








Year 1 Yearly Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Feelings Changes in living memory (toys) Materials	Celebrations Seasons		Space Plants	PSHE - Being My Best Animals Including humans Habitats	Oceans and Seas
Main Text	  	  	  	 	 	 
Writing Outcomes	Toy Story Outcome: To write a label	It was a cold dark night	How to Catch a Star	Clem and Crab	Lion Inside Outcome: To write a character profile-	Lost and Found Outcome: simple story sequence

from entire unit	Purpose: inform Audience: Form: information text	Outcome: Facts/ Animal riddle Purpose: inform Audience: Form: Sentences	Outcome: simple retelling of the beginning of the story Purpose: entertain Audience: Form: narrative	Outcome: To create a poster (instruction on how to recycle) Purpose: inform Audience: wider school Form: instructions	description of the mouse and the lion Purpose: entertain Audience: Form: description	Purpose: entertain Audience: reader Form: narrative
	Lost in the Toy Museum Outcome: Description Purpose: entertain Audience: Form: Narrative	Cake Outcome: To write a description of the cake Purpose: entertain Audience: Form: description	Erol's Garden/Enormous Turnip. Outcome: To write a non-chronological report Purpose: inform Audience: Form: information text	Somebody Swallowed Stanley Outcome: Character Description/Rhyming Purpose: entertain Audience: Form: Description	The Koala who could: Recipe for a good friend Purpose: inform Audience: Form: instructions	Little Polar bear Outcome: To write a non-chronological report Purpose: inform Audience: Form: information text
	Traction Man Outcome: Purpose: Audience: Form: Narrative	Little Glow Outcome: To write a party invitation Purpose: inform Audience: Form: Narrative		A Great Big Cuddle Outcome: Poem Purpose: entertain Audience: Form: Poem		Outcome: fact file on polar bears/ arctic animals. Purpose: inform Audience: Form: information text
		Outcome: To write a recipe on how to be a good friend Purpose: inform Audience: Form: instructions				
Maths	Please see the medium-term plan.					
Science	<u>Describing materials</u> How can we describe materials?	<u>Seasons</u> Do seasons affect habitats?	<u>Habitats</u> What is a habitat?	<u>Plants</u> How do plants grow?	<u>Animals including Humans</u> How do animals survive?	

History/ Geography	<u>How have toys changed over time?</u> History	<u>What is our local area like?</u> Geography	<u>Who was the first person to space?</u> History	<u>Where is our 'local' area? (maps)</u> Geography	<u>Who was to blame for the Great Fire of London?</u> History	<u>Where are we in the UK? (4 countries and capitals of UK)</u> Geography
PSHE	Happy Relationships  Big Think: Do you think some emotions are better than others?	We are all Different  Big Think: What does the artist mean when he says everyone is the same and everyone is different?	Keeping Safe  Big Think: Being safe means crossing the road safely. True or false?	My Rights and Respect  Big Think: My rights are more important than anyone else's. True or false?	Being my Best  Big Think: What can I aspire to do and be?	Growing and Changing Big Think:
Art		Painting: Georges Seurat (pointillism) Could link to Local Area unit	Printing: Orla Kiely Could link to Plants and/or explorers	Drawing: Matisse Could link to 'Explorers'	Sculpture: Barbara Hepworth (Family of Man)	
Design and Technology	Construction - Junk model with sliders and levers Linked to Toys through Time			Sewing - Puppets Linked to Plants and Habitats (Own astronaut)		Cooking & Nutrition - Fruit Salads Linked to Nature & Explorers
Religious Education	Thanking Christianity	Journey's end Christianity The nativity journey	Belonging (Golden Thread) Christianity	Welcoming Christianity Palm Sunday	Community (Golden Thread) Hinduism	Story Across religions

Computing	Programming - Making a robot move		Online safety	Creating media - Digital writing	Creating media - Digital painting	Creating media - Talking books
Additional computing	Online safety 1 lesson per half term (<i>Use previous unit but break up</i>)					
Physical Education	Run, Jump, Throw 1 Gymnastics 1	Run, Jump, Throw 2 Gymnastics 2	Send & Return 2 Hit, Catch, Run 1	Send & Return 2 Hit, Catch, Run 2	Dance (Teacher led) Attack, Defend, Shoot 1	Dance (Specialist) Attack, Defend, Shoot 2
Music	<u>"Toys"</u> Dynamics (loud, quiet, silence) Tempo (fast, moderate and slow)	<u>"Can I Be Helpful Too?"</u> Duration (steady beat, rhythms) timbre (the quality of the sound).	<u>"As Cold As Ice"</u> Duration (long and short sounds, steady beat), Structure (beginning, middle end)	<u>"The Old Castle"</u> Timbre (the quality of the sound).	<u>"Walking the Dog"</u> Duration (long and short sounds) and Structure (patterns in sound).	<u>"The Three Bears"</u> Pitch (high, middle, low sounds).
Trips/Themed Days	Milestones October 10th		Wisley Gardens March 27 th		Marwell Zoo May 22nd	