

Year group: 1 Term: Spring term 1

Topic: Where shall we go?
Cornerstone Unit Bright Lights, Big City

Opportunities for outdoor learning:

Transport tally
Journey sticks
Orienteering/following clues/creating maps and routes
Wellie walk

PSHE objectives:

Recognise good and bad choices, keeping safe and making a positive contribution

History objectives:

Develop awareness of the past using common words and phrases relating to the passing of time.

Identify similarities and differences between ways of life in different periods.

Know where people and events fit within a chronological framework

Geography objectives:

To develop knowledge about the world, the UK and their locality

To understand basic vocabulary relating to human and physical geography.

To begin to use geographical skills, including first-hand observation.

Art objectives:

Use a range of materials to design and make products

Use drawing and painting to share ideas, experiences and imagination

Develop a range of art and design techniques

Discover the work of different artists.

Key vocabulary:

Land, island, continent Sea, ocean, globe, map, compass
Name of continents and oceans
Land features, wood, river, city, town, hill, mountain, farm, harbour
Space, astronaut, planets (name)
Force, push, pull, float, and sink. friction
Electricity, circuit, light, dark
Forms of transport, vehicle

Right, left, forwards, backwards, turn, half turn, quarter turn
North, south east, west

Digital literacy:

Know how to stay safe when online

Recognise online behaviours of others

PE objectives: Athletics

Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.

Music objectives

Use their voices expressively and creatively by singing songs and speaking chants and rhymes
Listen with concentration and understanding to a range of music
Experiment with, create and combine sounds using the interrelated dimensions of music.

Computing objectives:

Understand what algorithms are

Use logical reasoning to predict the behaviour of simple programs

Use technology safely and respectfully

Kernow Cluster Topic Overview Sheet

Objectives



Maths objectives

Addition and subtraction within 20

Represent and use number bonds and related subtraction facts within 20

Read, write and interpret mathematical statements.

Add one and two digit numbers to 20

Solve one step problems including missing numbers

Science objectives:

Science objectives:

Working Scientifically-planning, observation and recording, drawing conclusions

Describe the properties of everyday materials

Describe the movement of objects

RE objectives:

Community: Special People unit 4
Know that there are special people in our lives who are there to help us
Know that on Sunday, in church we meet people who do special jobs as we celebrate the Good News of Jesus
Eucharist: meals Unit 5
Know that families and groups share special meals
Understand Mass as Jesus' special meal



Opportunities for trips / visitors:

Road Safety, Mrs Dalley

Whole class texts:

The Train Ride

Where the Wild Things Are

Beegu

The Man on the Moon

English objectives

Listen to, join in with a range of stories and poems
Discuss a variety of non-fiction texts, images and photos
Learn to appreciate rhymes and poems, and to recite some by heart.
Write recounts and create own imaginative stories
Sequences stories and events
Plan a non-chronological report/diary
Use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas
Give well-structured descriptions, explanations and narratives for different purposes, including for expressing feelings

Languages objectives:

N/A

Design Technology objectives:

Use the basic principles of a healthy and varied diet to prepare dishes
Select from and use a wide range of materials, including construction materials, textiles and ingredients, according to their characteristics
Explore axles, pulleys and gears.
Explore electrical and mechanical components
Investigate structures

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Links to previous topics:

Around the World
On the move

PSHE:
Share experiences and feelings.
Discuss how we can look after our environment. Recognize that we all have different opinions. Know what improves and harms their environment

British values:
Find out about different British explorers and inventors
Celebrate traditions and festivals
Make choices and value others ideas

History skills:
Talk about and share experiences of the past and present
Place objects and events within experience in time order
Talk about events and the lives of people beyond living memory i.e. Grace Darling, Neil Armstrong
Talk about similarities and differences between transport in the past and now.

Geography skills:
Identify and describe and talk about features in the local environment
Use world maps, atlases and globes to identify the UK and its countries, cities and surrounding seas. Identify some world countries, continents and oceans
Talk about different ways to travel
Talk about things I like/don't like about my environment
Use left, right, forwards and back to describe the location of features on maps and routes

Art skills:
Use marks and pictures to express thoughts and feelings
Talk about the work of different artists
Use a wide range of media i.e. marbling to create planets
Use everyday objects to make marks in paint i.e. wheels
Explore different modelling materials i.e. junk modelling

Links to future topics:

Materials/weather in UK

Maths skills:
Solve one step problems that involve addition and subtraction using concrete objects and pictorial representations and missing number problems
Use apparatus to make all pairs of numbers with a total of 10+
Use number line to count on and count back
Compare sets to find the difference
Add by counting on
Find and make number bonds
Subtract crossing 10
Explore addition and subtraction fact families
Compare number sentences

PE skills:
Develop and remember actions for a dance.
Perform a sequence of different moves with changes in levels and speed
Throw and catch a variety of balls accurately
Control kick and receive a ball to/from a partner
Hit a ball along a line and hit a target

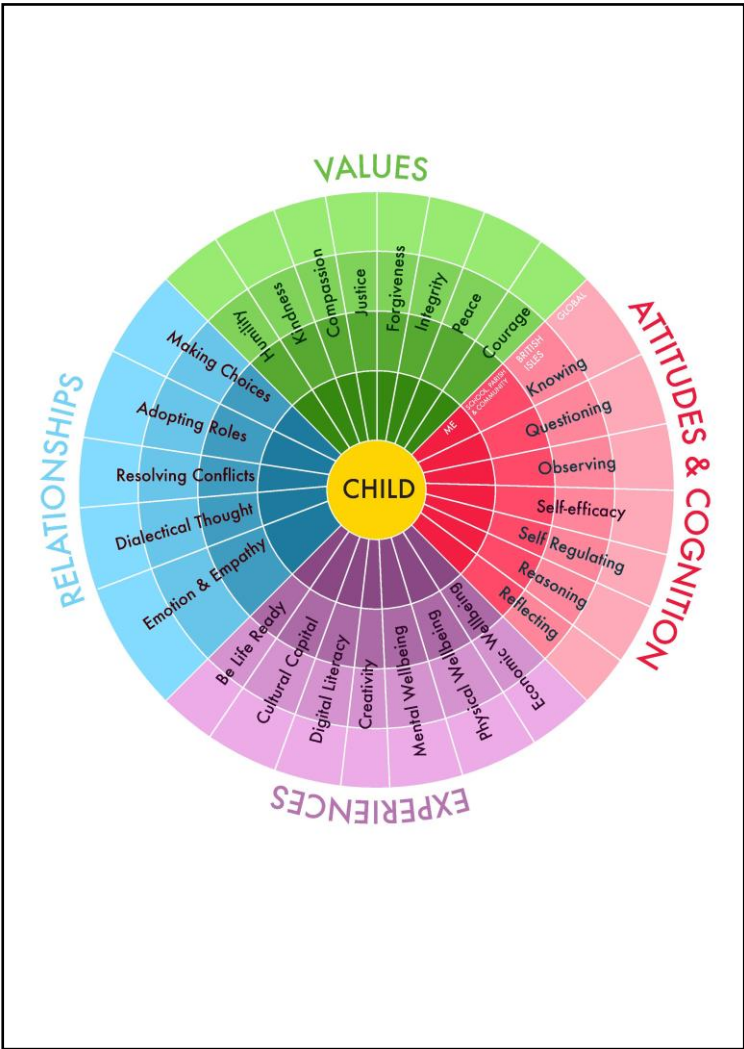
Music skills:
Sing a variety of songs and rhymes
Create space sounds with voices and un- tuned instruments
Make a simple musical score
Listen and respond to music i.e. Holst and the planets

Computing skills:
Use programmable toy i.e. Bee bot to program instructions to give directions.

Follow simple and complex algorithms and write and evaluate them

Kernow Cluster Topic Overview Sheet

Skills



Science skills:
Use senses and simple equipment to make observations, talk about what happens using words and pictures I>E
exploring ramps to send cars down, paper aeroplanes, rockets. Talk in simple terms about what might happen based on experience
Use senses to explore a range of materials i.e. float/sink
Make a draw a simple circuit
Talk about and describe the movement of objects

RE skills:
Talk about experiences and feeling about special people
Ask and respond to questions about what makes a person special
Recognise and retell stories about Jesus
Talk about experiences of special meals
Recognise and retell the story of Jesus' special meal.
The Last Supper



Opportunities for home learning / cultural capital:

Set homework:
Create a map of their journey to school

English skills:
Give well-structured descriptions, explanations and narratives for different purposes and expressing feelings
Ask relevant questions to extend their understanding and knowledge
Re-read sentences they have written to check that they make sense
Sequence sentences to form short narratives
Become very familiar with key stories and traditional tales, retelling them and considering their particular characteristics
Discuss word meanings, linking new meanings to those already known
Write in different genres i.e recounts, information books, lists, instructions, and narratives
Use adjectives to create character descriptions.

Design Technology skills:
Use junk modelling materials to build vehicles, rockets
Use simple construction materials to make a vehicles and bridges
Explore and use construction kits containing gears.
Attach wheels to a chassis using an axle i.e. cotton reels and dowel Test and make improvements
Explore moving toys and observe how they move

