



Pope Paul Catholic Primary School Long Term Curriculum Overview

Year 1 2021-2022

Subject	Autumn 1	Autumn 2
RE	<u>Beginning with God</u> <ul style="list-style-type: none"> How do we come to know God? What does the story of the Burning Bush teach us? What is the trinity 	<u>From Advent to Christmas</u> <ul style="list-style-type: none"> How do we remember and wait for the birth of Jesus? How does the Gospel of Luke record the birth of Jesus? How does the local community celebrate the birth of Jesus?
Maths	<ul style="list-style-type: none"> Place value; Addition and Subtraction; Multiplication and Divisions; Fractions; Measurement; Geometry and Statistics Reasoning, fluency, application and justification of mathematics runs through all areas. 	
English	<ul style="list-style-type: none"> Phonics - Letters and Sounds - Phase 3 and 4 including High Frequency words. Handwriting- securing our print formation. English- Traditional tales, Explanations, Recounts, Poetry, Stories with familiar settings, Reports, Instructions and Explanations. 	
Science	<u>Animals including Humans</u> <ul style="list-style-type: none"> Identify and name a variety of common animals that are birds, fish, amphibians, reptiles and mammals and identify carnivores, herbivores and omnivores. Describe and compare the structure of a variety of common animals (birds, fish, amphibians, reptiles and mammals, and including pets). Identify, name draw and label the basic parts of the human body and say which parts of the body is associated with each sense. 	<u>Seasonal Change</u> <ul style="list-style-type: none"> Observe changes across the four seasons. Observe and describe weather associated with the seasons and how day length varies.
Geography and History	<u>Around our School and Local Area</u> <ul style="list-style-type: none"> To ask geographical questions. To identify and describe what places are like. To identify and describe where places. 	<u>Changes within living memory- Toys</u> <ul style="list-style-type: none"> Place events and objects in chronological order. Use common words and phrases relating to the passing of time. Identify differences between ways of life at different times. Find out about the past from a range of sources and information. Ask questions about the past.
Music	<u>Listening to and appreciating music</u> <ul style="list-style-type: none"> To identify the pulse in different pieces of music; To accompany a chant or song by clapping the pulse or rhythm and join in getting faster and slower together; To identify long and short sounds in music; To identify and name classroom instruments. 	

Art/D&T	<u>Painting and colour mixing</u> <ul style="list-style-type: none"> • Mix primary colours. • Begin to use black and white to create tints and tones. • Create a range of marks with a paintbrush and a variety of tools - fingers, card, twigs, etc. • Create texture using colour and different thicknesses of paint. 	<u>Mechanisms - design and make a toy-D&T</u> <ul style="list-style-type: none"> • To design purposeful, functional, appealing products for themselves and other users based on design criteria • To select from and use a range of tools and equipment to perform practical tasks • To explore and evaluate a range of existing products • To build structures, exploring how they can be made stronger, stiffer and more stable
PE	<u>Movement Skills and Football</u> We will develop our skills of: <ul style="list-style-type: none"> • Static and Dynamic balances • Hopping and jumping • Running and dodging 	<u>Gymnastics</u> We will develop our skills of: <ul style="list-style-type: none"> • Floor shapes- basic floor shapes and gym posture, once foot balances, front, back and side support and crab and bridge pose. • Floor movement- log roll, bunny hop, leap, side roll to knee, teddy bear roll. • Apparatus- mounting the vault, straight jump, star jump, tuck jump, bunny hop on the bench, walking on the bench
Computing	<u>Discovering programming</u> <ul style="list-style-type: none"> • Children name the main external parts of a computer and explore how they work together. • They explore programmable devices relating their understanding of inputs and outputs to natural and digital systems. • They use unplugged approaches and simple onscreen and physical devices to develop understanding of algorithms and programming, • They develop their own skills in open programming time. 	
P.S.H.E.	<u>Ten:Ten</u> <u>KSI Module One: Created and Loved by God</u> <p>Created and Loved by God explores the individual. Rooted in the teaching that we are created by God out of love and for love, it helps children to develop an understanding of the importance of valuing themselves as the basis for personal relationships:</p> <p>Unit 1- Religious Understandings</p>	<u>Anti-bullying</u> <ul style="list-style-type: none"> -To understand what bullying is. -To learn about online bullying -To learn how to stay safe online.