



## Whitegate End Primary School - Curriculum Coverage Map Year 1

Subject			Autumn 1 Topic <i>Toy Story</i>	Autumn 2 Topic <i>Funky Freeze</i>	Spring 1 Topic <i>Kings and Queens of the Castle</i>	Spring 2 Topic <i>I'm a Year 1 Get Me Out of Here</i>	Summer 1 Topic <i>Where Do the Wheels on the Bus Go?</i>	Summer 2 Topic <i>Plants</i>
<b>Art and Design</b>	<b>Learning</b>	Use artwork to record ideas, observations and experiences						
		Experiment with different materials to design and make products						
		Explain what he/she likes about the work of others						
		Know the names of tools, techniques and elements that he/she uses						
	<b>Techniques</b>	Use a variety of tools including pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media to represent objects in lines.						
		Explore mark-making using a variety of tools						
		Make structures by joining simple objects together						
		Cut, glue and trim material to create images from a variety of media e.g. photocopies, fabric, crepe paper, magazines						
		Make marks in print using found objects and basic tools and use these to create repeating patterns						
	Sort, cut and shape fabrics and experiment with ways of joining them							
<b>Computing</b>	<b>Computers</b>	Recognise common uses of information technology in the home and school environment						
	<b>Using computers</b>	Use technology purposefully to create digital content						
	<b>E-Safety</b>	Understand where to go for help and support when he/she has concerns about content or contact on the internet or other online technologies						



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	<b>Coding</b>	Predict the behaviour of simple programs						
		Understand what algorithms are and how they are implemented on digital devices						
<b>Design and Technology</b>	<b>Cooking and Nutrition</b>	Talk about what he/she eats at home and begin to discuss what healthy foods are						
		Say where some food comes from and give examples of food that is grown						
		Use simple tools with help to prepare food safely						
	<b>Processes</b>	Create simple designs for a product						
		Use pictures and words to describe what he/she wants to do						
		Select from and use a range of tools and equipment to perform practical tasks e.g. cutting, shaping, joining and finishing						
		Use a range of simple tools to cut, join and combine materials and components safely						
		Ask simple questions about existing products and those that he/she has made						
Build structures, exploring how they can be made stronger, stiffer and more stable								
		Use wheels and axles in a product						