


<p>Science – Everyday Materials</p> <ul style="list-style-type: none"> Know and identify a variety of common materials. Know how to distinguish between an object and the material from which it is made. Know how to describe the properties of everyday materials. Know and describe why some materials suit certain objects better than others. Know the differences between opaque and transparent. Know how to identify opaque and transparent materials. <p>Properties of Materials</p> <ul style="list-style-type: none"> Know the simple physical properties of a variety of everyday materials. Know how to identify physical properties of everyday materials. Know how to group together everyday materials on the basis of their simple physical properties. Know the difference between waterproof and absorbent. To know the changes in deciduous trees throughout the four seasons and compare to evergreen trees. Know how to identify materials that are magnetic. 	<p>DT: Mechanisms – Making a vehicle</p> <ul style="list-style-type: none"> Know what mechanism makes a toy or vehicle move forwards. Know and identify what stops wheels from turning. Know how to design a moving vehicle. Know how to build a moving vehicle Know how to evaluate my moving vehicle made from a previous lesson. <p>Art: Paul Klee</p> <ul style="list-style-type: none"> Know how to experiment with drawing lines in different ways: straight, zigzag, wavy, thick, thin. Know how to experiment with drawing simple 2D and free shapes in different ways. Know how to use different lines and shapes to create a piece of abstract art inspired by Paul Klee. Know how to discuss own work and others' work, expressing thoughts and feelings. 	<p>Maths:</p> <ul style="list-style-type: none"> Place Value Addition and Subtraction Geometry Position and Direction <p>This term Year 1 will begin the year studying place value. They will learn to represent numbers in different ways and use the language of comparison to describe them. Children will begin to add and subtract numbers to 20 and identify their number bonds that are within 20. Finally, pupils will learn to recognise and name 2d and 3d shapes and begin to identify some of their properties.</p>
<p>RE</p> <p>Families – The children will learn about families. They will look at ways our family and God loves us and cares for us. They will look at and write prayers to show how God loves us and cares for us and identify ways Jesus' own family loved and cared for him</p> <p>Belonging – In this topic, we will be exploring the sacrament of Baptism. We will recognise and talk about how we belong to Jesus' family. We will recognise, talk about and describe what happens in a Baptism and the symbols we see during it.</p> <p>Judaism – During this topic, we will focus on Abraham and his family and learn about how Moses led the Jewish people to freedom and showed his qualities as a good leader.</p> <p>Waiting – In this topic, we will be focusing on times it is necessary to wait. We will identify ways to show our love during advent and how to describe parts of the advent wreath. We will also learn to recognise and retell the Annunciation, Visitation and Christingle story.</p>	<p>Year 1</p> <p>Curriculum Map</p> <p>Advent 2024</p> 	<p>English:</p> <p>Fiction: Writing to entertain</p> <p>We will be focussing on the retelling stories and creating descriptions. We will focus on using developing our punctuation skills, using descriptive language and using conjunctions to add extra information.</p> <p>Fiction: Letter Writing and Narrative Poetry</p> <p>We will begin by identifying common features of texts and how we can recreate them. We will look at using descriptive language to improve our writing and the punctuation needed in a simple sentence. Pupils will practice using co-ordinating conjunctions to add extra information to a sentence.</p>
<p>PSHE: Created and Loved by God</p> <ul style="list-style-type: none"> Know what it means to be left out and how it feels. Know that God welcomes each of us individually. Know there is a Kingdom of Heaven. Media Literacy and Digital Resilience Know about the role of the internet in everyday life. Know that not all information seen online is true. Know how to stay safe on the internet. 	<p>History: Toys</p> <ul style="list-style-type: none"> Know that toys were different in the past. Know that the toys our grandparents played with were different to ours. Know the popular toys across five decades (1970s – 2020). Know and identify toys that are old and toys that are new. Know and investigate how Barbie has changed over time. Know and describe how toys are different and how they are the same. Geography: Locational Knowledge -Nottingham Know where Mapperley is in relation to Nottingham and where Nottingham is in the UK. Know that a map is an aerial view. Know where St Augustine's school is in relation to their home and use a map to locate them. Know that people live in different sorts of accommodation (building on EYFS) Know how to locate St Augustine's School, church and other local landmarks on an aerial photograph/google earth. Know how to describe where I live. 	<p>Computing – Technology around us</p> <ul style="list-style-type: none"> Know how to identify what is technology and what is not technology in the classroom. Know the names of the key parts of the computer e.g. screen, mouse, keyboard. Know that I move the cursor to what I want to click on. Know how to locate the letter keys for my name. Know how to use the arrow keys to move the cursor. Know that there are rules to follow when using a computer. Creating Media – Moving a robot Know how to match a command to an outcome Know what happens if instructions are not clear. Know how to program a short algorithm into a floor robot. Know how to use trial and error when creating a program. Know how to choose the order of commands in a sequence.
		<p>Music:</p> <ul style="list-style-type: none"> Know how to move to a steady beat through listening. Know how to clap rhythms along to a steady beat through listening. Know and understand the term 'pitch' and what it means. Know how to apply sound to syllables. Know how to compose a short rhythm inspired by an animal. Know how to perform a composition based on an animal to a steady beat.