Curriculum Overview for Year 1 Castles (Spring 2017- Collaboration and Trust. Risk taking and Freedom)

Reading Match graphemes for all phonemes

Read accurately by blending sounds

Read words with very common suffixes

Read contractions and understand purpose Read phonics books aloud Non fiction to include Medieval Castle, Knights, Life inside the Castle and Castle life Fiction to include George and

the Dragon and Good Night

Number

100

etc

Count to across

Use + - symbols

including zero

Doubling and halving

Count in 1s, 2s, 5s, 10s

Identify one more and one less

Read/ write numbers to twenty

Use language more than most

Know number bonds to twenty

Add and subtract one digit and

two digit numbers to twenty

English

Writing Name letters of the alphabet

Spell very common exception words

Spell days of the week

Use very common prefixes and suffixes

Join letters correctly

Compose sentences orally before writing

Read own stories to peers or teachers

Grammar

Leave spaces between words Begin to use basic punctuation

Use capital letters for proper nouns Use common plural/

Speaking and Listening

verb suffixes

Listen and respond appropriately

Ask relevant questions

Art & Design

Use a range of materials

Use drawing, painting and sculpture

Draw castles

Designing and creating a castle, flags and coat of arms

Construct mechanisms relating to castles

Use logical reasoning to make predictions

Computing

Communicate on line safety and respectfully

Design & Technology

Use a range of tools and materials to complete practical tasks

Generate, model and communicate ideas on changing eating patterns

Evaluate existing productschanging clothes

PHSE

Feelings and Sensitivity

Other people are special too! Collaboration and Trust

Changing friendships/ loyalties Risk taking and Freedom

Mathematics

Solve one step problems including arrays

Geometry / Measures

Use common vocabulary for comparison

Begin to measure length, capacity and weight

Recognise coins and notes Use time and ordering vocabulary

Tell the time to hour half hour. Recognise and name 2d and 3d shapes

Describe position and movement, including half and quarter turns Fractions

Recognise and use half and quarter

Modern

phrases

Languages

Appreciate stories songs, poems and rhymes

Ask and answer questions

Develop appropriate pronunciation Show understanding of basic words and Music

To explore

different sounds that instruments make

To understand that composers were imbortant in their own time

To show knowledge of a range of

To know what makes a good performance.

To verbalise their responses to music.

Science

Biology- plants -, identify/name a variety of common/wild and garden plants including deciduous and evergreen trees. Seed dispersal Building on knowledge gained in previous term Chemistry- sort materials by their properties (links to magnetism and Erik the Knight. Physics- Fair testing

Pushes and pulls (links to castles ie drawbridge, portcullis and weapons.)

To be able to record data to help answer scientific questions

Combined Humanities Castles-Exterior and Interior)

Castle features, Geographical location, materials and structure. To know that there were different types of castles and that castles were built for a purpose. To ask questions about the past

Entertainment and the lifestyle of Castle life

stand the demands on a knight and the differences in their lifestyle

Islam (Surrey Syllabus)

Easter 1- Why is Easter important to Christians? What do eggs have to do with Easter.

Physical Education

Games-Dribbling, kicking and aiming developing partner work. Dribble a ball for control / focus. Passing a ball accurately to hit a target.

Kicking a ball both static and moving. Skill development through game situations.

Gymnastic skills and Unihoc.

Drama

Role play linked to **Topic Castles**

Template adapted by Annette Wright 2017

Template adapted by Annette Wright 2017 www.primarycurriculum.me.uk