

Year 1

Art

Using Materials	Drawing	Use colour, pattern, texture, line, form, space and shape	Range of artists
<i>Use a range of materials creatively to design and make products</i>	<i>Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</i>	<i>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</i>	<i>Study a range of artists, craft makers and designers</i>
<ul style="list-style-type: none"> Know how to cut, roll and coil materials Know how to use IT to create a picture 	<ul style="list-style-type: none"> Know how to show how people feel in paintings and drawings Know how to use pencils to create lines of different thickness in drawings 	<ul style="list-style-type: none"> Know how to create moods in art work Know the names of the primary and secondary colours Know how to create a repeating pattern in print 	<ul style="list-style-type: none"> Describe what can be seen and give an opinion about the work of an artist Ask questions about a piece of art

Design Technology

Designing	Making	Evaluating	Technical Knowledge	Food Technology
<i>Design – purposeful, functional, appealing products for themselves and other users based on design criteria</i>	<i>Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</i>	<i>Explore and evaluate a range of existing products</i>	<i>Build structures, exploring how they can be made stronger, stiffer and more stable</i>	<i>Use the basic principles of a healthy and varied diet to prepare dishes</i>
<i>Design – generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</i>	<i>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</i>	<i>Evaluate their ideas and products against design criteria</i>	<i>Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products</i>	<i>Understand where food comes from</i>
<ul style="list-style-type: none"> Use own ideas to design something and describe how their own idea works Design a product which moves Explain to someone how they want to make their product and make a simple plan before making 	<ul style="list-style-type: none"> Use own ideas to make something Make a product which moves Choose appropriate resources and tools 	<ul style="list-style-type: none"> Describe how something works Explain what works well and not so well in the model they have made 	<ul style="list-style-type: none"> Make their own model stronger 	<ul style="list-style-type: none"> Cut food safely

Music

Singing	Playing an instrument	Listen and appreciate	Create own music
<i>Pupils should be taught to use their voices expressively and creatively by singing songs and speaking chants and rhymes</i>	<i>Pupils should be taught to play tuned and un-tuned instruments musically</i>	<i>Pupils should be taught to listen with concentration and understanding to a range of high-quality live and recorded music</i>	<i>Pupils should be taught to experiment with, create, select and combine sounds using the inter-related dimensions of music</i>
<ul style="list-style-type: none"> Make different sounds with voice and with instruments Follow instructions about when to play and sing 	<ul style="list-style-type: none"> Use instruments to perform and choose sounds to represent different things 	<ul style="list-style-type: none"> Say whether they like or dislike a piece of music 	<ul style="list-style-type: none"> Clap and repeat short rhythmic and melodic patterns Make a sequence of sounds and respond to different moods in music

Computing

Algorithms	Create programs	Reasoning
<i>Pupils should be taught to understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</i>	<i>Pupils should be taught to create and debug simple programs</i>	<i>Pupils should be taught to use logical reasoning to predict the behaviour of simple programs</i>
<ul style="list-style-type: none"> Create a series of instructions and plan a journey for a programmable toy 	<ul style="list-style-type: none"> Create, store and retrieve digital content 	
Using technology	Uses of IT beyond school	Safe use
<i>Pupils should be taught to use technology purposefully to create, organise, store, manipulate and retrieve digital</i>	<i>Pupils should be taught to recognise common uses of information technology beyond school</i>	<i>Pupils should be taught to use technology safely and respectfully, keeping personal information private</i>
		<i>Identify where to go for help and support when they have concerns about content or contact on the Internet or other online technologies</i>
<ul style="list-style-type: none"> Use a website and a camera Record sound and play back 	<ul style="list-style-type: none"> Talk about some of the IT uses in their own home 	<ul style="list-style-type: none"> Use technology safely Keep personal information private

Physical Education

Gymnastic Movements	Basic movements and team games	Dance
<i>Developing balance, agility and co-ordination, and begin to apply these in a range of activities</i>	<i>Master basic movements including running, jumping, throwing and catching, as well as participate in team games, developing simple tactics for attacking and defending</i>	<i>Perform dances using simple movement patterns</i>
<ul style="list-style-type: none"> Make body curled, tense, stretched and relaxed Control body when travelling and balancing Copy sequences and repeat them Roll, curl, travel and balance in different ways 	<ul style="list-style-type: none"> Throw underarm Throw and kick in different ways 	<ul style="list-style-type: none"> Perform own dance moves Copy or make up a short dance Move safely in a space