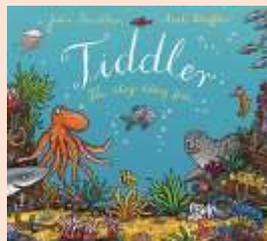
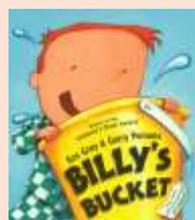
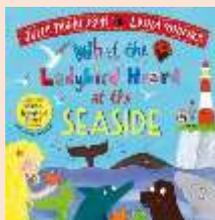
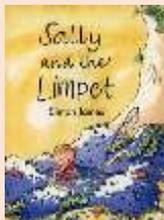


St Margaret's at Cliffe Curriculum Overview for Year 1 Term 6 2020 - 2021

English



Spoken Language

- Listen and respond appropriately to adults and their peers.
- Participate in discussions, presentations, performances, role-play and improvisations.

Word Reading

- Read words with contractions, and understand that the apostrophe represents the omitted letter(s).
- Read books aloud, accurately that are consistent with their developing phonic knowledge and that do not require them to use other strategies to work out words.

Comprehension

- Participate in discussion about what is read to them, taking turns and listening to what others say.
- Explain clearly their understanding of what is read to them.

Spelling, Handwriting and Presentation

- Understand which letters belong to which handwriting 'families' (i.e. letters that are formed in similar ways) and to practise these.

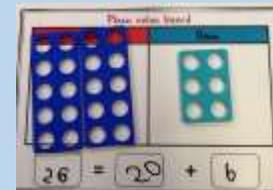
Composition

- Write sentences by: sequencing sentences to form short narratives and re-reading what they have written to check that it makes sense
- Read their writing aloud clearly enough to be heard by their peers and the teacher.

Vocabulary, grammar & punctuation

- Use joining words and joining clauses using "and"
- Use a capital letter for names of people, places, the days of the week, and the personal pronoun 'I'

Mathematics



Number & Place Value

- Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.
- Count, read and write numbers to 100 in numerals; count in multiples of 2s, 5s and 10s.
- Recognise the place value of each digit in a two-digit number (10s, 1s).
- Compare and order numbers from 0 up to 100.
- Read and represent fractions, quarter, half and three quarters

Addition & Subtraction

- Add and subtract one-digit and two-digit numbers to 20, including 0.
- Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = ? - 9$.

Multiplication & Division

- Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.

Measurement

Measure and begin to record the following:

- lengths and heights
- capacity/volume
- recognise and know the value of different denominations of coins and notes (50p, £1, £5, £10 and £20) and begin to understand their relative values and tell time to half past

<p style="text-align: center;">Music</p> <p style="text-align: center;"><u>Songs and music linked to the seaside</u></p> <ul style="list-style-type: none"> - Use voices expressively and creatively by singing songs, chants and rhymes linked to the seaside. - Play tuned and untuned instruments musically. - Play simple tunes using an ocarina. - Experiment, select and combine sounds to create music 	<p style="text-align: center;">Geography</p> <p style="text-align: center;"><u>Seaside environment</u></p>  <ul style="list-style-type: none"> - Use basic geographical vocabulary to refer to key physical features, including: beach, cliff, coast, sea, ocean, season and weather and key human features, including: city, town, village, port, harbour and shop. 	<p style="text-align: center;">History</p> <p style="text-align: center;"><u>The History of the Seaside</u></p> <p>History of holidays at the Seaside, how they have changed.</p> <ul style="list-style-type: none"> - Explain how we can find out about the past. - Describe features of Victorian life. - Compare seaside objects from different time periods. - Use words relating to the passing of time. - To ask and answer simple questions about seaside holidays. 	<p style="text-align: center;">Computing</p> <p style="text-align: center;"><u>Algorithms and Coding</u></p> <ul style="list-style-type: none"> - To use technology purposefully to create, organise, store, manipulate and retrieve digital content. - To understand what coding means in computing. - To create unambiguous instructions like those required by a computer. - To build one- and two-step instructions.
<p style="text-align: center;">RE</p> <p style="text-align: center;"><u>What does it mean to belong to a faith community?</u></p> <ul style="list-style-type: none"> - What does it mean to be a Muslim in Britain today? - Recognise and name some symbols of belonging to the Muslim community 	<p style="text-align: center;">PSHE</p> <p style="text-align: center;"><u>Changing me</u></p> <ul style="list-style-type: none"> - Exploring life cycles and changes in animals and humans - Exploring changes in our own bodies - Talking about changes and how we can cope with change 	<p style="text-align: center;">Art and Design</p> <p style="text-align: center;"><u>Painting and printing</u></p> <ul style="list-style-type: none"> - Extend and explore patterns using a variety of natural materials. - Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. 	<p style="text-align: center;">Physical Education</p> <p style="text-align: center;"><u>Athletics</u></p> <ul style="list-style-type: none"> - Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities. <p style="text-align: center;"><u>Team games</u></p> <ul style="list-style-type: none"> - Participate in team games, developing simple tactics for attacking and defending.
<p style="text-align: center;">Design and Technology</p> <p style="text-align: center;"><u>Building a Bathing Machine</u></p> <ul style="list-style-type: none"> - Design - Design purposeful, functional, appealing products for themselves and other users based on design criteria. - Make - Select from and use a wide range of materials and components. - Evaluate - Evaluate ideas and products against design criteria.  <div style="border: 1px solid black; padding: 5px; text-align: center; width: fit-content; margin: 10px auto;"> <p>Project – Design and build a model of a Victorian Bathing Machine</p> </div> 		<p style="text-align: center;">Science</p> <p><u>Plants</u></p> <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, trees. <p><u>Seasonal Changes</u></p> <ul style="list-style-type: none"> - Observe changes across seasons. <p><u>Working Scientifically</u></p> <ul style="list-style-type: none"> - Observing closely, using simple equipment. - Performing simple tests. - Identifying and classifying. - Gathering and recording data to help in answering questions. 