

	Science	Computing	Design and Technology	Art and Design	Geography	Music	PE
Programme of Study	<p>Observe closely, using simple equipment.</p> <p>Identify and name a variety of plants and animals in their habitats, including microhabitats.</p> <p>Find out about and describe the basic needs of animals, including humans, for survival (water, food and air).</p> <p>Ask simple questions and recognise that they can be answered in different ways.</p> <p>Perform simple tests.</p> <p>Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.</p> <p>Notice that animals, including humans, have offspring which grow into adults.</p> <p>Use their observations and ideas to suggest answers to questions.</p>	<p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <p>Create and debug simple programs.</p> <p>Use logical reasoning to predict the behaviour of simple programs.</p> <p>Recognise common uses of information technology beyond school.</p> <p>RHE – Health Education Know that for most people the internet is an integral part of life and has many benefits.</p> <p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</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>Use the basic principles of a healthy and varied diet to prepare dishes.</p>	<p>Produce creative work, exploring their ideas and recording their experiences.</p> <p>Use a range of materials creatively to design and make products.</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>	<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>Perform dances using simple movement patterns.</p>

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Year 1 Learning Intention (Skills)	<p>Identify, compare, group and sort a variety of common animals, including fish, amphibians, reptiles, birds, invertebrates and mammals, based on observable features.</p> <p>Describe how to care for plants and animals, including pets.</p>	<p>Follow a sequence of steps to solve a problem and create instructions that others can follow (for floor robots or onscreen sprites).</p> <p>Recognise the ways digital technology can be used in the classroom, home and community.</p> <p>Observe and explore outcomes when buttons are pressed in sequences on a robot and identify and debug a simple algorithm.</p> <p>Select appropriate software to complete given tasks using text, images, audio and video clips.</p>	<p>Measure and weigh food items using non-standard measures, such as spoons and cups.</p>	<p>Communicate their ideas simply before creating artwork.</p> <p>Design and make art to express ideas.</p>	<p>Draw or read a simple picture map.</p>	<p>Play and sing pieces of music, starting and finishing together.</p>	<p>Copy, create and remember simple movement patterns, showing awareness of rhythm.</p>

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Year 1 Knowledge	<p>Animals are living things. Animals can be sorted and grouped into six main groups: fish, amphibians, reptiles, birds, invertebrates and mammals.</p> <p>Living things need to be cared for in order for them to survive. They need water, food, warmth and shelter.</p>	<p>An algorithm is a sequence of steps, instructions or rules that is used to perform a specific task. Algorithms can be followed by people or digital equipment. For algorithms to achieve the end goal, instructions have to be accurate and followed sequentially.</p> <p>Technology is used in many ways to do different jobs, such as using an interactive whiteboard in the classroom, using a tablet to do online shopping at home or using scanners in a shop in the community.</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>Using non-standard measures is a way of measuring that does not involve reading scales. For example, weight may be measured using a balance scale and lumps of plasticine.</p> <p>Length may be measured in the number of handspans or pencils laid end to end.</p>	<p>Discussion and initial sketches can be used to communicate ideas and are part of the artistic process.</p> <p>Ideas can be created through observation (looking closely), imagination (creating pictures in the mind) and memory (remembering experiences from the past).</p>	<p>A map is a picture or drawing of an area of land or sea that can show human and physical features.</p> <p>A key is used to show features on a map. A map has symbols to show where things are located.</p>	<p>A piece of music played by a group of musicians should be played at the same time.</p> <p>Musicians should finish together to make the piece of music sound pleasing and ensure that the audience can hear the tune.</p> <p>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>Different parts of the body can be used to create movements, such as stepping, stretching, skipping or crouching.</p> <p>Two or more movements can be ordered to create a movement pattern.</p>