

	Music	Science	Art and Design	Design Technology	Computing	PE	Geography
Programme of Study	<p>Listen with concentration and understanding to a range of high-quality live and recorded music.</p> <p>Play tuned and untuned instruments musically.</p> <p>Experiment with, create, select and combine sounds using the interrelated dimensions of music.</p> <p>Use their voices expressively and creatively by singing songs and speaking chants and rhymes.</p> <p>Play tuned and untuned instruments musically.</p> <p>Experiment with, create, select and combine sounds using the interrelated dimensions of music.</p>	<p>Develop understanding of the nature, processes and methods of science through different types of science enquiries that help them to answer scientific questions about the world around them.</p> <p>Perform simple tests.</p> <p>Gather and record data to help in answering questions.</p> <p>Use their observations and ideas to suggest answers to questions.</p>	<p>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p>	<p>Build structures, exploring how they can be made stronger, stiffer and more stable.</p> <p>Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing).</p> <p>Evaluate their ideas and products against design criteria.</p>	<p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>	<p>Perform dances using simple movement patterns.</p>	<p>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.</p>

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Year 1 Learning Intention (Skills)	<p>Listen and respond to a range of high-quality live and recorded music and songs.</p> <p>Copy a simple rhythm or pulse by clapping or using percussion.</p> <p>Create, select and combine sound effects or rhythms using a variety of instruments, objects and the voice.</p> <p>Play and sing pieces of music, starting and finishing together.</p> <p>Sing traditional songs, nursery rhymes and chants clearly.</p> <p>Listen to sounds or a piece of music, identifying basic features.</p>	<p>Compare shadows made by different objects and materials.</p> <p>With support, follow instructions to perform simple tests and begin to talk about what they might do or what might happen.</p> <p>With support, gather and record simple data in a range of ways (data tables, diagrams, Venn diagrams).</p> <p>Talk about what they have done and say, with help, what they think they have found out.</p>	<p>Identify and use paints in the primary colours.</p>	<p>Construct simple structures, models or other products using a range of materials.</p> <p>Select the appropriate tool for a simple practical task.</p> <p>Talk about their own and each other's work, identifying strengths or weaknesses and offering support.</p>	<p>Select appropriate software to complete given tasks using text, images, audio and video clips.</p>	<p>Copy, create and remember simple movement patterns, showing awareness of rhythm.</p>	<p>Draw or read a simple picture map.</p>

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Year 1 Knowledge	<p>Responses to music include playing or clapping along to the pulse and rhythms, humming or singing melodies, creating actions and dance movements, and using adjectives, such as lively or cheerful, to describe the music.</p> <p>A rhythm is a pattern or grouping of long and short sounds and is one of the basic elements of music. A pulse is a steady beat, like a heartbeat. People can clap or tap their feet to the pulse.</p> <p>Sounds can be made by playing tuned or untuned instruments, using the voice, hitting, shaking or scraping objects, or using the body to make percussive sounds. A rhythm is a pattern or grouping of long and short sounds and is one of the basic elements of music.</p> <p>Play and sing pieces of music, starting and finishing together.</p> <p>A piece of music played by a group of musicians should be played at the same time. Musicians should finish together to make the piece of music sound pleasing and ensure that the audience can hear the tune. Listening to others, watching a conductor and counting beats accurately can help musicians to play or sing at the same time as each other.</p> <p>Traditional songs, nursery rhymes and chants have been passed down to different generations using the oral tradition. They usually contain repeated rhythms or melodies, a strong pulse and rhyming words.</p> <p>Basic, easily identifiable features of music are the tempo (quick or slow), the dynamics (loud or quiet), instruments used and the feelings that the music engenders, such as happiness, anger or fear.</p>	<p>Shadows are normally the same shape as the object that cast them. Shadows change during the day as the Sun appears to change position in the sky. Shadows occur where light is blocked by an opaque object.</p> <p>Simple tests can be carried out by following a set of instructions.</p> <p>Data can be recorded and displayed in different ways, including tables, pictograms and drawings.</p> <p>The results are information that has been found out from an investigation.</p>	<p>The primary colours are red, yellow and blue.</p>	<p>Specific tools are used for particular purposes. For example, scissors are used for cutting and glue is used for sticking.</p> <p>A strength is a good quality of a piece of work. A weakness is an area that could be improved.</p> <p>Different materials can be used for different purposes, depending on their properties. For example, cardboard is a stronger building material than paper. Plastic is light and can float. Clay is heavy and will sink.</p>	<p>Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software. It can be used to create and combine digital content for different audiences and purposes.</p>	<p>Different parts of the body can be used to create movements, such as stepping, stretching, skipping or crouching. Two or more movements can be ordered to create a movement pattern.</p>	<p>A map is a picture or drawing of an area of land or sea that can show human and physical features. A key is used to show features on a map. A map has symbols to show where things are located.</p>