Zetland Primary		Connected Curriculum	Key Stage: Key Stage 1	Year gr
School		Autumn: Ourselves	Spring : Weather and the Seasons	
Speaking & Listening Reading Guided reading		Focus Text/s: Goldilocks and the Three Bears <i>'Life stories'</i> – Shirley Hughes books	Focus Text/s: Weather Poems Weather Stories	
Non-fiction, reference books/textbooks, dictionaries	English	Reading: Fairy stories/traditional tales Key stories linked to themes	Reading: Wider range linked to other w orld Poems	
Writing Non-narrative Transcription, Handwriting, VGP		Writing linked to reading:	Writing linked to reading:	
Number Measurement Geometry Statistics curriculum application	Maths	Number Measurement-measures, money Geometry Statistics	Number Measurement-time Geometry Statistics	
Working Scientifically	Science	 Hum ans Identify, name, draw and label the basic parts of the human body and say w hich part of the body is associated with each sense. Notice that animals, including humans, have offspring which grow into adults. Find out about and describe the basic needs of animals, including humans, for survival (water, food and air) Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene. 	 Seasonal Change Observe changes across the four seasons Observe and describe w eather associated with the seasons and how day length varies. 	 Plants Identify and name evergreen trees. Identify and desc trees. Observe and des Find out and desc and stay healthy.
Chronology Know ledge & Understanding Enquiry Historical terms Historical sources	History	Significant individuals: Florence Nightingale Events: Remembrance Day Changes in living memory: Toys	Earth from Space Significant individuals: Neil Arm strong Artists linked to Seasonal Paintings Events: Shrove Tuesday	Signi
Geographical skills and fieldw ork	Geography	 Geographical skills and fieldwork Use locational, directional language (e.g. 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 fieldw ork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment. 	 Locational knowledge Name and locate the w orld's seven continents and five oceans. 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 Identify seasonal and daily w eather patterns in the United Kingdom and the location of hot and cold areas of the w orld in relation to the Equator and the North and South Poles. Geographical skills Use w orld maps, atlases and globes to identify the United Kingdom and its countries, as w ell the countries, continents and oceans studied at this key stage. 	 Geographical skills a Use sim ple com directional langua and routes on a n Use aerial photog and physical feat o devise
Design and Make Skills and techniques Evaluate Know ledge of ' <i>artists</i> '	Art and design	Drawing and Sculpture – Portraits and Sculpture Artists	Drawing and Painting - Seasonal Change Artists Monet/ Van Gogh	
Design Make Evaluate	Design and technology	Cooking and nutrition Use the basic principles of a healthy and varied diet to prepare dishes. Technical knowledge: Mechanisms :Toys Explore and use mechanisms – levers, sliders, wheels and axles	Materials Textiles :	Use the ba
E-safety	Computing	 'Logging On' and E-safety Use technology safely and respectfully, keeping personal information private; identify w here to go for help and support w hen they have concerns about content or contact on the internet or other online technologies. Using technology purposefully Use technology purposefully to create, organise, store, manipulate and retrieve digital content. 	Common uses of technology Recognise common uses of information technology beyond the school.	 h and that pro Use logi
History of Music- knowledge & appreciation	Music	Voices Use their voices expressively and creatively by singing songs and speaking chants and rhymes Experimenting Experiment with, create, select and combine sounds using the inter-related dimensions of music.	Voices Use their voices expressively and creatively by singing songs and speaking chants and rhymes Listening and understanding music Listen w ith concentration and understanding to a range of high-quality live and recorded music	Instruments Play tuned and untune Experimenting Experiment with, crea music.
Participation, Evaluation and Improvement	Physical education	Fundamental Skills Gymnastics	Dance	

oup: Year 1 and 2

Cycle A

Summer: The Secret Garden

Focus Text/s The Queen's Knickers The Secret Garden/ Percy the Park Keeper

> Reading: Key stories linked to theme Classical Poems

Writing linked to reading:

Number Measurement Geometry-shape and position Statistics

e a variety of common wild and garden plants, including deciduous and

ribe the basic structure of a variety of common flow ering plants, including

cribe how seeds and bulbs grow into mature plants. cribe how plants need w ater, light and a suitable temperature to grow

ificant individuals: Queen Elizabeth IV Queen Victoria

Local History: Parks

and fieldwork

npass directions (North, South, East and West) and locational, age (e.g. near and far, left and right), to describe the location of features map.

graphs and plan perspectives to recognise landmarks and basic human tures;

a simple map; and use and construct basic symbols in a key.

Drawing, Painting and Craft –Plants Artist / Designer Matisse / William Morris

Materials: Construction: Gardens Cooking and nutrition asic principles of a healthy and varied diet to prepare dishes. Understand w here food comes from.

Algorithms and programming

Understand w hat algorithms are; now they are implemented as programs on digital device; ograms execute by following precise and unambiguous instructions. Create and debug simple programs. ical reasoning to predict the behaviour of simple programs.

ed instruments musically

te, select and combine sounds using the inter-related dimensions of

Team games