

# Curriculum

## Overview

Year 1 (Key Stage 1)

2023-2024



BRITISH SCHOOL  
OF GENEVA



International<sup>®</sup>  
Schools  
Partnership

Subject	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5
Topic	I'm alive	Toys	Once Upon a Time	Food and Farming	Let's go on Safari!
History	My personal timeline	Discover how toys were in the past and how they are now; explore the toys our parents and grandparents played with.	Castles- historical places in their own locality. Features of a castle, case study of a castle, Designing a shield	How has farming changed?	
Geography	Where do I live? Continent, country, town		Location of castles - use of maps	Farming - what do you find on a farm, how do seasons affect farms?	Visit Kenya, in Africa and explore the weather, people and landscapes. Compare Kenya to Europe and find it on the map.
Science	Ourselves: The body - basic parts of the human body, senses, growth, hygiene	Living things and their habitats Our pets	Everyday materials Let's build	Everyday Materials Marvellous materials	Seasonal Changes - focus on the weather What's growing in our gardens.
English	Non Fiction: All About Me booklet. Fiction: We're Going On a Bear Hunt T4W Poetry: Poems with repeating patterns and rhymes Grammar, Spelling and Punctuation: Uppercase and lowercase letters, verbs, capital letters and full stops, finger spaces.	Fiction: Dogger T4W Non Fiction: Elf on the Shelf letter writing/ diary writing Poetry: Winter acrostic poetry, Christmas riddles. Grammar, Spelling and Punctuation: Personal pronoun 'I', prefix un, suffix -s, capital letters and full stops, writing sentences.	Fiction: Rapunzel T4W, Non Fiction- Recount of a trip to a castle Spelling, Punctuation and Grammar: Singular Nouns, Past and Present Verbs, Suffix -ed, Capital Letters for the days of the week.	Fiction: The Enormous Turnip T4W Non Fiction: Instructional Texts: How to write a recipe for a Fruit salad Poetry: Silly food poems Spelling, Punctuation and Grammar: nouns, verbs, adjectives	Fiction: Tyrannosaurus Drip T4W Non Fiction: Non-chronological report on a dinosaur. Poetry: Roar! Dinosaur shape Poem Spelling, Punctuation and Grammar: punctuating sentences, noun suffixes, exclamation & question marks, capital letters for proper nouns & conjunctions
Mathematics	Place Value within 10: count on and backwards from any given number, find one more and one less, less, greater than, less than, equal to, learn wholes and parts, compare groups and numbers, order objects and numbers	Addition and Subtraction within 10: Part-Whole model, number bonds to 10, addition and subtraction problems, add and subtract 1 or 2 Geometry: Recognise, sort and name 2D and 3D shapes, make patterns with 2D and 3D shapes	Place Value within 20: count and understand numbers to 20, find one more and one less, estimate on a number line, order and compare numbers to 20 Addition and Subtraction within 20: add and subtract using number bonds,	Place value within 50: count from 20 to 50, partition in 10s and 1s, find one more and one less within 50 Measurement: compare and measure lengths and heights in centimetres, compare	Multiplication and Division: count in 2s, 5s and 10s, make arrays and equal groups Fractions: find and recognise 1/2s and 1/4s of shapes and quantities Position and direction: describe position and turns - left, right

			number bonds to 20, doubles and near doubles, missing number problems	and measure mass and capacity, compare volume	forwards, backwards, above, below Place value: count from 50 to 100, tens to 100, compare two 2-digit numbers Measurement: recognise and count in coins, days of the week, months of the year, hours, minutes, seconds, tell the time to the hour and half hour
<b>PSHE</b>	Family and relationships	Health and Wellbeing	Safety & The Changing Body	Citizenship	Economic Wellbeing
<b>Music</b>	Pulse and Rhythm- All about me-	Underwater - Musical vocabulary timbre	The Three Little Pigs timbre	Dynamics and tempo- animals theme	Pitch and Tempo Dinosaurs Vocal and body sounds Focus on Aladdin songs
<b>ICT</b>	Getting Started Unit: Using Sketchpad Use Paint for Android to create different faces/emotions/portrait Kapow - Mouse Skills and Getting Started	Programming: Bee Bot	Programming - All About Instructions	Programming - Algorithms	Introduction to Data
<b>Art/DT</b>	Self portraits- photo tracing, mood colours (colour monsters) Kapow unit Marvellous marks Free expression with paint  Design, make and evaluate photograph frames for a special photo.	Painting and mixed media - colour splash Art and design skills Make toys out of paper	Sewing and weaving felt work - create a purse or mobile phone pocket	Food art - making artwork out of food, animals Giuseppe Arcimboldo. Planbee Flower pressing	Seasons & Plant art: sculpture using parts of plants (Andy Goldsworthy) 'Land Art', Orla Kiely potato printing, creating a rain gauge, windsock, 3D Dinosaurs
<b>French</b>	World around me "the four seasons". Autumn: The weather, greetings, lexicon of colours, animals and typical items seen in Autumn. Books relating to Autumn clothes and senses.	World around me "the four seasons". Winter: The weather, greetings, lexicon of colours, animals and typical items seen in Winter. Books relating to Autumn clothes, colours and food.	World around me "the four seasons". Spring: The weather, greetings, lexicon of colours, animals and typical items seen in Spring. Books relating to Spring clothes and senses.	All about me My school, my clothes, at the park (outdoor games).	The world around me Seasons, under the sea, in the forest and up in the sky.  Protect my world Some words about the environment, a story and a project.

<p>PE</p>	<p>Develop the ability to move at speed:  Relay games: ( running, jumping, rolling, object manipulation)  · travel confidently in a range of ways (running).  · safely play a chasing game with other children.  - confidently negotiate a space.  · change direction when travelling at speed.  · avoid objects when travelling at speed.  ·</p>	<p>Develop the ability to jump in different ways.  · travel confidently in a range of ways (jumping).  · jump in a range of ways.  · jump over a target.  · bend my knees to make myself jump further.  · land safely when jumping</p>	<p>Develop the ability to throw an object.  Obstacle course involving jumping, running, pushing, throwing and colour coordination  · push an object.  · push an object towards a target.  · throw an object.  · throw an object at a target.</p> <p>Beanbag toss (into a hula hoop and/or encircled area)  Bean bag and/or ball thrown into net.  · push an object.  · move an object towards a target.</p>	<p>Develop the ability to throw an object and to throw accurately at a target.  Dodgeball( throwing a ball at an opponent, moving into space,  · develop the ability to move at speed.  · adapt the body when moving at speed.  · learn how to jump safely.  · develop the ability to jump in different ways.</p>	<p>Develop the ability to control a ball in a range of ways.  Kick baseball and Dodgeball  · control a ball and move it around my body.  · move a ball in a range of ways  · catch a ball thrown at me at low speed  · control and bounce a large ball.  · control an object when it is coming towards me.  · communicate with teammates</p>
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