



Year One Class	Hampton Dene Primary School	Key Stage 1
Writing	Explore the properties of shapes.	Design & Technology
Narrative	Use language to describe position, direction and movement.	Design
Write stories set in places pupils have been.	Use and apply in practical contexts a range of measures, including time.	Design purposeful, functional, appealing products for themselves and other users based on design criteria.
Write stories with imaginary settings.	Handle data in practical contexts.	Generate develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.
Write stories and plays that use the language of fairy tales and traditional tales.	Science	Make
Non-fiction	Biology	Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing.
Write labels.	Plants	Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.
Write lists.	Identify, classify and describe their basic structure.	Evaluate
Write instructions.	Animals and humans	Explore and evaluate a range of existing products.
Write recounts.	Identify, classify and observe.	Evaluate their ideas and products against design criteria.
Present information.	Chemistry	Technical knowledge
Poetry	Materials	Explore and use mechanisms, such as levers, sliders, wheels and axles, in their products.
Write poems that use pattern, rhyme and description.	Identify, name, describe, classify, compare properties and changes.	Cooking and nutrition
Reading	Physics	Understand where food comes from.
Listen to traditional tales.	Earth and space	Geography
Listen to a range of texts.	Observe seasonal changes.	Investigate the countries and capitals of the United Kingdom.
Learn some poems by heart.	Working Scientifically	Explore weather and climate in the United Kingdom and around the world.
Become familiar with a wide range of texts of different lengths.	Across all year groups scientific knowledge and skills should be learned by working scientifically. (This is documented in the Essentials for progress section.)	Use world maps, atlases and globes.
Discuss books.	Art & Design	Use simple compass directions.
Build up a repertoire of poems to recite.	Use experiences and ideas as the inspiration for artwork.	Use fieldwork and observational skills.
Use the class and school libraries.	Share ideas using drawing, painting and sculpture.	History
Listen to short novels over time.	Explore a variety of techniques.	Key events in the past that are significant nationally and globally, particularly those that coincide with festivals or other events that are commemorated throughout the year.
Communication	Learn about the work of a range of artists, artisans and designers.	Significant historical events, people and places in their own locality.
Engage in meaningful discussions in all areas of the curriculum.	Computing	Music
Listen to and learn a wide range of subject specific vocabulary.	Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions.	Use their voices expressively by singing songs and speaking chants and rhymes.
Speak to small and larger audiences at frequent intervals.	Use logical reasoning to predict the behaviour of simple programs.	Play tuned and untuned instruments musically.
Practise and rehearse sentences and stories, gaining feedback on the overall effect and the use of standard English.	Organise, store, manipulate and retrieve data in a range of digital formats.	
Listen to and tell stories often so as to internalise the structure.	Communicate safely and respectfully online, keeping personal information private and recognise common uses of information technology beyond school.	
Mathematics		
Count and calculate in a range of practical contexts.		
Use and apply mathematics in everyday activities and across the curriculum.		
Repeat key concepts in many different practical ways to secure retention.		



Listen with concentration and understanding to a range of high-quality live and recorded music.

Make and combine sounds using the inter-related dimensions of music.

Physical Education

Participate in team games, developing simple tactics for attacking and defending.

Perform dances using simple movement patterns.

Swimming and water safety: take swimming instruction either in Key Stage 1 or Key Stage 2.

Additional Content

RE Year 1

Aims

*Know about and understand a range of religions and worldviews.

*Express ideas and insights about the nature and significance and impact of religions and worldviews.

*Gain and deploy the skills needed to engage seriously with religions and worldviews.

Aut

1.7: What does it mean to belong to a faith community?

1.6: How and why do we celebrate special and sacred times?

Spr

1.1: Who is a Christian and what do they believe?

Sum

1.5: What makes some places sacred?

Brave Explorers

Brave Explorers show

>Independence and Courage

>Resilience and Adaptability

>Imagination and Making Connections

>Good Team Work

Each class will have its own goals to aim at for the end of the year.

Computing Context

Y1 Beebots

Y2 Scratch

KS1 Science

Y1

Everyday materials

Seasonal Changes

Plants

Animals, including humans

Y2

Uses of everyday materials

Plants

Living things and their habitats

Animals, including humans

Art Year 1 Contexts

Self Portraits-

Drawing, Painting /Colour Mixing

Van Gogh and Rembrandt:

Materials-

Collage/Textiles

Michael Brennard-Wood and Ruth Spaak :

What is Sculpture?-

3D/ Clay

Michelangelo and Picasso

DT Year 1

1/2 A -□Mechanisms - Sliders and levers :

1/2 E -□Mechanisms - Wheels and axles