

## Year 1: Curriculum Overview

	Autumn 1 7 weeks		Autumn 2		
	2 weeks	4 weeks	2 weeks	4 weeks	1 week
	Art	History	DT	Geography	DT
	<b>Sculpture and 3D: Paper play</b>  Creating simple three dimensional shapes and structures using familiar materials, children develop skills in manipulating paper and card. They fold, roll and scrunch materials to make their own sculptures.	<b>How have explorers changed the world?</b>  Finding out about events and people beyond living memory, children particularly think about explorers and what makes them significant. They create a timeline and investigate which parts of the world they explored, before comparing explorers and discussing ways in which these significant people could be remembered.	<b>Structures: Constructing a windmill</b>  Inspired by the song, 'Mouse in a windmill', design and construct a windmill for a client (mouse) to live in. Explore various types of windmill, how they work and their key features.	<b>What is the weather like in the UK?</b>  Looking at the countries and cities that make up the UK, keeping a daily weather record and finding out more about hot and cold places in the UK.	<b>Textiles: Puppets</b>  Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating.

	Spring 1 6 weeks		Spring 2 6 weeks	
	4 weeks	2 weeks	4 weeks	2 weeks
	Geography	DT	History	Art
	<b>What is it like to live in Shanghai?</b>  Using a world map to start recognising continents, oceans and countries outside the UK with a focus on China. Children identify physical features of Shanghai using aerial photographs and maps before identifying human features, through exploring land-use. They compare the human and physical features of Shanghai to features in the local area and make a simple map using data collected through fieldwork.	<b>Cooking and nutrition: Fruit and vegetables</b>  Learn to distinguish between fruit and vegetables and where they grow. Design a fruit and vegetable smoothie and accompanying packaging.	<b>How did we learn to fly?</b>  Developing their knowledge of events beyond living memory and reinforcing their chronological understanding by looking at significant events in the history of flight on a timeline. Learning about the individuals who contributed to the history of flight.	<b>Drawing: Make your mark</b>  Exploring mark making and line; working and experimenting with different materials through observational and collaborative pieces.

	Summer 1 6 weeks		Summer 2 7 weeks		
	4 weeks	2 weeks	2 weeks	4 weeks	1 week
	History	Art	DT	Geography	Art
	<b>Great Fire of London: How did the Great Fire change London?</b>  Travelling back to 1666 to discover what happened during the Great Fire of London. The children will be using non-fiction books, a time line of the events, pictures, diary entries and clips to explore and discuss 'How did the fire start? Where did it begin? Why did the fire spread so quickly? How did people escape? and How did the fire change London?	<b>Painting and mixed media: Colour splash</b>  Exploring colour mixing through paint play, using a range of tools to paint on different surfaces and creating paintings inspired by Clarice Cliff and Jasper Johns.	<b>Mechanisms: Wheels and axles</b>  Learn about the key parts of a wheeled vehicle, to develop an understanding of how wheels, axles and axle holders work. Design and make a moving vehicle.	<b>What is it like here?</b>  Locating where they live on an aerial photograph, recognising features within a local context. Creating maps using classroom objects before drawing simple maps of the school grounds. Following simple routes around the school grounds and carrying out an enquiry as to how their playground can be improved.	<b>Craft and design: Map it out</b>  Responding to a design brief, children learn three techniques for working creatively with materials and at the end of the project, evaluate their design ideas.