

## Year 1 Curriculum 2020-21

### English

School's own curriculum

### Maths

Power Maths/White Rose

### KSI PPA

PSHE – PSHE Matters/School's own curriculum

Handwriting- Nelson Handwriting

Music – Charanga

The following subjects should be taught weekly:

- RE – Come and See (2 hours – KS1, 2½ hours – KS2)
- PE – Primary Steps in PE

## Advent 2

Date	Subject
2/11	<b>Introduce</b> Geography <i>Continents and Oceans (Unity)</i> <i>UK countries/ capital cities</i>
9/11	
16/11	<b>Introduce</b> Computing <i>Getting Started (Kapow)</i>
23/11	<b>Introduce</b> Art and Design <i>Drawing, painting, craft and art appreciation (Kapow)</i>
30/11	<b>Introduce</b> Computing <i>Programming (Kapow)</i>
7/12	<b>Introduce</b> Science <i>Plants (Unity)</i>
14/12	
21/12	Christmas Break

## Lent 1

Date	Subject
4/1	<b>Introduce</b> Science <i>Animals including Humans</i>
11/1	
18/1	<b>Introduce</b> Design and Technology <i>Food Technology (Kapow)</i>  <b>Swapped with D&amp;T Mechanisms: Wheels and Axles due to remote learning issues</b>
25/1	<b>Introduce</b> History <i>Lives of Significant Individuals (David Attenborough and Mary Anning)</i>
1/2	
8/2	<b>Revisit</b> Art <i>Formal elements of art</i>
15/2	Half Term

## Lent 2

Date	Subject
22/2	<i>Flexible Unit – revisit and retrieval</i>
1/3	<b>Revisit</b> <i>Complete Art and Design Skills quiz (Y1)</i>  <b>Introduce</b> Design and Technology <i>Structures – constructing a windmill (Kapow)</i>  <b>Swapped with Computing: Algorithms unplugged due to remote learning issues</b>
8/3	<b>Revisit</b> <i>Complete Animals including Humans quiz</i>  <b>Introduce</b> Art <i>Art and Design Skills</i>
15/3	<b>Revisit</b> Science <i>Animals including Humans</i>
22/3	<b>Revisit</b> Computing

	<i>Algorithms unplugged</i> <b>Swapped with D&amp;T Structures – constructing a windmill due to remote learning issues</b>
29/3	Easter

### **Pentecost 1**

<b>Date</b>	<b>Subject</b>
12/4	<b>Revisit and apply</b> Art <i>collage</i>
19/4	<b>Introduce</b> Science
26/4	<i>Materials</i>
3/5	<b>Introduce</b> Computing <i>Introduction to Data (Kapow)</i>
10/5	<b>Introduce</b> <i>Design and Technology</i> <i>Mechanisms: Wheels and Axles</i>  <b>Swapped with D&amp;T Cooking and Nutrition – Fruit and Vegetables due to remote learning issues</b>
17/5	<b>Introduce</b> Geography
24/5	<i>Location of hot and cold climates in relation to the equator</i>
31/5	Half Term

### **Pentecost 2**

<b>Date</b>	<b>Subject</b>
7/6	<b>Introduce</b> Design and Technology <i>Puppets</i>
14/6	<b>Introduce</b> History
21/6	<i>Changes within living memory</i>
28/6	<b>Introduce</b> Computing

	<i>Digital Imagery</i>
5/7	<i>Flexible Unit – revisit and retrieval</i>
12/7	<b>Introduce</b> Art <i>Landscapes and Different Media</i>
19/7	Summer