

KS1 Curriculum Overview

Year Group: 1C/F

Term: Summer 1

Topic: Birmingham	
RE	<p><u>Easter</u>: children will know that Easter celebrates the Resurrection of Jesus from the dead and will know the story of the women finding the empty tomb. They will be able to identify and explain the significance and symbolism of the Easter candle. They will also know that after the Resurrection the disciples told people about what they had seen and begin to understand the message of the Resurrection.</p> <p><u>Pentecost</u>: children will understand that the Holy Spirit is God and that Jesus promised to send the Holy Spirit when he went back to heaven. They will know the story of Pentecost and be able to describe how the disciples changed after receiving the Holy Spirit. They will also be able to identify and explain some of the symbols associated with the Holy Spirit and used in celebrations of Pentecost.</p>
English	<p>Read a selection of poems about animals, and re write poems and create own using rhyming couplets. Focus on ascenders and descenders within our handwriting and focus on using grammatically correct sentences, writing in the correct tense and focus on rhyming words.</p> <p>Recap features of information books, name the letters of the alphabet in order and sort animal names alphabetically. Children to create a leaflet about a specific animal and discuss the features of an information text. Children to read and spell common exception words.</p>
Maths	<p>Continuation of skills across counting, shape recognition, times tables and place value: Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number, Count in multiples of twos, fives and tens, read and write numbers to 100 in numerals, read and write numbers from 1 to 20 in numerals and words, begin to recognise the place value of numbers beyond 20 (tens and ones).</p>
PE	<p>Games: children will work on developing ball skills and coordination in a range of different competitive games to promote team work and sportsmanship. Children will gain confidence in taking turns and gaining a deeper understanding of games.</p>
Art	<p>Study the artist Paul Klee and his use of shapes and vivid colours to create images. Also to continue developing a wide range of art and design techniques in using colour, pattern, texture, line, shape, form & space. Use a range of materials creatively to design and make products such as moving vehicles.</p>
Computing	<p>Create a class e-book about Birmingham. Input instructions and pictures using relevant information on to a word or document. Continue to develop basic computing skills such as logging on and keeping passwords safe. Master commands and basic programing of directions into a bee-bot roamer.</p>
Music	<p>Use voices expressly and creatively by singing songs and speaking chants and rhymes as well as play tuned and unturned instruments and recorded music. Also experiment with, create, select and combine sounds while listening with concentration and give opinions on a range of music.</p>
DT	<p>Plan and design a clay bull, evaluate the Design using 2 stars and wish, paint the design and add and manipulate a range of materials to do so.</p>
Geography	<p>Study basic maps of Birmingham, name key landmarks found here e.g. bullring or Birmingham library. Locate our school on a local map of Erdington. As well as studying maps, create a simple map of our local area and go on a learning walk of our surrounding area including basic key.</p>
History	<p>Create a timeline for Birmingham over the past 50 years. Read and evaluate the different images of Birmingham over a period of time. List different features of Birmingham and how it has improved through the course of history.</p>