













Year 1

	Autumn Topic		Spring Topic		Summer Topic	
The 'Big Question' 	How are our lives different from those who lived in the past?		Where is London and what does it look like?		What was school like in the past?	
Rationale (Why this/Why now?) 	<p>Children will continue their learning from EYFS about where they live and their local area of Middlesbrough. They will also build on their bear topic, looking more broadly at toys. These are both familiar topics in which their learning can be expanded and deepened as they adjust to life in Year 1.</p>		<p>Now that children are familiar with their local area we will begin to explore the UK, its countries and capital cities – focusing on London. They will learn about and compare the city to their town and begin to expand their map skills, locational knowledge and vocabulary.</p>		<p>Children will continue to compare their lives with those in the past using themes that are familiar. They have previously learnt about toys and homes and will now learn about schools in the past. They will be building on their map skills using maps of the school – an environment that is familiar to them.</p>	
Enrichment	Local area walk				Preston Park Theatre	
Science 	Everyday Materials Name and sort different types of materials Test the properties of different materials Learn about opaque and transparency	Seasonal Change Observe the changes of trees throughout the different seasons. Investigate why some leaves change in Autumn. Weather – Wind	Seasonal Change Identifying signs of spring Observing and discussing temperature Observing and discussing rainfall	Animals Including Humans Identify and label parts of the body Senses Recognise and name animals Group and classify animals Animal diet Learning about the job of a vet.	Plants Identify plants and trees Learn the different parts of a plant Label the different parts of a plant Understanding deciduous and coniferous Use observation skills Use investigation skills to solve a problem	Seasonal Change Identify features of summer Predict and measure temperature

<p>Geography</p> 	<p>My House and Where I Go to School</p> <p>My address, school, town and country</p> <p>Mapping a journey to school</p> <p>Comparing houses and homes in the area</p>	<p>London</p> <p>Location and weather of London</p> <p>Landmarks and transport in London</p> <p>Using maps</p> <p>Sorting human and physical features</p>	<p>Map Skills</p> <p>Looking at aerial photographs</p> <p>Creating messy maps</p> <p>Creating a map for a friend to follow</p>
<p>History</p> 	<p>Victorian/1950s Childhood: Houses and Toys</p> <p>Comparing homes in the past (outside)</p> <p>Comparing homes in the past (inside)</p> <p>Comparing toys in the past with toys today</p> <p>Looking at how and why toys have changed over time</p>	<p>Kings and Queens</p> <p>Role of a King or Queen (Monarch)</p> <p>Significant Monarchs who have lived in London and where they lived</p>	<p>Comparing Schools Then and Now</p> <p>Life as Victorian child</p> <p>Victorian school life</p> <p>Queen Victoria</p> <p>Samuel Wilderspin</p>
<p>Art</p> 	<p>Mark Making</p> <p>Develop a wide range of art and design techniques using lines</p> <p>Use drawing to develop and share their ideas, experiences and imagination linked to their artwork</p> <p>Use painting to develop and share their ideas, experiences and imagination linked to their artwork</p> <p>Develop a wide range of art and design techniques using colour and texture</p> <p>Learn about and compare the works of different artists</p>	<p>Self Portraits</p> <p>Develop a wide range of art and design techniques in using colour, pattern, texture, line and shape</p> <p>Use painting to develop and share their ideas and experiences</p> <p>Learn about and compare the works of different artists</p>	<p>Henri Rousseau</p> <p>Find out about the work of a range of artists use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</p> <p>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p> <p>Describing the differences and similarities between different practices and disciplines, and making links to their own work</p>

Design and Technology 	Freestanding Structures <p>Exploring structures</p> <p>Measuring, cutting and joining to make strong joins</p> <p>Explore how to create a hinge</p> <p>Make a free-standing structure from different materials and talk about stability</p> <p>Design and make a structure e.g. swing, house, bridge etc.</p>				Wheels and Axels <p>Develop ideas based on talking and drawing</p> <p>Explore Wheels and Axels</p> <p>Design and make a vehicle that could move around London</p>		Fruits and Vegetables <p>Understand where food comes from</p> <p>Explore and evaluate products</p> <p>Identify the basic principles of a healthy and varied diet and explain how to prepare dishes</p> <p>Design, make and evaluate a layered fruit dish</p>	
Computing 	Information Technology – Technology Around Us <p>Examples of technology</p> <p>Name the parts of a computer</p> <p>Turn on a computer and use the mouse pad and keyboard</p> <p>Save work and retrieve it</p> <p>Know the rules for using technology safely and responsibly</p> <p>Exploring a keyboard and adding and removing text</p> <p>Making changes to writing</p>				Computer Science - Programming <p>Instructional words and directions</p> <p>Programme a robot – Beebot</p> <p>Create an algorithm and debug if needed</p>	Information Technology – Grouping Data <p>Labelling and grouping items</p> <p>Making different groups</p> <p>Grouping items to answer a question</p>	Information Technology – Digital Painting <p>Draw lines on a screen</p> <p>Use Paint software to create a picture</p> <p>Create a picture in the style of an artist using software</p> <p>Compare computer art and painting</p>	Computer Science - Programming <p>Use commands to move a sprite</p> <p>Create an algorithm</p> <p>Predict an algorithm</p> <p>Debug an algorithm</p> <p>Create a program</p>
PE 	Dance: Under the Sea	Fundamental Skills: Run, Jump, Throw, Catch	Gymnastics: Spins and Balances	Locomotion: Spins and Balances	Net and Wall Games	Striking and Fielding Games	Athletics	Target Games
<p>Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities</p> <p>Participate in team games, developing simple tactics for attacking and defending</p>								

	Perform dances using simple movement patterns					
PSHE 	Lessons Introducing Yasmine and Tom: Gender Stereotypes.	Theme Days/Celebrations Harvest Festival Parliament Week Black History Month Remembrance Day Interfaith Week Anti-bullying Week	Lessons Friendships and Feelings	Theme Days/Celebrations World Religion Day Children's Mental Health Week Internet Safety Day	Lessons Road Safety: Green Cross Code	Theme Days/Celebrations NSPCC: Speak Out and Stay Safe – Good Touch/Bad Touch Refugee Week Sports Week
RE 	Key Question 1.1: Who is a Christian and what do they believe?		Key Question 1.5: What makes some places sacred?	Key Question 1.6: How and why do we celebrate special and sacred times?	Key Question 1.7: What does it mean to belong to a faith community?	
Music 	Sing Education Pulse Exploring Pulse and Tempo 1: Feel the Beat	Sing Education Rhythm Exploring Rhythm 1: Playing and Copying	Sing Education Pitch Exploring Pitch 1: High and Low	Sing Education Composing Creating Music 1: Sound Effects and Storytelling	Sing Education Musicianship:Preparing for Ensemble Skills Singing and Playing Skills 1: Pitch-Matching	Sing Education Musicianship:Preparing for Reading Notation Understanding Rhythm and Pitch Percussion
Use their voices expressively and creatively by singing songs and speaking chants and rhymes Play tuned and untuned instruments musically Listen with concentration and understanding to a range of high-quality live and recorded music Experiment with, create, select and combine sounds using the inter-related dimensions of music						