Darlinghurst Academy	
Connected Curriculum Overview **Year 1 Autumn 1** **2018-19**	
Focus area	?
Starting Point	End Product
Wow Moment – What is in the box? Wonderwall – Introduction to old toys	Friendship Day- Sharing toys- Children to carousel around Year 1 classes completing friendship activities.
Homework & independent learning	Reading school books and other books related to the topics e.g. toys. Spellings Discussing toys and stories from the past. Thinking about how to be healthy.
Maths	Count forwards and backwards from zero to 10 and from any given number in that range Count, read and write numbers to 10 in numerals and have an emerging understanding of how to write the words; Represent the numbers to 10 using a range of concrete manipulatives and using their own pictures; Using concrete resources, identify one more and one less than a given number and compare two numbers within 10. Double and halve numbers within 10.
Writing	Adjectives/Story book language Character descriptions. Sentence structure-What makes a good sentence? Create short narratives.
Reading	Sharing the story of Elves and the Shoemaker Recognising the features of instructions. Text immersion. Use of imperative verbs.
Speaking and Listening	Exploring texts through drama and roleplay – Elves and the Shoemaker. Making own shoes Cross curricular RPA- Shoeshop
Science	When I was a baby Name body parts and their purpose Investigation: Using the senses Comparing similarities and differences Keeping healthy

Humanities	Change within living memory; Childhood and technology; toys and stories
	Perspectives: Cultural and social.
	Significant individuals: Ole Kirk Christianson and LEGO
	Sources – older relatives and children; adults toys; colour photographs; stories set in the past; Magic Grandad programme.
	Org and Comm: time lines; open and closed questions; interviewing a visitor; recording an interview; sound; video; photographs; notes and drawings.
	Assemblies with toys and stories shown.
Computing	To understand that a programmable toy can be controlled by inputting a sequence of instructions. To develop and record sequences of instructions as an algorithm. To programme the toy to follow their algorithm. To debug their programmes. To predict how their programmes will work.
MFL	Spanish Core vocabulary – greetings; colours
RE	To talk about my experiences of belonging. To give key examples of how people show they belong to a religion. To explain the meaning of somethings people use to show they belong.
PHSE & British Values	Introducing Yasmin and Tom Relationships: Friends Relationships: Different emotions Growing from young to old Playground games Circle time: My Body Saying sorry: Feelings
Core skill	Achievement: teaching others Belonging: Respect for friends Challenge Determination Excellence
Design and technology	Evaluating baby toys Make a baby toy (mobiles or rattles) Design and make a game Friendship Day – Make a friendship bracelet
Art & Sketchbooks	Observational Drawing Famous paintings .e.g. Breughel's Children's Games Self-Portraits using different techniques Texture Collage Printing

Music	• Introduction to Drama skill working towards performing poems
PE	To throw and catch using a range of apparatus To understand the concept of aiming games To be able to steer and send a ball safely in different directions using a bat
Outdoor learning	What grows at Darlinghurst school Nature detectives Deciduous and evergreen trees
Trips and Visits	V&A Museum, Bethnal Green: Week beginning 16th October 2017