, Baroque, Latin, Bhangra, Folk, Funk Children will learn how to be in the groove with different styles of music.	<u>Round and Round</u> Bossa Nova Children will learn pulse, rhythm and pitch in different styles of music.	<u>Your Imagination</u> Pop Children will learn how music can ignite your imagination.	<u>Reflect, Rewind &amp; Replay</u> Classical Children will learn the history of music and look back and consolidate learning.
<b>Physical Education (PE)</b>	<u>Games:</u> Developing control and accuracy when moving, throwing and bouncing a ball. <u>Dance:</u>	<u>Games:</u> Developing control and accuracy when catching, striking and kicking a moving ball. <u>Gymnastics:</u>	<u>Games:</u> Developing skills in attacking and defending to help children take part in team games.	<u>Games:</u> Applying sport skills in simple games of football and rugby. <u>Dance:</u>	<u>Games:</u> Developing motor skills and strengthening core muscles through different engaging fitness circuits.	<u>Athletics:</u> Developing a range of athletic skills in preparation for sports day! <u>Dance:</u>

	Through the theme of colours, children will use a variety of movements to form short dance phrases.	Children will explore balancing and creating shapes with their bodies.	<u>Yoga:</u> Children will be introduced to the idea of yoga as a means to focus on oneself.	Through the theme of weather, children will create dance phrases, building up to a whole class performance.	<u>Gymnastics:</u> Children will explore different styles of travelling and jumping.	Through the theme of seaside, children will create dance phrases, building up to a whole class performance.
<b>P.H.S.E</b>	Me and My Relationships	Valuing Difference	Keeping Safe	Rights and Respect	Being my Best	Growing and Changing
<b>Religion</b>	Who is Christian and what do they believe?	How and why do we celebrate special and sacred times? <i>(Diwali and Passover)</i>	Who is a Muslim and what do they believe?	What does it mean to belong to a faith community?	What makes some places sacred?	
<b>Spanish (Modern Foreign Language)</b>	Children will learn Spanish in Key Stage 2 (years 3 – 6) however, the Explorers will learn songs and basic Spanish phrases throughout the year to help them prepare for this new and exciting subject.					