







Year 1 Creative Curriculum 2016/17

	Theme	Science	Computing	History	Geography	Art & Design	Design Technology	Music	PE	SEAL
Autumn 1	 Rio de Vida	Answering scientific questions by carrying out simple tests, observing what has happened, suggesting answers to their questions and recording their results Everyday Materials	Basic computer skills and security. Digital animations.		Locating countries and cities: comparing areas of the UK with Rio.	Using a range of materials to design and create colourful masks and headdresses.	Using a range of materials to design and construct a range of carnival instruments.	Experimenting with percussion instruments to recreate carnival music.	Dance	New Beginnings
Autumn 2	 Moon Zoom!	Answering scientific questions by carrying out simple tests, observing what has happened, suggesting answers to their questions and recording their results Everyday Materials	Algorithms Using technology to create, organise, store, manipulate and retrieve digital content Uses of IT beyond school	Changes within living memory Learning about the lives of significant individuals		Using materials creatively	Product design Evaluating their design ideas and other products Mechanisms	Singing Experimenting with music	Running, jumping and ball skills.	Getting on and falling out Say no to bullying

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Spring 1	 <p>Paws, Claws & Whiskers</p>	Answering scientific questions by carrying out simple tests, observing what has happened, suggesting answers to their questions and recording their results The Human body Animals Carnivores, herbivores and omnivores	Using technology to create, organise, store, manipulate and retrieve digital content		Using maps, atlases and globes to identify the UK, countries, continents and oceans Aerial photographs, plans and maps	Using materials creatively Drawing, painting and sculpture Art and design techniques Learning about other artists	Product design Select and use a range of materials	Singing Tunes and un-tuned instruments	Games	Going for goals!
Spring 2	 <p>Dinosaur Planet</p>	Animals Carnivores, herbivores and omnivores Plants	Logical reasoning and prediction when using programs Using technology to create, organise, store, manipulate and retrieve digital content	Events beyond living memory	Continents and oceans	Using materials creatively Drawing, painting and sculpture Art and design techniques	Product design Using a range of tools and equipment Select and use a range of materials	Singing Tunes and un-tuned instruments Composing songs	Team games	Good to be me

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Summer 1	 <p>Enchanted Woodland</p>	Plants and animals Classification	Using technology to create, organise, store, manipulate and retrieve digital content		Compass directions Aerial photographs, plans and maps	Using materials creatively Drawing, painting and sculpture Art and design techniques	Select and use a range of materials Building structures	Using percussion instruments to make animal and forest sounds	Team games	Relationships
Summer 2	 <p>Bright Lights, Big City</p>	Everyday Materials Making observations and suggesting answers to questions	Algorithms Creating simple programs Using technology to create, organise, store, manipulate and retrieve digital content Uses of IT beyond school Safe and respectful use of technology	Events beyond living memory	Geographical vocabulary associated with human features The four countries, capital cities and main characteristics of the United Kingdom Similarities and differences between human and physical geography features of a town in the UK and a contrasting area in a non-European country Compass directions		Where does food come from? Product design Select and use a range of materials Building structures Mechanisms	Singing traditional songs and nursery rhymes	Gymnastics	Changes