

REDESDALE PRIMARY SCHOOL

CURRICULUM PLANNING WEB

Y1 AUTUMN



LEARNING HOOK

Jigsaw of a photo of school.

LOCATION LOCATION LOCATION



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

Seasonal Change

Observe changes across the four seasons.

Observe and describe weather associated with the seasons

DESIGN TECHNOLOGY

Create models of machines in Computing

COMPUTING

Explore the use of technology to create sound and music.

Explore control using machines.

PE

To develop basic movements, balance and co-ordination.

To participate in football training developing teamwork and simple attacking and defending tactics

FRENCH

Learn topic related words, sing songs and read the story Petit Monstre Bleu.

Daily instructions, activities and Registers completed in French.

RE

Belonging and Harvest/Christmas
Encourage children to develop their sense of self worth, identity and belonging. Celebrate a harvest festival.

To know the main events of the Christmas story and that Jesus' birth is celebrated at Christmas.

MUSIC

Sing, explore beats, improvise and composition within the song 'Hey You'.

HISTORY

No History this term.

GEOGRAPHY

Develop fieldwork and observational skills to study the geography of Redesdale Primary School and its grounds and the key human and physical features of its surrounding environment.

Understand similarities and differences through studying the human and physical geography of Wallsend and Newcastle.

Use basic vocabulary eg. beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley and key human features e.g. city, town, village, factory, farm, house.

ART

Researching and reproducing the work of Wassily Kandinsky using a range of materials eg. paint, charcoal, pastels.

Investigating Kandinsky's use of shape, line and colour in abstract art.

Developing and sharing ideas, exploring how music can influence creativity and the imagination.

PSHE

New Beginnings
Safety Education
Say No to Bullying
Child Protection.

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

Seasonal Change

- Observe changes across the four seasons.
- Observe and describe weather associated with the seasons and how day length varies

DESIGN TECHNOLOGY

- **Design purposeful products for themselves and others based on design.**
- **Select from a range of materials.**
- **Develop ideas through talking and drawing.**

COMPUTING

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content recognise common uses of information technology beyond school
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about

MUSIC

- use their voices expressively and creatively by singing songs and speaking chants and rhymes
- play untuned instruments musically
- 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

- Master basic movements including running as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.
- Participate in team games, developing simple tactics for attacking and defending

PSHE

- To think about themselves.
- To recognise choices they can make.
- To identify and respect the differences and similarities between people.

HISTORY

No History this term.

GEOGRAPHY

- develop simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.
- Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom.
- Use basic geographical vocabulary to refer to key physical features eg. beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley and key human features e.g. city, town, village, factory, farm, house.

ART

- To use a range of materials creatively to design and make products
- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- About the work of a range of artists, craft makers and designer describing the differences and similarities between different practices and disciplines, and making links to their own work.