



YEAR 1: Spring



Geography: United Kingdom and surrounding seas

History: The Royal Family

Science: Animals inc Humans and Seasonal Changes

HISTORY

Hi1: Learn about changes within living memory.

Hi2: Learn about events beyond living memory that are significant nationally or globally.

Hi3: Learn about the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods.

RE

Who is a Muslim and what do they believe?

PSHE

Happy, healthy and safe

SCIENCE

Sc A1: Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals.

Sc A2: Identify and name a variety of common animals that are carnivores, herbivores and omnivores.

Sc A3: Describe and compare the structure of a variety of common animals (birds, fish, amphibians, reptiles, mammals and invertebrates, and including pets).

Sc A4: Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

Sc SC1: Observe changes across the four seasons.

Sc SC2: Observe and describe weather associated with the seasons and how day length varies.

Sc WS1: Ask simple questions and recognise that they can be answered in different ways.

Sc WS2: Observe closely, using simple equipment.

Sc WS3: Perform simple tests.

Sc WS4: Identify and classify.

Sc WS5: Use their observations and ideas to suggest answers to questions.

GEOGRAPHY

Ge HP2a: Use basic geographical vocabulary, to refer to key physical features, including; beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather.

Ge LK2: Name, locate and identify characteristics of the four countries and capital cities of the UK and its surrounding seas.

Ge SF1: Use world maps, atlases and globes to identify the UK and its countries, as well as the countries, continents and oceans studied at this key stage.

Ge SF3: Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key.

ART & DESIGN

AD1: Use a range of materials creatively to design and make products.

AD2: Use **drawing**, painting and sculpture to develop and share their ideas, experiences and imagination.

AD3: Develop a wide range of art and design techniques using colour, pattern, texture, line, shape, form and space.

AD4: Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.