

BISHOP CREIGHTON ACADEMY - THE LEARNING JOURNEY OF A YEAR 1 SUPERHERO

	YEAR 1	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Core subjects	Science	Animals including humans <ul style="list-style-type: none"> describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets) 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 	Everyday materials <ul style="list-style-type: none"> distinguish between an object and the material from which it is made identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock describe the simple physical properties of a variety of everyday materials compare and group together a variety of everyday materials on the basis of their simple physical properties 		Plants <ul style="list-style-type: none"> identify and name a variety of common wild and garden plants, including deciduous and evergreen trees identify and describe the basic structure of a variety of common flowering plants, including trees. 	Seasonal Change <ul style="list-style-type: none"> observe changes across the 4 seasons observe and describe weather associated with the seasons and how day length varies 	Animals including humans <ul style="list-style-type: none"> identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.
	Geography	What's it like here? <ul style="list-style-type: none"> locate where they live on aerial photographs and recognise local features create maps using classroom objects before drawing simple maps of the school grounds. use maps to follow simple routes around the school grounds carry out an enquiry about how to improve their playground 		What is the weather like in the UK? <ul style="list-style-type: none"> study the countries and cities that make up the UK, discuss the four seasons and their associated weather consider how we change our behaviour in response to different weather and keep a weather diary or record investigate the UK's hot and cold places using weather maps with a simple key 		How is life different in China? <ul style="list-style-type: none"> use a world map to start recognising continents, oceans and countries outside the UK with a focus on China. identify physical features of Beijing using aerial photographs and maps identify human features, through exploring land-use compare the human and physical features of Beijing to features in the local area and make a simple map using data collected through fieldwork 	
	History		How am I making history? <ul style="list-style-type: none"> look at personal chronology and find out about the past within living memory examine photographs and ask questions begin to look at a simple timeline extending back to before they were born 		How have toys changed? <ul style="list-style-type: none"> sequence toys into a physical timeline investigate artefacts from the past and begin to pose questions learn how teddy bears have changed and 'interview' an old teddy bear consider what toys may be like in the future 		How have explorers changed the world? <ul style="list-style-type: none"> find out about events and people beyond living memory think about explorers and what makes them significant create a timeline and investigate which parts of the world they explored compare explorers and discuss ways in which these significant people could be remembered
	Computing	1.1 Exploring PM & Online Safety (4) To log in safely and understand why that is important. To create an avatar and to understand what this is and how it is used. To save work to the My Work area and understand that this is private space. 1.2 Grouping & Sorting (2) To sort items using a range of criteria.	1.3 Pictograms (3) To understand that data can be represented in picture format. To contribute to a class pictogram. To use a pictogram to record the results of an experiment. 1.4 Lego Builders (3) To emphasise the importance of following instructions. To follow and create simple instructions on the computer To consider how the order of instructions affects the result.	1.5 Maze Explorers (3) To understand the functionality of the basic direction keys To be able to use the direction keys to complete the challenges successfully. To understand how to create and debug a set of instructions (algorithm). To understand how to change and extend the algorithm list. 1.9 Technology outside school (2) To find and understand examples of where technology is used in the local community To record examples of technology outside school.	1.6 Animated Story books (6) To understand the differences between traditional books and e-books To add animation, a sound effect, voice recording and created music to a picture. To add a background to the story. To use the copy and paste feature to create additional pages.	1.7 Coding (6) To understand that computer programs work by following instructions called code. To understand what objects, actions and an event are. To use an event to control an object. To begin to understand how code executes when a program is run. To plan and make a computer program.	Scratch Jnr Programming B – Intro to animation (4) To find and use commands to move a sprite. To use a start block in a program. To create an algorithm for each sprite. To add programming blocks based on an algorithm. To test the program created. 1.8 Spreadsheets (3) To be able to navigate around a spread sheet and enter data. To add clipart images to a spreadsheet. To use the 'move cell' and 'lock' tools.
	Art & Design		Drawing: Make your mark <ul style="list-style-type: none"> develop observational drawing skills when exploring mark-making use a range of tools, investigating how texture can be created in drawings apply their skills to a collaborative piece using music as a stimulus investigate artists <i>Bridget Riley</i> and <i>Zaria Forman</i> 		Sculpture and 3D: Paper play <ul style="list-style-type: none"> create simple three-dimensional shapes and structures using familiar materials develop skills in manipulating paper and card fold, roll and scrunch materials to make their own sculpture make a collaborative sculptural piece based on the art of <i>Louise Bourgeois</i> 		Painting and mixed media: Colour splash <ul style="list-style-type: none"> explore colour mixing through paint play use a range of tools and work on different surfaces create paintings inspired by <i>Clarice Cliff</i> and <i>Jasper Johns</i>

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	Design & technology	Structures: Construct a windmill <ul style="list-style-type: none">• design, decorate and build a windmill for their mouse client to live in• develop an understanding of different types of windmill, how they work and their key features		Textiles: Puppets <ul style="list-style-type: none">• explore different ways of joining fabrics• create their own hand puppets based upon characters from a well-known fairytale• develop their technical skills of cutting, glueing, stapling and pinning		Cooking & nutrition: Fruit & vegetables <ul style="list-style-type: none">• handle and explore fruits and vegetables• learn how to identify which category they fall into• undertake taste testing to establish their chosen ingredients for a smoothie• design and make packaging for a smoothie			
	PSHE	Families and friendships <ul style="list-style-type: none">• Roles of different people; families; feeling cared for	Safe relationships <ul style="list-style-type: none">• Recognising privacy; staying safe; seeking permission	Respecting ourselves and others <ul style="list-style-type: none">• How behaviour affects others; being polite and respectful	Belonging to a community <ul style="list-style-type: none">• What rules are; caring for others' needs; looking after the environment	Media literacy and digital resilience <ul style="list-style-type: none">• Using the internet and digital devices; communicating online	Money and work <ul style="list-style-type: none">• Strengths and interests; jobs in the community	Physical health and Mental wellbeing <ul style="list-style-type: none">• Keeping healthy; food and exercise, hygiene routines; sun safety	Growing and changing <ul style="list-style-type: none">• Recognising what makes them unique and special; feelings; managing when things go wrong