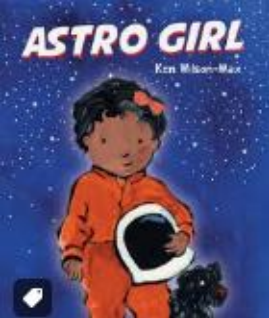
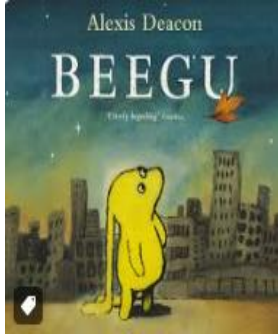
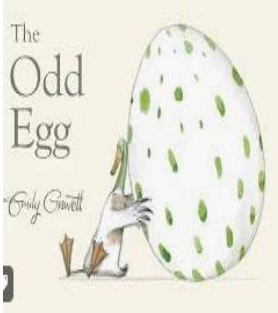
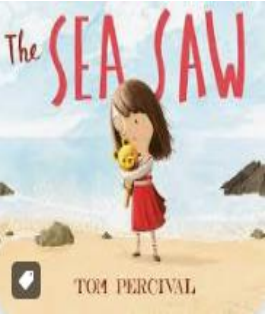
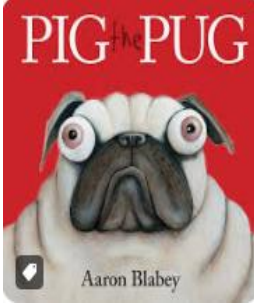
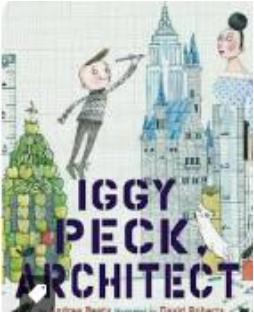
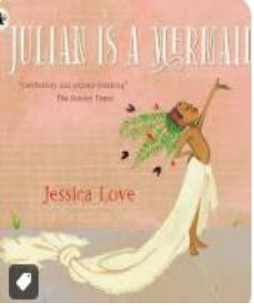




ESHER CHURCH
SCHOOL

Year 1 Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Key text/s	 	 	 	 	 	 

English	To create a new character To write a Fact File	To write their own book To write a different ending	To write sock Alien stories To create Fact File	To publish a story To write a recount	To write a letter To write an information book.	To write instructions To write a poem
Maths	Developing an understanding of Place Value within 10 Addition and Subtraction within 10	Addition and Subtraction within 10 Explore, recognise and name shapes	Develop an understanding of Place Value within 20 Addition and Subtraction within 20 Develop an understanding of numbers within 50	Develop an understanding of numbers within 50 Length and height Mass / weight Capacity and volume	Solve one-step problems involving multiplication and division Recognise, find and name a half as one of two equal parts Recognise, find and name a quarter as one of four equal parts Position and Direction	Develop an understanding of numbers within 100 Recognise and know the value of different denominations of coins and notes Sequence events in chronological order using appropriate language Tell the time to the hour and half past the hour and draw hands
RE	Why do Christians call God creator?	What is the Nativity and why is it important to Christians?	Why do Jewish families celebrate the gift of Shabbat?	What do Christians learn from the stories of Jesus?	What is important for Muslim families?	What makes a good leader?
Science	Comparing and classifying Seasonal Changes	Introducing plants including trees	Animals including humans Asking simple questions	Everyday materials	Using observations Revisit animals including humans Revisit plants	Second revisit animals and plants, including humans
Computing	Computing systems and networks – technology around us	Creating media – digital painting	Data and Information - Grouping Data	Computing systems and networks – technology around us	Creating media – digital painting	Data and Information - Grouping Data

SCARF	Me and my relationships	Valuing difference	Keeping Safe	Rights and Respect	Being my best	Growing and changing
PE	Games for understanding Locomotion: Running	Dance: Growing Basic Skills: Hands 1	Gymnastics: Wide, Narrow, Curled Locomotion: Jumping	Ball Skills: Feet Rackets, Bats and Balls	Swimming Team Building	Swimming Play: Playing games
History		Changes within living memory		Lives of significant people including: Mary Anning and David Attenborough		Lives of more significant people including: Mae Jemison Neil Armstrong
Geography	Continents, Oceans and Countries of the UK		Hot and Cold locations		Mapping and Fieldwork	
Design & Technology				Structures How can you stop a tower from toppling over?	Food & Nutrition How does food affect your senses?	Textiles How can two squares of fabric keep you warm?
Art & Design	Drawing Albrecht Durer	Painting Piet Mondrian	Printmaking Karen Lederer			
Music				Exploring Pulse and Tempo 1: Feel the Beat	Exploring Rhythm 1: Playing and Copying	Exploring Pitch 1: High and Low