

Curriculum Overview – Owls Class (Year 1)

Cycle A (2024-25; 2026-27...)

Cycle B (2025-26; 2027-28...)

English	<p>Phonics is taught using the DfE-approved scheme of work <i>Supersonic Phonic Friends</i>. Fill any gaps from Phase 3. Phase 4 – CVCC, CCVC, CCVCC, CCCVCC words. Phase 5 – ai, ea, ie, oe, ue, a-e, e-e, i-e, o-e, u-e, oy, ir, ou, aw, wh, are, kn, wr, ph, au, gn, ore, ey, y, ew, ear, or, tch, dge, er. Alternative sounds – i, o, c, g, u, ow, ie, ea, a, ou, o, y, y, ch, ch, ou,</p> <p><u>Cycle A</u> <u>People Who Help Us</u> Non fiction focus – people who help us, activities about ourselves. SPaG focus: Big focus on handwriting and punctuation – capital letters, full stops and finger spaces. When we use capital letters and full stops. Spellings Alphabet Questions</p> <p><u>Julia Donaldson</u> Non-fiction: Information booklet – researching and collecting facts. SPaG focus: Handwriting Reminder about capital letters and full stops Spellings -ing, -ed suffixes</p> <p><u>Space</u> Focus on adjectives to describe. Focus on Descriptions and use of adjectives. SPaG focus: Handwriting Reminder about capital letters and full stops. Adjectives Spellings -er and -est suffixes</p> <p><u>In the Garden</u> Non-fiction: non- chronological reports. SPaG focus: Handwriting Reminder about capital letters and full stops. Spellings Prefix un-</p> <p><u>Safari</u> Fiction: Story writing. SPaG focus: Handwriting Reminder about capital letters and full stops. Different types of sentences (question, command, statement, exclamation) Spellings</p>
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	<p><u>Dinosaurs</u> Non-fiction: fact files SPaG focus: Handwriting Reminder about capital letters and full stops. Spellings Plurals (-s and -es)</p> <p><i>Cycle B</i> <u>All About Me</u> Fiction – Activities around the lion inside.</p> <p><u>Farms</u> Fiction: retelling stories Non-fiction: labelling / captions</p> <p><u>Fairytales</u> Fiction: Story writing</p> <p><u>Under the Sea</u> Non-fiction: non-fiction poster and instructions</p> <p><u>Bears</u> Non-fiction – non chronological reports Fiction: Creative writing about bears.</p> <p><u>Kings and Queens</u> Fiction: setting description Non-fiction: fact files</p>
Mathematics	<p>We make use of the <i>White Rose Maths</i> scheme of work.</p> <p>Place value to 10; Addition and subtraction to 10; Shape; Place value to 20; Addition and subtraction to 20; Place value to 50; Length and height; Mass and volume; Multiplication and division; Fractions; Position and direction; Place value to 100; Money; Time.</p>
Science	<p>Parts of the human body &amp; senses; Seasonal change - Autumn walk; Everyday materials - describe and sort; Animals - recognise and name; Seasonal change – Day length &amp; weather; Plants - describe; Life cycles; Animals – recognise/name/needs; Everyday materials; Seasonal change – different seasons.</p>
Art & Design	<p><i>Cycle A</i> Facial features; Chuck Close; Colour Wheels; Mondrian; Space pictures (using skills); Minibeast observational drawings; Animal print patterns; Dinosaur fossils.</p> <p><i>Cycle B</i> Facial features; Chuck Close; Collages; Colour wheel / painting; Clay fish; Art using ICT; Observational drawings; portraits; paper crowns.</p>
History	<p><i>Cycle A</i> Florence Nightingale and Mary Seacole; Bonfire Night and Remembrance Day; How the local area has changed; Neil Armstrong and Christopher Columbus; Great Fire of London; Mary Anning.</p> <p><i>Cycle B</i> Family history; History of the local area; Bonfire Night and Remembrance Day; How ships have changed over time; How toys have changed over time; Kings and Queens.</p>

Geography	Local area: geography skills / field skills; local knowledge; continents; seasonal changes; human & physical geography: Lake District; locational knowledge; oceans.
PE	<p><i>Cycle A</i> Basic skills – Agility, balance and coordination; Gymnastics (balances and stretches); Dance (space focus); Throwing and catching; Gymnastics (equipment); Game to apply skills.</p> <p><i>Cycle B</i> Basic skills – Agility, balance and coordination; Ball skills; Gymnastics (equipment); Throwing and catching; Gymnastics (different equipment, balances and stretches); Game to apply skills.</p>
PSHE	<p>We make use of the <i>KidSafe</i> and <i>Scarf</i> schemes of work.</p> <p>Health and Well-being - Mental Health Keeping Safe Friendships Managing hurtful behaviour and bullying Safe Relationships Respecting self and others Media literacy and digital resilience</p> <p>British Values Healthy Lifestyles</p>
RE	<p>We make use of the <i>Cumberland SACRE</i> scheme of work.</p> <p>Who Is Jesus? What Does It Mean To Belong? Why Are Some Books And Stories Special?</p>
Design & Technology	<p>We make use of the <i>Kapow</i> scheme of work.</p> <p><i>Cycle A</i> Junk modelling; Soup; Windmills; Bookmarks; Fruit Smoothies; Moving Story book.</p> <p><i>Cycle B</i> Junk modelling; Wheels and axels; Puppets; Boats; Fruit salad.</p>
Music	<p>We make use of the <i>Charanga</i> scheme of work.</p> <p><b>Unit:</b> Hey You!                      <b>Style:</b> Old-School Hip Hop <b>Unit:</b> Rhythm In The Way We Walk and Banana Rap   <b>Style:</b> Reggae, Hip Hop <b>Unit:</b> In The Groove                      <b>Style:</b> Blues, Latin, Folk, Funk, Baroque, Bhangra <b>Unit:</b> Round And Round              <b>Style:</b> Latin Bossa Nova, Film music, Big Band Jazz, Mash-up, Latin fusion <b>Unit:</b> Your Imagination              <b>Style:</b> Pop <b>Unit:</b> Reflect, Rewind and Replay   <b>Style:</b> Western Classical Music</p>
Computing	<p>We make use of the <i>Discovery Education Coding</i> scheme of work for the coding element of Computing.</p> <p>Introduction to basic coding concepts. Basic sequencing and commands. Explore simple algorithms in real-world contexts. Introduction to programming. Create basic programs using visual blocks. Understand the concept of algorithms through games. Introduction to online safety rules and understanding the basic principles of digital citizenship. Learning about the importance of passwords and how to stay safe online.</p>

Provision Available	Writing, Craft, Painting, Maths, Reading, Home corner/ role play, Construction, Investigation, Water.
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