<u>Yearly Overview - Year One</u>										
2024-25	Autumn Term OURSELVES		Spring Term JOURNEYS		Summer Term PLANTS AND ANIMALS / RAINFOREST					
Events	Harvest visit to church	Christmas concert, carol service	Visit - Shildon railway museum	Easter church visit	Rainton Meadows	Sports days				
English	<b>Phonics Phase 3 re-cap</b> Recounts (News) Gingerbread Man or Enormous Turnip story (alternative ending) Non-fiction texts – Ourselves Poetry – Bonfire Night	Phonics Phase 4 Recounts (News) Share stories about magical toys (e.g. tin soldier, the old toy room, Pinocchio, toy story etc) The Old Toy Room (own story) Instructions - puppets Poetry – Countdown to Xmas Letter to Santa	Phase 5 Phonics Recounts (News) John Burningham 'Oi Get Off Our Train' - include paragraph on a new animal Magical Train Ride - story Poetry - recite & perform Non-Fiction – George Stephenson Recounts (Railway Museum trip)	Phase 5 Phonics Recounts (News) Paddington Bear – story re-tell/ own adventure Instructions - Making marmalade sandwiches Stories from around the world Non-Fiction – countries/ continents/oceans	<b>Phase 5 Phonics</b> Recounts (News) Tree of Life (Re-tell/own version) Story - My Rainforest Friend Non-fiction leaflet/posters about plants/rainforest	Phase 5 Phonics Recounts (News) Various animal stories e.g The Night Zoo Keeper – adventure story. Non-fiction leaflet/posters/fact file – animal classification Recount of events (trip)				
Maths	Place Value (10) (Number) Counting : in 1s: on to 20 and back to 0 - in order and from random numbers	Addition & Subtraction (10) (Number) Shape (Geometry) Counting : in 10s: on to 100 and back to 0 - in order and from ran- dom multiples of 10	Place Value (20) (Number) Addition & Subtraction (20) (Number) Counting : on in 10s, 2s and 5s	Place Value (50) (Number) Length & Height (Measurement) Weight & Volume (Measurement) Counting : on in 1s to 100 - in order and from random numbers (focus on bridging multiples of 10)	Multiplication & Division (Number) Position and Direction (Geometry) Counting : back in 1s from 100 - in order and from random numbers (focus on bridging multiples of 10)	Fractions (Number) Place Value (100) (Number) Money (Measurement) Time (Measurement) Counting : back in 1s from 100 - in order and from random numbers (focus on bridging multiples of 10)				
Science	Ourselves Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.	Seasonal Changes (Autumn) Observe and describe weather associated with the seasons and how day length varies. Materials Distinguish between an object and the material it's made from. Identify & name a variety of everyday materials (wood, plastic, glass, metal, water, rock). Describe simple physical properties of everyday materials. Compare and group a variety of everyday materials on the basis of their simple physical properties.	Seasonal Changes (Winter) Observe and describe weather associated with the seasons and how day length varies. Planting (1) Animals Identify and name a variety of animals including fish, amphibians, reptiles, birds and mammals. Identify and name a variety of common animals that are carnivores, herbivores and omnivores describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets)	Caring for the Planet (Sustainability) Planting (2) Seasonal Changes (Spring) Observe and describe weather associated with the seasons and how day length varies.	<b>Plants</b> 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.	Planting (3) Growing and Cooking (Sustainability) Seasonal Changes (Summer) Observe and describe weather associated with the seasons and how day length varies.				
P.E.	Games - Rolla Ball Fundamental Movements	Gymnastics - Families of Actions Fundamental Movements	Dance - Moving Along Fundamental Movements	SAQ Skills/Health and Fitness Fundamental Movements	Games - Ten Point Hoops Fundamental Movements	Athletics - Honey Point Fundamental Movements				

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Geog. History	<b>What is my school like?</b> <b>Focus:</b> Locality, aerial photo- graphs, making maps, using symbols, fieldwork	History detectives - Toys (Changes within living memory) Focus: Use of primary sources, chronology (sequence), use of common words, asking and answering simple questions, knowledge of recent past. Extra : Guy Fawkes Remembrance Day	What is my country like? Focus: Fieldwork and observa- tional skills, UK countries and capital cities, hot/cold places, seasonal and daily weather patterns, maps, globes and atlases	Why do we remember George Stephenson? (Significant events and individu- als in locality) Focus: Chronology over longer timeframe, comparison, histor- ical significance, locality	What can I find on my journey to the allotments? Focus: Fieldwork skills, collect- ing and analysing fieldwork data, following maps, locational and directional language, taking and using fieldwork photo- graphs	Why are some places special? (Significant places in locality) Focus: Historical significance, use of primary sources, locality
Computing	Crazy Characters - Algorithms IPAD photos Painting self portraits <i>E-safety - Media Balance is</i> Important (Common Sense Media)	BeeBots Basics (Barefoot CAS) Create an e-book on Toys. <i>E-safety - Pause for People</i> (Common Sense Media)	BeeBots - World Map Logic Activity Book creator app - George Stephenson. Include bringing George to life suing Morpho app. <i>E-safety - Safety in my Online</i> <i>Neighbourhood (Common Sense Media)</i>	Video Branching databases Slide show / photo story Book creator app– The World <i>E-safety - Pause and Think</i> <i>Online (Common Sense Media</i> )	Bee bots Write instructions (algorithms) Debug Power point about plant using photographs children have taken. Adding pictures and text <i>E-safety - How Technology</i> <i>Makes You Feel (Common Sense Media)</i>	Algorithms & debugging Rainforest animal IPAD - Morpho app Book Creator/PowerPoint– animal classification and facts. Adding pictures and text <i>E-safety - Internet Traffic Lights</i> (Common Sense Media)
Art & Design/ Design & Technology	Self Portraits Picasso Cubism	Design and make a puppet for a puppet show	Charcoal sketching John Burningham	Moving Pictures Create scenes from Paddington stories using sliders/levers. Mother's Day and Easter cards	Textiles, Collage and Printing Henri Rousseau Different shades, exploring light and dark. Natural collage (leaves, feathers etc) and layering techniques.	Bridges and Structures Explore and investigate structural strength and design Clay Buddha sculptures
Music	'Hey You!' <i>Charanga</i>	Christmas/Winter focus (leading to Christmas performance)	'In the Groove' - <i>Charanga</i> or <b>Durham Music Service</b>	'Rhythm in the Way We Walk & Banana Rap' <i>Charanga</i>	'Your Imagination' <i>Charanga</i>	'Round and Round' <i>Charanga</i>
R.E.	What can we learn about Chris- tianity from visiting a church? What do Christians believe about God?	Why are gifts given at Christmas?	Why is Jesus special to Christians?	What is the Easter story?	What can we find out about Buddha?	What can we find out about Buddha?
P.S.H.E.	Who is special to us?	What helps us stay healthy?	What can we do with money?	Who helps to keep us safe?	What is the same and different about us?	How can we look after each other and the world?