

## GREAT SANKEY PRIMARY SCHOOL Key Stage 1 Yearly Overview Cycle B

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
MATHS	<b>WRM</b> - Autumn Term		WRM - Spring Term		WRM- Summer Term	
ENGLISH	Autumn Te	erm Units	Spring Term Units		Summer Term Units	
SCIENCE (Working scientifically throughout topics.)	Seasonal changes – of Animals  • Identify and name a variety of common		bserve and describe weather associated with the seasons and how		the length of day varies  Plants	
	<ul> <li>animals</li> <li>Identify and name carnivores, herbivores, omnivores</li> <li>Describe &amp; compare structure of common animals</li> </ul>		<ul> <li>Everyday Materials</li> <li>Compare and group everyday materials</li> <li>Identify and compare suitability of everyday materials</li> <li>Changing shape of some solids</li> </ul>		<ul> <li>Identify and name common plants</li> <li>Parts of a plant</li> <li>Basic needs – water and light testing.</li> <li>Life cycle - germinate grow, reproduce</li> </ul>	
HISTORY	How has transport changed over time? A study which looks at changes to transport over the past 100 years		What was so 'great' about the Great Fire of London? A study of the Great Fire of London. When it happened, where it happened, how it happened and who was involved		What do the Royal Family mean to us? A study of Queen Elizabeth 1 to our current Queen. Looking at members of the Royal family and their roles past and present.	
GEOGRAPHY	Can a meerkat live in the North Pole? Using maps, atlases and globes, locate the equator and hot and cold places. Discuss knowledge around these regions		Where would you prefer to live – the UK or Australia? A study of a UK coastal location compared to the Gold Coast, looking at the human and physical geography		Where can I find the Queen? An understanding of England and its place in the UK with a greater focus on the capital city and its relation to Warrington	
PE	<b>Real PE</b> Unit 2 (Social Skills) <b>Multi skills</b> Football – Ball control	Dance  Multi skills  Netball – throwing & catching	Gymnastics Shape, Travel, Balance Multi skills Rugby – passing, tagging, scoring	Real PE Unit 3 (Cognitive skills) Real PE Unit 5 (Applying physical skills)	Dance Creative Steps – motifs, pattern, travel Team games Kick rounders / kwik cricket	Real PE Unit 6 (Health & Fitness) Athletics Running, jumping, throwing
COMPUTING	Online Buddies Safe Communication	<b>My Online Life</b> E-Safety	What is a Computer? Different computer components	<b>Heads Up</b> Game Creation	Story Land Creating an audio book	Drawing Maths Apps to explore shape, number, problem solving
ART	Painting (colour mixing, study of David McEown and his paintings on polar regions) Sculpture (making sculptures of transport) Print (repeating patterns of animal fur, feathers) Textiles (dip dyeing)		Painting (Use fire paintings by Stephanie Peters to inspire Fire of London paintings)  Drawing (Still life pencil drawings of shells)  Print (Study of Aboriginal artists and art to print aboriginal prints)  Digital Media (create Aboriginal art using digital tools)		Collage (natural environment collages) Sculpture (clay busts of Royal family) Drawing (portrait sketches) Textiles (Create a class London tapestry)	
DT	<b>Mechanisms</b> Wheels and Axles		<b>Textiles</b> Templates and joining techniques		<b>Food</b> Preparing fruit and vegetables	
RE	How Do We Respond to The Things That Really Matter?					
	<b>Christianity</b> Looking after the world	<b>Christianity</b> Light of the World	<b>Hindu dharma</b> Beliefs	<b>Islam</b> Behaviour	<b>Christianity</b> Unity	<b>Judaism</b> Behaviour
PSHE	Families and Friendships; Respecting Ourselves and Others; Money & Work (Y2)		Growing and Changing; Media Literacy & Digital Resilience; Physical Health & Mental Wellbeing (Y2)		Belonging to a Community; Keeping Safe; Safe Relationships (Y2)	
	'Together We Learn and Grow'	'Hopes and Dreams'	'Safer Internet'	'Fairtrade Fortnight'	'Deaf Awareness Week'	'Refugee Week'
MUSIC	Hey You!	Rhythm in The Way We Walk	I Wanna Play in a Band	Round and Round	Friendship Song	Reflect, Rewind, Replay