

Year 1 – Summer Curriculum Overview

'Each and Every Child' ... EXCELLENCE - TRUST - WISDOM - FRIENDSHIP - ENDURANCE

Science	History	Geography
Unit: Humans (Biology) <ul style="list-style-type: none"> - Know that humans are omnivores (but some choose to eat only plants) - Know that humans are made of many different body parts - Know that humans have five senses: smell, taste, touch, sight and hearing - Know that the five senses are associated with different body parts 	Unit: Florence Nightingale and Mary Seacole <ul style="list-style-type: none"> • Know the difference between hospitals in the 19th Century and today. • Know who Florence Nightingale was and how she improved nursing and hospitals in the 19th century • Know how Florence Nightingale's ideas are still important today • Know who Mary Seacole was and why she was significant. 	Unit: Hot and Cold Places <ul style="list-style-type: none"> • Know the names of the 7 continents and identify them on a world map. • Know directional vocabulary, including North, South, East and West to locate places on the world map. • Know the position of the equator and the North and South poles. • Know the location of hot and cold areas of the world in relation to the Equator and the North and South Poles. • Know some human and physical features of hot and cold places around the world. • know what the effect of living in a hot or cold place has on life there e.g. clothing, transport, animals who live there, homes
Computing	Art and DT	Religious Education
Unit: Digital Writing <ul style="list-style-type: none"> • Know that a keyboard is used to enter text into a computer and apply this in their work, altering the appearance of the text. • Know that the shift key changes the output of a key • Know that information on a computer can be stored and shared and demonstrate this. Unit: Programming Animations <ul style="list-style-type: none"> • Know what a given command does and to match it with an outcome and apply this in their work. • Know how to run a command and to run a program on a device. • Know that a program is a set of commands a computer can run and to build a sequence of commands in steps and begin to combine them within a program. 	Art Unit: Gunta Stolzl <ul style="list-style-type: none"> • Know that refining lines means to make them more accurate. • Know that pencil marks can be lighter / darker depending on the pressure used to apply marks. • Name and use a variety of tools (including pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media). • Apply lines that follow basic contours and outlines of shapes from observation. • Refines lines to make them more accurate by erasing marks and perfecting lines. DT Unit: Chairs Design: <ul style="list-style-type: none"> • To explain and understand what a design criteria is and use it to inform their design. • Be able to draw their design. 	Creation Stories <ul style="list-style-type: none"> • The bible is a special book for Christians and the story of creation is at the beginning • Some world faiths have different creation stories • That we can help take care of our world. 1.4 / 1.8 Heroes in Holy Books <ul style="list-style-type: none"> • That followers of world faiths admire key leaders • That stories about heroes are found in holy books • That we can choose to have our own heroes

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- To explain what a mock up is and create one for their design where appropriate.

Make:

- To know that a structure is a building or other object constructed from several parts.
- To know how to make structures stronger, stiffer and more stable and demonstrate this in their work.
- Know what a structure is.
- Know how to make structures stronger, stiffer and more stable and demonstrate this in their work.
- Know how to join materials purposefully using a variety of temporary methods e.g. masking tape, glue, sellotape, staples
- Know how to apply their knowledge of structures to make a freestanding structure

Evaluate:

- To know what evaluation means
- Explore and evaluate a range of existing products.
- Evaluate their product against the design criteria.
- Be able to discuss how well it works in relation to the purpose and the user.