



## **Year 1 Curriculum Overview**

Theme:	Why do we play with different toys as we grow older?	Hello I'm new here.	What can we learn about stories from around the world?	Where do we go for a great day out?	
History	Victorians How toys have changed	Florence Nightingale			
Geography			India	Seaside	
Art	Drawing: Make your mark	Painting & Mixed Media: Colour splash	Sculpture & 3D: Paper Play	Craft & Design: Embellishments	
Design Technology		Mechanisms: Making a moving story book	Food: Fruit kebabs	Textiles: puppets	
Science	Materials	Seasons	Animals including humans	Plants	
English	Non-fiction: labels, lists signs, instructions Fiction: Familiar settings	Non-fiction: letters Poetry: Rhyming patterns Fiction: Narrative	Fiction: traditional tales and fables Non-fiction: information texts, instructions and explanations	Fiction: Fairy Tales Poetry: Traditional action rhymes Non-fiction: letters and postcards	
Maths	Place value to 10 Addition and subtraction Shape	Place value to 20 Addition and subtraction Place value to 50 Measurement	Measurement Multiplication and division Fractions Place value to 100	Shape and space Position and direction Money Time	
Music	All about me Exploring pulse and rhythm	Superheroes Identifying pitch and tempo	Under the sea Playing tuned percussion instruments	Fairy Tales Exploring Timbre	
RHE	Let the Children Come God Loves You	Special People Treat Others Well	Being Safe Good and Bad Secrets	Three In One Who Is My Neighbour?	

				and Say Sorry	Physical Cont Harmful Substa		The Cor	nmunities We Live In.
					Can You Help	Me?		
Computing	Online Safet	line Safety,		ego Builders	Animated Story Books		Spreadsheets	
	Grouping and sorting		and		and		and	
	and		Maze Explorers		Coding		Technology outside of	
	Pictograms	S						school
Physical Education		GYMNA		LOCOMOTION 2	GYMNASTICS:	NET & WALL GAMES		FIELDING &
	DANCE: UNDER THE	BALAN			WIDE, NARROW,	SKIL	LS 1	STRIKING SKILLS 1
	SEA	SPINNING ON POINTS AND PATCHES FUNDAMENTAL			CURLED ROLLING &			
					BALANCING			
	FUNDAMENTAL			INVASION GAMES	INVASION GAMES	TARGET GAMES 2		OBJECT
	SKILLS 1	SKIL	LS 2	SKILLS 1	SKILLS 2			MANIPULATION 2