



Our Lady of Perpetual Succour Primary School

Year 1



	ADVENT 1	ADVENT 2	LENT 1	LENT 2	PENTECOST 1	PENTECOST 2
Key Question	<i>Is Boris Johnson more famous than Florence Nightingale?</i>	<i>Why isn't it sunny all the time?</i>	<i>Why did the unsinkable Titanic sink?</i>	<i>Why can't meerkats live at the North pole?</i>	<i>Are our toys more fun than our grandparent's toys?</i>	<i>Would you like to live beside the seaside?</i>
Cultural Capital Opportunities	<ul style="list-style-type: none"> - Enterprise week - Nativity performance - Medical visitor - Debate – ‘favourite season’ - Florence Nightingale resource box -Autumn walk at Wollaton Park 		<ul style="list-style-type: none"> - Titanic workshop. - Poem performance - Debate: The best place to live 		<ul style="list-style-type: none"> - Grandparents day and debate about toys - Wollaton Hall – toy workshop - Planting in school garden - Activity day at the Tennis Centre 	
Curriculum Driver	History	Science	History	Science	History	Geography
Literacy	Instructions Repetitive stories Diaries		Fantasy Stories Information text Animal Poetry		Fairytales Explanation texts Rhymes and Tongue twisters	
Reading Non-Fiction Fiction Poetry	Study: How to make a jam sandwich We're going on a bear hunt The diary of Little Red Riding hood Comprehend: The Owl who was Afraid of the dark. The Busy Little Squirrel One Snowy Night Pleasure: Henry's Freedom Box Once upon a raindrop A first book of nature Human body odyssey Stick man The Lighthouse Keeper's lunch All the Year Round		Study: The Great Dragon Rescue All about tiger The owl and the pussycat Comprehend: The Runaway Iceberg The Puffin Book of Fantastic first poems Lost and Found Pleasure: Meerkat Mail The Storm Whale The Jungle Book The tiger who came for tea The Easter Journal Rainbow fish Actual size		Study: Hansel and Gretel The life cycle of a bean She sells sea shells Comprehend: The Enormous turnip The Old Toy Room The Forgotten toys Pleasure: We build our homes Toys in space Tree: Seasons come ,seasons go Daisy saves the day Billy's Bucket Squishy McFluff Winnie the Witch Room on the broom	

Phonics	<p>Phase 3</p> <p>Vowel digraphs: ai, ee, igh, oa, oo, ar, or, ur, ow, oi, ear, air, ure, er</p> <p>Tricky words: he, she, we, me, be, was, you, they, all, are, my, her</p>	<p>Phase 4: CCVC words e.g. went, help, just.</p> <p>CVCC words e.g. bath, wash, kick.</p> <p>CCVCC words e.g. chest, theft, chimp</p> <p>Multi-syllabic words: windmill, softest, pondweed.</p> <p>Tricky words: said, have, like, so, do, some, come, were, there, little, one, when, out, what</p>	<p>Phase 5: children will learn more phonemes and graphemes including ay, ou, ie, ea, oy, ir, ue, aw, wh, ph</p> <p>Split vowels e.g a_e i_e</p> <p>Alternative pronunciations e.g. ea in tea, head and break.</p> <p>Tricky words and flashcard sight vocabulary</p>	<p>Phase 5 continued: children will learn more phonemes and graphemes including ew, oe, au, ey, a-e, e-e, i-e, o-e, u-e</p> <p>Alternative pronunciations e.g. ea in tea, head and break.</p> <p>Tricky words and flashcard sight vocabulary</p>	<p>Revision of Phase 3, 4 and 5 phonemes</p> <p>Preparation for phonics screening</p> <p>Practice application of all phases within sentence writing and error spotting games and activities.</p>	
SPAG	Ready to write Punctuating sentences	Word classes Capital letters	Conjunctions Exclamations	Singular and plural Capital letters 2	Questions Prefixes	Suffixes Sequencing sentences
Maths	<ul style="list-style-type: none"> Place Value (within 10) Addition and Subtraction (within 10) 	<ul style="list-style-type: none"> Shape Place Value (within 20) 	<ul style="list-style-type: none"> Addition and Subtraction (within 20) Place Value (within 50) 	<ul style="list-style-type: none"> Length and Height Weight and Volume 	<ul style="list-style-type: none"> Multiplication and Division Fractions Position and direction 	<ul style="list-style-type: none"> Place value (within 100) Money Time
R.E.	Family Judaism	Baptism Waiting	Special people Meals	Change	Holydays Being Sorry	Neighbours Sikhism
Science	Humans Seasonal changes (Autumn/Winter)		Animals Seasonal changes		Materials Plants Seasonal changes (Spring/Summer)	

History	Famous people: Florence Nightingale		Beyond Living Memory – The Titanic		Living Memory - Toys	
Geography				Features of Hot and Cold places		The Seaside
Art	History of Portraits up to Pop Art Van Gogh, Lichtenstein People who help us from long ago. How we show feelings		2D to 3D Sculptures Henry Moore, Caro Kapoor, Hepworth Design a sea creature sculpture for display on the Titanic			Take one picture- Seascapes and Coastal features - natural and man made The Blue Ship- Alfred Wallis and J.M.W. Turner
D & T		Moving pictures, mechanisms- Storybooks for seasons and weather change Hinge, levers, sliders, turning wheels		Structures – making animal homes and habitats using suitable natural and manmade materials A home for me and a habitat for a creature	Textiles - Investigating toys and puppets, their changes in construction over time Design, construct , evaluate a simple puppet	
Music	Hey you!	Rhythm in the way we walk and the banana rap	In the groove	Round and round	Your imagination	Reflect, rewind and replay
PSHE	Learn to love, Love to Learn Science (body part names)	Feelings, friends and friendships Special people	Healthy me!	I'm growing and changing	Safety in the real world	Safety in the Virtual world
PE	Dance – creative, link stories - Stick man and we're going on a bear hunt	Dance – creative – Link to the seasons	Gymnastics - balance, jump, roll, travel and swing on apparatus Real PE	Real PE Unit 5 - Ball skills – throwing and catching and ball control	Sending and receiving- Football and/or Tennis	Athletics - Throw/jump/run and PB's REAL PE – Agility – ball chasing

	REAL PE –Unit 1 Floor movement patterns – hop/jump/side step/ hopscotch		coordination with equipment	Cricket – ‘Chance to shine’ programme	Gymnastics – sequences on mats and benches	Also: Sports Day Practice Trip to the Tennis Centre
Computing	Digital Literacy Create an acceptable use policy for use of computers and ipads. How might these differ to rules Florence Nightingale had?	ICT Begin to do simple web searches, on desktop, based on topic. Look at images and videos and categorise good or bad digital content.	Digital Literacy Bitesize discussion- How do you take care of your personal information?	ICT Hot and cold quiz alongside identify the device. E.g. <i>Answer 1 its hot on a desktop.</i>	Computer science Code.org Starter: pretend robot instrument Rock band project for 2 session.	Computer science Bee bots – station teaching using places linked to topic.
	Computer science Unplugged: Program a person Potato Man Activity Code. Org	Search on an iPad for images of a character and identify good images and bad images.	Hand print with trusted adults we can tell. E-safety day activities.	Create a branching database using yes/no questions on iPad.		Digital Literacy Knowing not all information is reliable.

	8:45 - 9:00	9:00 – 9:15 <i>RS interventions</i>	9:15- 10:15 Teacher input followed by focus groups/provision based learning	10:15 - 10:30	10:30 – 10:50	10:50 – 11:35	11:45 - 12:45	12:45- 1pm	1 – 2:05 Teacher input followed by focus groups/provisi on based learning	2:10- 2:20	2:20 – 3:00	3:00 – 3:15
Mon	Register – morning activities either (handwriting, spelling, fine motor skills/dough disco, register maths) 1:1 readers (RS + me)	Whole School Assembly	Maths	Break	Phonics	Literacy	Lunch time	Vocab lab	Science	Break	Science	Whole class story
Tue		9:00-9:30 Shared reading	PPA – Art/Design SF		PPA - Art/Design SF	11:15 - 11:35 Phonics		Vocab lab	PE <i>JW interventions</i>		Collective worship (Led by JW)	Whole class story
Wed		9:00 – 9:30 Shared reading	9:30- 10:15 Maths		Phonics	Literacy		ERIC (1:1 readers)	RE <i>JW interventions</i>		RE <i>JW interventions</i>	Whole class story
Thur		Shared reading	Maths		Phonics	Literacy		Vocab lab	Geography/ History		Geography/History	Whole class story
Fri		Spellings test & homework given out	Maths		Phonics recap	Literacy		Music	Special Mention/ PSHE fortnightly		Whole class story	

Non-Negotiables: Year 1

Unlocking learning through oracy

Talking to others:

- Express feelings and ideas when speaking about matters of immediate interest.
- Talk in ways that are audible and intelligible to peers.
- Show some awareness of the listener by adjusting spoken language and using body language.

Talking with others:

- Listen attentively and engage with the speaker.
- Take turns in small group situations or with talk partner.
- Listen to what others in group suggest and then say what they agree with.

Reading	Writing	Mathematics
<ul style="list-style-type: none"> • Secure at phase 5 phonics. • Identify which words appear again and again. • Relate reading to own experiences. • Re-reads if reading does not make sense. • Re-tell with considerable accuracy. • Discuss significance of title & events. • Make predictions on basis of what has been read. • Make inferences on basis of what is being said & done. • Reads with pace & expression, i.e. pause at full stop; raise voice for question • Knows difference between fiction and non-fiction texts. 	<ul style="list-style-type: none"> • Write clearly demarcated sentences. • Use 'and' to join ideas. • Use conjunctions to join sentences (e.g. so, but). • Use standard forms of verbs, e.g. go/went. • Evidence of: <ul style="list-style-type: none"> ○ Capital letters. ○ Full stops. ○ Question marks. ○ Exclamation marks. • Use capital letters for names & personal pronoun 'I'. • Write clearly sequenced sentences. • Correct formation of lower case – finishing in right place. • Correct formation of capital letters. • Correct formation of digits. 	<ul style="list-style-type: none"> • Count to & across 100, forwards & backwards from any number. • Read & write numbers to 20 in digits & words. • Read & write numbers to 100 in digits. • Say 1 more/1 less to 100. • Count in multiples of 1, 2, 5 & 10. • Know bonds to 10 by heart. • Use bonds & subtraction facts to 20. • Add & subtract: <ul style="list-style-type: none"> ○ 1 digit & 2 digit numbers to 20, including zero. • Add any three 1-digit numbers with a total up to 20. • Solve simple addition & division with apparatus & arrays. • Recognise half and quarter of object, shape or quantity. • Sequence events in order. • Use language of day, week, month and year. • Tell time to hour & half past.