

Year 1 Curriculum Links Summer 1

Around the world



Enrichment:

Visitor – Around the world day

Immersion:

Mapping the journey of Barnaby Bear

English

- Diary Writing – Barnaby Bears adventures and experiences.
- Postcard/ Letter home –Detailing what he has seen and his thoughts and feelings.
- Non Chronological report – Produce information sheet on different countries visited.
- Advert – Barnaby Bear loses his suitcase pleas for help to find it.
- Job description – Write a job description to be a zoo keeper or safari leader.
- Handa’s Surprise – Reading comprehension share=re the title and cover. Predict what the surprise might be. Read the blurb on the back cover? Does this give any more clues about the surprise?
- Retell the story of Handa’s surprise in the form of a storyboard with captions and speech bubbles for each character / animal.
- Packing instructions list for Barnaby Bear based upon items needed dependent on the climate visited.
- Plan an interview with somebody who lives in Australia.
- Newspaper report – On Barnaby’s adventure
- Bear Hunt - Look at the description of the bear. Choose another animal and write a similar description.

Mathematics

- Bear Hunt - describe position, directions and movements to locate the bear
- Problem solving –
- Time – around the world
- Data Handling – carry out a survey of the places teachers/ pupils have visited in the last year.
- Money – Handa fruits – Real life context what coins could they use or notes to by the fruits Handa has picked. Recognise and know the value of different denominations of coins and notes
- Measure - recognise and use language relating to dates, including days of the week, weeks, months and years – Compile the journal dates of Barnaby Bear on his travels. Can they order them correctly?
- Number Bonds with Sticks –
- Measuring with sticks outside – Label a stick with 10 cm markers and children to explore the outside grounds measuring items.
- Count people on an aeroplane bus. Use role play to explore people getting on the aeroplane, and off and so on.
- Tickets would add money for plane ticket

Geography

Locational knowledge

- Name and locate the world’s seven continents and five oceans
- Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas

Place knowledge

- Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country

Human and physical geography

- Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles
- 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
- Key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop

Geographical skills and fieldwork

- Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage
- Use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map
- 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
- Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.

Art & Design

- To use a range of materials creatively to design and make products
- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- 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.

PE

- 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
- Participate in team games, developing simple tactics for attacking and defending
- Perform dances using simple movement patterns.

SMSC

- Spiritual - Foster their emotional life and express their feelings, Experience moments of stillness and reflection and discuss their beliefs, feelings, values and response to personal experiences
- Moral - Listen and respond appropriately to the views of others and gain the confidence to cope with setbacks and learn from mistakes.
- Social - Develop their compassion for others in society
- Cultural - Recognise world faiths and beliefs and the impact they have on our culture.

RE

- **Theme:** Jesus as a friend
- **Key Question:** Was it always easy for Jesus to show friendship?
- **Religion:** Christianity

Science

Plants

- Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees.
- Identify and describe the basic structure of a variety of common flowering plants, including trees.

Animals including humans

- Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals
- Identify and name a variety of common animals that are carnivores, herbivores and omnivores
- Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets)
- Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

Everyday Materials

- Distinguish between an object and the material from which it is made
- Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock
- Describe the simple physical properties of a variety of everyday materials
- Compare and group together a variety of everyday materials on the basis of their simple physical properties.

Seasonal Changes

- Observe changes across the four seasons
- Observe and describe weather associated with the seasons and how day length varies.

Music

- Use their voices expressively and creatively 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
- Experiment with, create, select and combine sounds using the inter-related dimensions of music.

DT

Design

- 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

Make

- Select from and use a range of tools and equipment to perform practical tasks [for example, 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

Evaluate

- Explore and evaluate a range of existing products
- Evaluate their ideas and products against design criteria

Technical knowledge

- Build structures, exploring how they can be made stronger, stiffer and more stable
- Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

Cooking & Nutrition

- use the basic principles of a healthy and varied diet to prepare dishes
- Understand where food comes from.

History

- Changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life
- Events beyond living memory that are significant nationally or globally [for example, the Great Fire of London, the first aeroplane flight or events commemorated through festivals or anniversaries]
- 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 [for example, Elizabeth I and Queen Victoria, Christopher Columbus and Neil Armstrong, William Caxton and Tim Berners-Lee, Pieter Bruegel the Elder and LS Lowry, Rosa Parks and Emily Davison, Mary Seacole and/or Florence Nightingale and Edith Cavell]
- Significant historical events, people and places in their own locality.

Computing

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content
- Recognise common uses of information technology beyond school
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.