Class 1 Modular Overview Autumn Term

	Why Is Cornholme Called Cornholme?
English *(where appropriate)*	Stories with predictable and patterned language Non-fiction texts- labels, lists, captions, menus, invitations, postcards, wanted poster glossary
Maths *(where appropriate)*	Position and direction, vocab relating to position – simple mapping.
Science	N/A
ICT	**We Are Treasure Hunters –** **Moving Around unit 1.2** **Maps** ▪ understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions ▪ write and test simple programs ▪ use logical reasoning to predict the behaviour of simple programs
History	▪ Changes within living memory – where appropriate, these should be used to reveal aspects of change in national life. ▪ Significant historical events, people and places in their own locality.
Geography	**Place Knowledge** ▪ understand geographical similarities and differences through studying the human and physical

	geography of a small area of the United Kingdom **Human and Physical Geography** use basic geographical vocabulary to refer to - key physical features, including: forest, hill, mountain, river, soil, valley, vegetation, season and weather - key human features, including: city, town, village, factory, farm, house, office, and shop **Geographical Skills and Fieldwork** - Use simple fieldwork and observational skills to study key human and physical features of its surrounding environment. - use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key
Art	Learn about the work of a range of artists, describing the differences and similarities between different practices and disciplines, and making links to their own work.
DT	**Design** - design purposeful, functional, appealing products for themselves and other users based on design criteria - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups - **Evaluate** - evaluate their ideas and products against design criteria -

PSHCE	▪ 2a take part in **discussions** with one other person and the whole class ▪ 2b take part in a simple debate about a topical issue ▪ 2c recognise choices they can make and the difference between right and wrong ▪ 2f that they belong to various groups and communities, such as family and school
Music	perform, listen to, review and evaluate music across a range of historical periods, genres, styles and traditions, including the works of the great composers
PE	Gymnastics
RE	Who Am I and Where Do I Belong?

	What's It Made Of?
English *(where appropriate)*	Recounts of experiments
Maths *(where appropriate)*	Sorting and classifying according to properties. Time – related to seasons – naming and ordering seasons and months of the year, concept (passage) of time.
Science	**Materials** ▪ distinguish between an object and the material from which it is made ▪ identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock ▪ describe the simple physical properties of a variety of everyday materials
ICT	**We Are Card Designers** ▪ use technology purposefully to create, organise, store, manipulate and retrieve digital content ▪ recognise common uses of information technology beyond school
History	N/A
Geography	N/A
Art	to use a range of materials creatively to design and make products

DT	**Technical knowledge** ▪ build structures, exploring how they can be made stronger, stiffer and more stable **<u>Evaluate</u>** ▪ evaluate their ideas and products against an idea
PSHCE	1a recognis likes and dislikes, fair and unfair and right and wrong ▪ 1b share opinions and share views ▪ 4a recognise how their behaviour affects others ▪ 4b listen to others and play and work cooperatively ▪ 4c identify and respect similarities and differences in people
Music	• use their voices expressively and creatively by singing songs and speaking chants and rhymes • play tuned and untuned instruments musically
PE	Gymnastics
RE	How do we celebrate special occasions ?(Christmas)

Class 1 Modular Overview Spring Term

	Animals
English *(where appropriate)*	Traditional Tales Poems on a theme Non-chronological reports, spider diagrams
Maths *(where appropriate)*	Solve problems involving length (linked to sound travelling over distances). Time – tell the time to half past (daytime/nightime link)
Science	**Animals Including Humans** ▪ identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals ▪ identify and name a variety of common animals that are carnivores, herbivores and omnivores ▪ describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets) ▪ identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.
ICT	**We Can Make Graphs** ▪ organise, store, manipulate and retrieve digital content ▪ keeping personal information private ▪ recognise common uses of information technology beyond school

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History	N/A
Geography	**Human and Physical Geography** • identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles **Locational Knowledge** • name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas
Art	• to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination • about the work of a range of artists, describing the differences and similarities between different practices and disciplines, and making links to their own work.
DT	**Make** • select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] • select from and use a wide range of materials **Evaluate** • evaluate their ideas and products against design criteria

PSHCE	▪ 1a recognise what is fair and unfair ▪ 2a take part in discussions with one other person and the whole class ▪ 2b take part in debate about topical issues ▪ 2d agree and follow rules for their group and classroom and understand how rules help them ▪ 2h contribute to the life of the class and the life of the school
Music	• 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.
PE	Dance
RE	What does it mean to belong to a Church ?

	What is Kenya Like?
English *(where appropriate)*	Stories from a range of cultures – Handa's Surprise Non chronological reports Features of non –fiction text – posters,fact sheets
Maths *(where appropriate)*	Positon – coordinates Temperature – scales and measurement Rainfall – scales and measurement.
Science	N/A
ICT	**We Are Gardeners** ▪ use logical reasoning to predict the behaviour of simple programs- simulations (curriculum link with growing crops in Kenya)
History	N/A
Geography	**Place Knowledge** ▪ understand geographical similarities and differences through studying the human and physical geography of a small area in a contrasting non-European country ▪ identify seasonal and daily weather patterns in the location of hot areas of the world . **Human and Physical Geography** use basic geographical vocabulary to refer to

	▪ key physical features, including: forest, hill, mountain, river, soil, valley, vegetation, season and weather ▪ key human features, including: city, town, village, factory, farm, house, office, and shop
Art	
DT	**Make** ▪ select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] ▪ select from and use a wide range of materials according to their characteristics **Evaluate** ▪ evaluate their ideas and products against design criteria
PSHCE	▪ 1c recognise, name and deal with feelings in a positive way ▪ 2a take part in discussions ▪ 2b take part in debates on a topical issue ▪ 2c recognise choices they can make and the difference between right and wrong
Music	• listen with concentration and understanding to a range of high-quality live and recorded music • use their voices expressively and creatively by singing songs and speaking chants and rhymes

PE	Dance
RE	What does it mean to belong to a Mosque ?

Class 1 Modular Overview Summer Term

	How Living Things Grow
English *(where appropriate)*	Recounts, Instructions Fantasy Worlds
Maths *(where appropriate)*	**Sorting and classifying, pictograms, charts and tables, graphs, money and change.**
Science	**Plants** ▪ identify and name a variety of common wild and garden plants, including deciduous and evergreen trees ▪ identify and describe the basic structure of a variety of common flowering plants, including trees. **Seasonal Changes** ▪ compare and group together a variety of everyday materials on the basis of their simple physical properties. ▪ observe changes across the four seasons ▪ observe and describe weather associated with the seasons and how day length varies ▪ ▪
ICT	**We Are TV Chefs** ▪ organise, store, manipulate and retrieve digital content

	▪ recognis common uses of information beyond school.
History	N/A
Geography	N/A
Art	
DT	**Make** ▪ select from and use a wide range of ingredients
PSHCE	▪ 2b take part in discussions ▪ 2e realise that people and other living things have needs, and that we have responsibilities to meet them ▪ 2g what improves and harms their local, natural, and built environments and how to look after them
Music	use their voices expressively and creatively by singing songs and speaking chants and rhymes
PE	Games
RE	How do we care for others?

	Seaside Towns in the Past
English *(where appropriate)*	Stories by same author Poems to learn by heart(pattern and rhyme) Features of non-fiction text. Posters, information sheets, non-chron reports. Narrative – 'The Magic Key'series, history link going back in time.
Maths *(where appropriate)*	**Place value –** **ordering dates and the difference between 2 dates in time, number words.**
Science	N/A
ICT	<u>**We Are Storytellers**</u> ▪ use technology purposefully to create, organise, store, manipulate and retrieve digital content
History	▪ Changes within living memory – where appropriate, these should be used to reveal aspects of change in national life.
Geography	▪ key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop ▪ key physical features, including: beach, cliff, coast, mountain, sea, ocean, river, soil, vegetation, season and weather
Art	
DT	**Design** ▪ design purposeful, functional, appealing products for themselves and other users based on design

	criteria
	▪ generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups **Make** ▪ select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] ▪ select from and use a wide range of materials **Evaluate** ▪ evaluate their ideas and products against design criteria **Technical knowledge** ▪ build structures, exploring how they can be made stronger
PSHCE	▪ 1d to think about themselves, learn from their experiences and recognise what they are good at ▪ 1e how to set simple goals
Music	listen with concentration and understanding to a range of high-quality live and recorded music
PE	Games
RE	How do we celebrate special occasions?