



Chiseldon
Year 1
By the end of this unit children will know...
<ul style="list-style-type: none"> <li>• Where is Chiseldon?</li> <li>• Is Chiseldon a city, town or village?</li> <li>• Basic geographical vocabulary to refer to key physical and human features</li> <li>• Use compass directions and locational language to describe the location of features and routes on a map</li> <li>• Use simple fieldwork and observational skills to study the geography of the school and the key human and physical features</li> </ul>

Intent	Implementation	Impact	Celebrate
<p>The children will explore where Chiseldon is on a map and its relation to the United Kingdom</p> <p>The children will, through simple fieldwork go out and study the area noting key human and physical features of both school and locality</p> <p>Begin to use compass directions and locational language to describe where key features are on a map</p>	<p>Use of maps both local and national to identify where Chiseldon is in relation to the four countries of the United Kingdom</p> <p>Go out into the local area and identify key human and physical features, finding ways to record their findings</p> <p>Use compass directions to get from one area of Chiseldon to another using simple local maps</p>	<p>Children will begin to understand where Chiseldon is in relation to other places within the United Kingdom</p> <p>Children will be able to identify what human and physical features are and their importance to the locality</p> <p>Children will be able to begin to use maps and the associated language to identify key places and features on them</p>	<p>The children will have an understanding of where Chiseldon is in the world, they can celebrate the knowledge they now know about the place many of them live in</p> <p>Children will have a sense of pride about the area they live on as they share what have learnt</p>

Core Subjects: Links to theme
English
Book Talk: Avocado Baby
Write Stuff: Persuasive leaflet
Mathematics
Use the language of: equal to, more than, less than, most, least up to 20. Add & Subtract within 20 Comparison and difference. Represent and use number bonds; read, write, interpret and solve one step problems. Compare, describe, measure, record and solve practical problems
Science
Seasonal changes: keeping a weather chart of the weather daily at school. Plants
Computing
understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions • create and debug simple programs • use logical reasoning to predict the behaviour of simple programs

Title of Topic: Chiseldon Yr: Year1	
Personal Development	Foundation Subjects
Spiritual	History & Geography
Why was Jesus welcomed like a king or celebrity on Palm Sunday?	<ul style="list-style-type: none"> <li>• Look at pictures of How Chiseldon has changed over the years and place them in time order</li> <li>• Identify similarities and differences between Chiseldon in the past and Chiseldon today from a birds eye view</li> <li>• Look at the features of a city, town and village and use these to identify which one Chiseldon is</li> <li>• Look at a map of Chiseldon and use the compass directions to explain where different human and physical features are</li> <li>• • Identify Chiseldon on a map of the UK</li> </ul>
Moral	Art & Design and Design Technology
Know how to keep myself safe	<ul style="list-style-type: none"> <li>• Design and create their own map of Chiseldon</li> </ul>
Social	Music and Languages
Feel good about myself when I make healthy choices	<u>Music</u> <ul style="list-style-type: none"> <li>• Use a sequence of long and short sounds and a mixture of different sounds to create a composition</li> </ul> <u>German</u> <ul style="list-style-type: none"> <li>• Animals, Colours and Sizes</li> </ul>
Cultural	Physical Education
Identify some of the different ways the past has been represented	<ul style="list-style-type: none"> <li>• Create dance routines, using different body parts and actions</li> </ul>

<b>Core Subjects:</b>
<b>English</b>
See below
<b>Mathematics</b>
Use the language of: equal to, more than, less than, most, least up to 20. Add & Subtract within 20 Comparison and difference. Represent and use number bonds; read, write, interpret and solve one step problems. Compare, describe, measure, record and solve practical problems
<b>Science</b>
Sc1/4.1a observe changes across the 4 seasons Sc1/4.1b observe and describe weather associated with the seasons and how day length varies. Sc1/2.1a identify and name a variety of common wild and garden plants, including deciduous and evergreen trees Sc1/2.1b identify and describe the basic structure of a variety of common flowering plants, including trees
<b>Computing</b>
Programming a moving robot. To explain what a given command will do To act out a given command To combine commands to make a sequence To combine four direction commands To plan a simple program To find more than one solution to a problem

<b>Title of Topic: Chiseldon Year: 1 Links to National Curriculum Framework Skills</b>
<b>Foundation Subjects</b>
<b>History &amp; Geography</b>
<ul style="list-style-type: none"> <li>• <u>Geography</u> Ask and answer geographical questions.</li> <li>• Identify key features of a location to say whether it is a city, town, village, coastal or rural area.</li> <li>• Use world maps, atlases and globes to identify the United Kingdom and its countries, continents and oceans studied.</li> <li>• Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas.</li> <li>• Use aerial images and plan perspectives to recognize landmarks and basic physical features.</li> <li>• Use simple fieldwork and observational skills to study the geography of the school and the key human and physical features.</li> <li>• Use basic geographical vocabulary to refer to key physical and human features.</li> <li>• Use compass directions and locational language to describe the location of features and routes on a map</li> </ul>
<b>Art &amp; Design and Design Technology</b>
<ul style="list-style-type: none"> <li>• Explore ideas and collect visual information</li> </ul>
<b>Music and Languages</b>
<u>Music:</u> <ul style="list-style-type: none"> <li>• Composition - Sequence of long and short sounds. Mixture of different sounds</li> </ul>
<u>German:</u> <ul style="list-style-type: none"> <li>• Animals in nature, colours, and sizes</li> </ul>
<b>Physical Education</b>
<u>P.E:</u> <ul style="list-style-type: none"> <li>• Copy and repeat actions</li> <li>• Vary the speed of their actions</li> <li>• Put a sequence of actions together to create a motif</li> <li>• Perform using a range of actions and body parts with some co-ordination</li> </ul>

<b>Core Subjects:</b>
<b>English</b>
Children will complete weekly assessed writes in topic and mystery box writes. Children will complete an assessed write of a persuasive leaflet. Children will read weekly and will answer assessment based questions.
<b>Mathematics</b>
Children will use discreet end of unit assessment sheets.
<b>Science</b>
Children will use the discreet Science End of unit Science Assessments sheet.
<b>Computing</b>
I can match a command to an outcome and predict the outcome. I can follow an instruction and I can give directions I can predict the outcome of a sequence involving commands I can experiment with turn and move commands to move my robot I can choose the order of commands in a sequence I can debug my program I plan two programs I can use two different programmes to get to the same place. I can choose the order of commands in a sequence.

<b>Title of Topic: Chiseldon Year: 1 Core Skills/Assessment Opportunities</b>
<b>Foundation Subjects</b>
<b>History &amp; Geography</b>
<p><b><u>Geography</u></b></p> <p>Children will Look at pictures of How Chiseldon has changed over the years and place them in time order.</p> <ul style="list-style-type: none"> <li>• Children will Identify similarities and differences between Chiseldon in the past and Chiseldon today from a birds eye view.</li> <li>• Children will Look at the features of a city, town and village and use these to identify which one Chiseldon is.</li> <li>• Children will Look at a map of Chiseldon and use the compass directions to explain where different human and physical features are.</li> <li>• Children will Identify Chiseldon on a map of the UK</li> </ul>
<b>Art &amp; Design and Design Technology</b>
<p><b><u>Art &amp; Design</u></b></p> <ul style="list-style-type: none"> <li>• Children will design and create their own map of Chiseldon</li> </ul>
<b>Music and Languages</b>
<p><b><u>Music:</u></b></p> <ul style="list-style-type: none"> <li>• Children can keep a steady beat on the drums</li> </ul> <p><b><u>German</u></b></p> <ul style="list-style-type: none"> <li>• Sprachenut units: 5.4 animals in nature 5.5 colours 5.6 sizes</li> </ul>
<b>Physical Education</b>
<ul style="list-style-type: none"> <li>• Children can copy and repeat actions.</li> <li>• Vary the speed of their actions.</li> <li>• Put a sequence of actions together to create a motif.</li> <li>• Perform using a range of actions and body parts with some co-ordination.</li> </ul>

English

Text Type	Text Structure	Sentence	Useful Vocabulary	Word Classes	
Persuasive Leaflet	<p>Ideas are grouped together for similarity. Writes in first person.</p>	<p>Simple connectives are used to construct simple sentences e.g. and, but, then, so.</p>	<p>It was Brilliant Best Exciting The most Super Fantastic Great It will Now you can Try</p>	<p>Noun What a noun is. Regular plural nouns with 'er' Verbs Third person, first person singular. Ending added to verbs where there is change to root. Simple past tense 'ed' Adjectives Add 'er' and 'est' to adjectives where no change is needed to root word. Connectives/conjunctions Join words and sentences using and/then. Tense Simple past tense 'ed'</p>	<p>Use spaces to separate words. Begin to use full stops. Begin to use exclamation marks. Begin to use exclamation marks. Capital letters for start of sentence, names, personal pronouns. Read words with contractions.</p>

# Mathematics

Number

Calculation

Fractions

Shape & Measure

Data

