

# Year 1

SCIENCE	<b>Materials</b> Identify, describe, compare and group a variety of materials. Explore the suitability of materials for different purposes. Know that materials can be changed.	<b>Seasonal Changes</b> Observe changes across the four seasons and describe weather associated with the seasons and how day length varies.	<b>Plants</b> Name a variety of plants and trees. Know how seeds and bulbs grow into plants, know what plants need to grow.	SCIENCE			
HISTORY	<b>Changes over time (intergenerational)</b> Changes in living memory Changes to their past Lifestyle differences (Grandparents, parents, themselves)		<b>Lives of others</b> E.g. Rosa Parks, Edith Cavell, Christopher Columbus Impact of their lives Changes made Values upheld	HISTORY			
GEOGRAPHY	<b>My School</b> Where my school is Key features around my school Compass directions Map how to get to school		<b>My Area</b> Where my area is Landmarks in my area Countries and capitals of UK How my local area differs from another area	GEOGRAPHY			
MUSIC	<b>Controlling</b> Chant rhymes, use un-tuned instruments, create accompaniments, clap in time, describe, name and group instruments.	<b>Creating</b> Explore different instruments and how to make a sound with them, create sound stories.	<b>Responding</b> Identify un-tuned instruments in music, say what I like and don't like about pieces of music.	<b>Listening</b> Listen and recall sort rhythmic patterns, know that music can be played/listened to for a variety of purposes.	MUSIC		
ART	<b>Drawing and painting</b> Mark making with different materials Simple shading Use primary colours Paint washes using different sized brushes		<b>Printing</b> Creating patterns Creating repeating patterns Block print Create effect through rubbings		ART		
DESIGN TECHNOLOGY	<b>Things that have been made</b> Measure, mark out, cut and shape Join using glue or tape Communicate design using simple sketches Finish model off by covering (paint material)				DESIGN TECHNOLOGY		
COMPUTING	Create a route for a Bee-bot to follow and edit the programming. Use simple computer programmes to save and open pictures or word documents.		Recognise common uses of technology. Use technology safely and responsibly knowing to tell an adult if they are unsure.		COMPUTING		
P.E	Games		Gymnastics		Dance		P.E
SRE/RE	R.E.		SRE				SRE/RE