

# Curriculum Overview for Year 1 – Summer

- Recounts, Story writing,
- Poetry, Information texts

## Writing Unusual settings

- Sequencing sentences to form short narratives
- Composing a sentence orally before writing it
- Re-reading what they have written to check that it makes sense
- Leaving spaces between words
- Using a capital letter for names of people, places, days of the week, and the personal pronoun 'I'
- Introduction of question marks to demarcate sentences

## Reading

- Phonics - respond to correct sounds for all 40+ phonemes,
- Read common exception words
- Comprehension - listening to a wide range of stories and poems and responding to them
- making inferences on the basis of what is being said and done

## Mathematics

- Money
- Mass, capacity and length
- Time
- Position and direction
- 2D and 3D shapes
- Statistics - reading graphs
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## Science

### Materials

- Choosing materials
- Investigating their properties: floating /sinking
- Grouping materials
- Objects and their uses

### Investigations

- Planning an investigation
- Creating a fair test
- Observing changes
- Writing up the findings and know what this means

## Do you want to play...?

We are focusing on exploring toys. This will involve looking at toys from the past, investigating changes over time, looking at materials used and their properties, how toys move and work, who toys are made for and toys for the future

We plan a trip to the museum to look at toys from the past. Children will also make their own toy with moving parts.

## RE

### 9 Habits

- Children to reflect on who they are using the Oasis 9 Habits.
- Hopeful, joyful, compassionate, considerate, forgiving, humble, honest, self-control and patience

### RE and PSHE

- Remembering our roots, where we come from, places, addresses, events
- Religious scriptures related to different religions and faiths
- Balance diet, healthy living and healthy choices
- Families and how they are represented in the world around us

## Computing

- Use technology to research about their topic.
- Use technology to program a moveable toy to navigate a course/pathway

### Design & Technology:

Mechanisms: Know about movement of simple levers, sliders, wheels and axels

Generating ideas: Think of own ideas and plan what to do next, Describe designs using pictures, diagrams, models, mock-ups, words and computing

Design a product for myself and others

Making: Explain what is being made and why the audience will like it

## Music

- Sing songs
- Listen & understand live and recorded music
- Make and combine sounds musically

## History

## Geography

- Use a range of sources to find out about the past and identify different ways in which it is represented
- Investigate toys from the past
- Begin to use geographical skills, including first-hand observation to enhance locational awareness