

Curriculum Map

Year 1

Year	Autumn Term	Spring Term	Summer Term
English	Sentence structure Full stops, capital letters and finger spaces. Using adjectives. Autumn poetry Use of conjunctions 2a sentences Stories linked to toys now>press>play Full Stops & Capital Letters	Prefixes and suffixes. Exclamation marks and question marks. Stories linked to animals Instruction writing Fact files about animals	Plurals. Revising punctuation Recounts Writing stories based on traditional tales now>press>play Three Little Pigs now>press>play Jack & The Beanstalk now>press>play Goldilocks now>press>play Little Red Riding Hood
Maths	Place value within 10 – recognising numbers within 10, ordering numbers, finding one more and one less. Addition and subtraction within 10	Addition and subtraction within 20. Place value of numbers within 50. Making numbers using concretes and identifying the tens and ones. Measurement: measuring the length and height using non-standard units and standard units.	Introducing multiplication and division using concretes to make groups and split groups. Fractions: finding half and a quarter of objects and quantities. Position and Direction – using positional language, making whole, half and quarter turns.

	Recognising and describing the properties of 2D and 3D shapes. Place value of numbers within 20. Identifying the tens and ones in teen numbers, ordering and comparing numbers, finding one more and one less now>press>play Number Bonds	Measurement: measuring the weight and volume of objects and comparing different objects.	Place Value of numbers within 100, making numbers using concretes, identifying the tens and ones and comparing numbers. Money: recognising coins and notes, making different amounts and totalling amounts of money. This will be introduced through problem solving earlier in the year. Time: telling the time to the hour and half past. Using time vocabulary to order events. This will be introduced earlier in the year and revised continually.
Science	Seasonal changes Investigating water and its properties. Identifying parts of plants and trees. Exploring magnets and making Christmas decorations. now>press>play Seasons	Seasonal changes Human body and animals Labelling parts of the body / sorting animals into groups, what they eat. Dudley Zoo trip. now>press>play Seasons now>press>play Animals now>press>play Humans	Seasonal changes Looking at materials around us linked to the topic 'The Street'. Recognise, describe, and sort best materials for a window, rain hat etc now>press>ploy Everyday Materials
Computing now>press>play Online Safety	Digital Programming, publishing and presenting. Learning how to write code and using various APPs to publish information on toys.	Being a digital artist Drawing portraits of one another. Being a digital presenter using an APP to present information based on our topics.	Developing digital researcher skills in Geography, looking at maps. Developing digital presenter skills in History, based on trip to Blists Hill.

History	Victorian toys compared with modern toys. Victorian Christmas compared with modern Christmas. Trip to Cannock Chase.	Linking to our Animal topic we will be looking at Dinosaurs and looking at the Historian Mary Anning. now>press>play Dinosaurs (EYFS)	Comparing Victorian houses with our own. Comparing Victorian schooling with our own. Trip to Blists Hill.
Geography	Following Padington around UK Four countries within the UK and some of their landmarks. Looking at different types of weather.	Animals: looking at diet, habitats and comparing to others. Trip Dudley Zoo. now>press>ploy Animals now>press>ploy Habitats	Investigating different houses and buildings in our area. Looking at maps of our local area. now>press>play Maps
Design Technology	Making Peg Dolls linked to 'Victorian Christmas and Toys' topic. Children design a peg doll; parents help to make.	To link in with our Animals topic, the children will make a model zoo where one of the gates for an enclosure must have a hinge.	Making a house linked to our home's topic and The Three Little Pigs. Houses must have a door on a hinge and an open window and a window that opens and closes. now>press>play Three Little Pigs
Art	Creating sea art using a variety of media. Leaf rubbings. Observational drawing of a toy.	Sketching portraits using sketching and toning skills. Taking photographs and drawing backdrops.	Developing skills in drawing, weaving. Creating a 3D model of a house linked to History topic. Parents help to create.
Music now>press>play Other Uses	Exploring percussion instruments and representing toys using instruments. Changing the dynamics and duration of sounds.	Using percussion instruments to represent animals by changing the dynamics and tempo.	Exploring instruments and pitch and creating rhythms and changing the pitch. Using instruments to represent the sounds we hear outside.

PE	Dance and Gym - Focusing on jumping and landing, then creating a dance linked to toys. Outdoor games - we will be focusing on throwing and catching skills.	Dance and Gym: Focusing on travelling between a sequence of moves and balances. Outdoor Games: Focusing on passing and receiving balls.	Dance and Gym - Creating a dance based on different animals. Outdoor games - Focusing on striking a ball using a bat.
PSHE (RSHE)	Why we are here, praise and criticism, personal power, choices and consequences.	Managing anger, gentle touch and hurting touch, telling others and keeping secrets. now>press>play Bullying	Glad to be me, celebrating differences and saying goodbye. now>press>play Mental Health
RE	Harvest celebrations. Talking about God. Christmas story. now>press>play Other Uses	Prayer and stories about Jesus. Easter and new beginnings. now>press>play Other Uses	Beginning to learn about Sikhism. Questions that puzzle us.