

Clyst Hydon School Foundation/Key Stage 1 Topic Overview

	Autumn	Spring	Summer
Year A	<p><u>Time machine</u> Hook-Crime scene Enrichment: Theatre company Role Play: Bakery</p> <p>Art: Silhouette London's burning pictures History: Fire of London; Famous person: Pepys Geography: Comparisons between London then and now DT: Model of a House/Cooking bread rolls/xmas cooking Science: Grouping Materials RE: Myself Computing Y1: Units 1.6 Creating a card electronically/1.4 finding images using the web Computing Y2: Units 2.1 Programming on Screen/2.3 Taking better Photos Music: Music Express: Exploring Duration/Exploring Pace and Rhythm (Xmas play/singing) PE: - PSHE Y1: Growing and Changing PSHE Y2: Healthy Lifestyles Product: DT/History based: Make a 3D house from the past</p>	<p><u>Explorers - (Circus)</u> Hook/Enrichment- circus workshop Role play: Top hat circus</p> <p>Art: Comment on works of art/painting clowns History: Chronology / circuses in the past Geography: Maps DT: Making tents Science: Changing Materials RE: Leaders/teachers- Christingle Computing Y1: Units 1.3 Illustrating an e-book/Producing a talking book Computing Y2: Units 2.2 Exploring how computer games work / 2.4 Researching a topic Music: Music Express: Exploring pitch /Exploring instruments and symbols PE: PSHE Y1: Keeping Safe PSHE Y2: Healthy Eating Product: Geography based: Create a map</p>	<p><u>Come alive- (Flowers and Insects)</u> Enrichment: Stoves country park/butterfly house Role Play: Garden</p> <p>Art: Painting, Models and patterns (Arts Week) Geography: Weather and Insects across the world Science: Plants and Lifecycles (Science morning) RE: Celebrations Computing Y1: Units 1.6 Using programmable toys/1.2 Filming the steps of a recipe Computing Y2: 2.6 Collecting data about bugs/2.5 Collecting Clues Music: Music Express: Exploring timbre, tempo and dynamics and Exploring sounds. PE: PSHE Y1: Medicines and Drugs PSHE Y2: Feelings and Relationships Product: Science based: Grow a flower from seed</p>
Year B	<p><u>Magic and Mystery (The magic toy maker unit)</u> Hook: Toy work shop, message from the toymaker Role play: Toy workshop</p> <p>History: Toys and games from the past and present/Queen Victoria/ordering events and objects DT: Make and design board game/puppets/xmas cooking Science: Changing Materials RE: Belonging/Celebrations Computing Y1: Units 1.6 Creating a card electronically/1.4 finding images using the web Computing Y2: Units 2.1 Programming on Screen/2.3 Taking better Photos Music: Music Express: Exploring Duration/Exploring (Xmas play/singing) Pace and Rhythm PE: PSHE Y1: Growing and Changing PSHE Y2: Healthy Lifestyles Product: puppets/photos/timeline</p>	<p><u>From A to B</u> Enrichment: Hatching ducks/zoolab Role play: Zoo/Transport</p> <p>History: Transport in the past Geography: Maps/Transport Art: collage Science: Floating and sinking RE: Believing-Christingle Computing Y1: Units 1.3 Illustrating an e-book/Producing a talking book Computing Y2: Units 2.2 Exploring how computer games work. 2.4 Researching a topic Music: Music Express: Exploring pitch /Exploring instruments and symbols PE: PSHE Y1: Keeping Safe PSHE Y2: Healthy Eating Product: Art based - collage Live and Let Live! DT: Build wooden cars Science: Humans and other animals/non-living and living</p>	<p><u>Express yourself (Hurrah for Holidays!)</u> Hook: Passports and role play flight Enrichment: Eden Project Trip Role Play: Airport/Eden project-forest</p> <p>History: Holidays in the past Geography: Places in other countries/Tourism Art: Sand sculptures/souvenir designs (Arts Week) RE: Symbols Computing Y1: Units 1.6 Using programmable toys/1.2 Filming the steps of a recipe Computing Y2: 2.6 Collecting data about bugs/2.5 Collecting Clues Music: Music Express: Exploring timbre, tempo and dynamics / Exploring sounds. PE: PSHE Y1: Medicines and Drugs PSHE Y2: Feelings and Relationships Science: Plants (Science morning) Product: Art based - sand sculpture/holiday painting/souvenir 3Dclay</p>