Themed Days & Weeks Overview for 2023-2024

YEAR ONE

	Term One	Term Two	Term Three	Term Four	Term Five	Term Six
Themed Weeks or Days	Themed Week: Only One You Black History Month: Celebrating our Sisters Harvest	Nativity	Safer Internet Day – e-safety Themed week: Fun at the Fair	Holy Week: Who did Jesus die for?	Themed week: How the World Works	Healthy Living Week
Objectives covered	**Themed Week** **Art** Experiment with & control marks made with range of media (pencils, pens, crayons) Learn about the work of a range of artists, craft makers & designers, describing what they can see. Identify likes and dislikes in their own work. **Harvest** **DT** Group familiar foods eg fruit, vegetables **Art** Print with objects eg vegetables and explore textures eg bubble wrap **Black History Month** **Art** Learn about the work of a range of artists, craft makers & designers, describing what they can see. Experiment with & control marks made with range of media (pencils, pens, crayons) Draw lines and shapes from observation.	**Music** To look at the audience when they are performing Use singing voice. Identify favourite songs Say whether they like or dislike a piece of music. Identify their favourite song and explain why they liked it Know that a chorus keeps repeating. Experiment with different pitches of sound eg by singing in different types of voice. Identify and clap/tap the background pulse in a song. Say whether a piece of music is fast or slow. Listen for background pulse in a song. Perform together as a class. Sing with an awareness of other performers.	**Computing** Understand the internet is good for finding out information and communicating. Know who to tell and what to do if they see something upsetting online. Communicate safely and respectfully online. Write positive comments on the school website/blog. Recognise common uses of information technology in the home and school environment. **DT** Generate and develop ideas through talking and drawing with labels Select from & use a range of simple tools (eg scissors, glues & tapes) to cut, shape, join & finish Select from & use a range of materials & components including materials. Build structures, exploring how they can be made more stable. Evaluate likes and dislikes of finished product	**Art** Use simple graphics package to create images with lines and shapes on computers	**Computing** Understand algorithms are sets of instructions Predict what a simple program eg beebot will do when you press buttons Understand how algorithms are implemented as programs on devices, eg beebots Write a simple program on a device eg by pressing buttons on beebot Understand a problem can be caused by your instructions Identify problems in an algorithm with support from an adult/peer. Fix problems with support from an adult/peer.	**DT** Design purposeful & appealing products for themselves based on given design criteria Group familiar foods eg fruit, vegetables Prepare dishes using fruits and vegetables Draw on their own experience to generate ideas Generate and develop ideas through talking and drawing with labels Select from & use a range of materials & components including ingredients. Use food tools safely – e.g juicers, knives, chopping board, spoons Evaluate likes and dislikes of finished product