









HOLY NAME CATHOLIC PRIMARY SCHOOL

Curriculum Overview - Year 1

	Literacy	Maths	Science	History	Geography	Computing	Art & Design	Design Technology	Music
Year 1	Autumn A: Terrific Toys  B: Fantastic Fairy Tales 	Numbers to 10 Part-whole within 10 Addition & subtraction within 10 Geometry – Shape	A. * Seasonal change Animals, including humans B. Animals, including humans A. Animals, including humans B. Animals including humans	A. My family history (What was life like when our (great) grandparents were children. B. Bonfire Night and the Great Fire of London (Should we still celebrate bonfire night?) (Did the Great Fire make London a better or a worse place?)	A Our Local Area (What's it like where we live?) B. Seasons (What are seasons?)	A Digital Literacy: Basic Skills Information Technology: Presenting Information B Digital Literacy: Staying safe online Information Technology: Word Processing	A. Drawing Inspiration: Self-portraits (Pablo Picasso). B. Sculpture Inspiration: Nature (Louise Bourgeois).	A: Mechanisms: Sliders Moving Pictures. B. Mechanisms: Wheels and axels. Design and make a moving toy car	Hey you! Exploring Old School Hip Hop, finding pulse, rhythm and pitch. Rhythm in The Way We Walk Exploring Reggae Music, rapping, dancing and singing.
	Spring A: Familiar Story Settings  B: Traditional Tales-Poetry 	Place Value to 20 Addition within 20 Subtraction within 20 Numbers to 50 Introducing Length & Height Weight & Volume	A. * Seasonal change Everyday materials B. Uses of everyday materials A. Everyday materials B. Plants	A. Nurturing Nurses Why do we remember Florence Nightingale and Edith Cavell? B. Holidays (How have holidays changed over time?)	A People and their communities (Where in the world do these people live?) B. Journeys: Food (Where does our food come from?)	A Information Technology: Data Collection & Representation using 2Count Computer Science: Unplugged Algorithms 1 - Understanding & building a basic algorithm B Information Technology: Data Collection & Representation using 2Graph Computer Science: Unplugged Algorithms 2 using ScratchJr	A. Painting Inspiration: Art from other cultures (Esther Mahlangu). B. Painting Inspiration: Abstract art (Beatriz Milhazes).	A: Structures: Freestanding structures. Windmills B: Food: Preparing food and vegetables. Rainbow pizza.	In The Groove Exploring Blues, Baroque, Latin, Bhangra, Folk and Funk Round and Round Exploring Bossa Nova through pulse rhythm and pitch.
	Summer A: Marvellous Me and Animals  B: Amazing Authors 	Multiplication Division Halves & Quarters Position & Direction Numbers to 100 Time Money	A. * Seasonal change Plants B. Living things and their properties A. Scientific enquiry B. Scientific enquiry	A.Great Inventions: Transport (How did the first flight change the world?) B. Our Local Heroes Who were the Beatles?	A. Animals and their habitats (Where do our favourite animals live?) B. Our Wonderful World (What are the seven wonders of the world?)	A Computer science: Programming, Coding & Robotics using Beebots Problem Solving & Real World Technology - Game creation 1 B Computer science: Programming, Coding & Robotics using ScratchJr Information Technology: Exploring Simulations - Game creation 2	A. Textiles/Collage Inspiration: Landscapes (Pierre-Auguste Renoir). B. Printing Inspiration: Holidays (William Morris).	A: Food: Preparing fruit and vegetables. Smoothies B. Textiles: Templates and joining techniques. Design a puppet.	Your Imagination Exploring Pop Music and using our imagination. Reflect, Rewind and Replay The history of music.

Success Takes Application, Resilience & Stickability
 “Shine Like the STARS!”