

Geography

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.

History

Learn about changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life.

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.

D/T

Design purposeful, functional, appealing products for themselves and other users based on design criteria.

Curriculum Map Year 1 Summer Term

Art

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

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

Computing

To understand that computer programs work by following instructions called code.

To use object and action code blocks to make a computer program.

To understand what an event is in coding.

To understand the purpose of an output and to be able to 'read' code to find out what it does.

To change aspects of the design view.

To plan and make a computer program