

# Content of the Curriculum: Year 1

\*Also see Measham CE Assessment BANDS for English/Maths

## Year 1: Science

Across all year groups scientific knowledge and skills should be learned by working scientifically

### Biology

<b>Plants</b>	Identify, classify and describe their basic structure Observe and describe growth and conditions for growth
<b>Habitats</b>	Look at the suitability of environments and at food chains
<b>Animals and humans</b>	Identify, classify and observe Look at growth, basic needs, exercise, food and hygiene

### Chemistry

<b>Materials</b>	Identify, name, describe, classify, compare properties and changes Look at the practical uses of everyday materials
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### Physics

<b>Forces</b>	Describe basic movements
<b>Earth and space</b>	Observe seasonal changes

## Year 1: Computing

Understand use of algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions

Write and test simple programs

Use logical reasoning to predict the behaviour of simple programs

Organise, store, manipulate and retrieve data in a range of digital formats

Communicate safely and respectfully online, keeping personal information private and recognise common uses of information technology beyond school

# Year 1: Art and Design

Use experiences and ideas as the inspiration for artwork

Share ideas using drawing, painting and sculpture

Explore a variety of techniques

Learn about the work of a range of artists, artisans and designers

# Year 1: Music

Use their voices expressively by singing songs and speaking chants and rhymes

Play tuned and untuned instruments musically

Listen with concentration and understanding to a range of high-quality live and recorded music

Make and combine sounds using the inter-related dimensions of music

# Year 1: Design and Technology

Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making.

<b>Design</b>	Design purposeful, functional, appealing products for themselves and other users based on design criteria
	Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
<b>Make</b>	Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing
	Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics
<b>Evaluate</b>	Explore and evaluate a range of existing products
	Evaluate their ideas and products against design criteria
<b>Technical knowledge</b>	Build structures, exploring how they can be made stronger, stiffer and more stable
	Explore and use mechanisms, such as levers, sliders, wheels and axles, in their products
<b>Cooking and nutrition</b>	Use the basic principles of a healthy and varied diet to prepare dishes
	Understand where food comes from

# Year 1: PE

Participate in team games, developing simple tactics for attacking and defending

Perform dances using simple movement patterns

# Year 1: RE

Study the main stories of Christianity

Study at least one other religion. Choose from Buddhism, Hinduism, Islam, Judaism or Sikhism

Study other religions of interest to pupils