

Year 1 Curriculum Map

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Events/Trips/E Enrichment	Library Visit Pymmes Park - Bird Count	Pet shop visit Pantomime	Rumi Mosque	Library Visit Farm Visit	Pymmes Park - Flowers	Young V&A
English Core Book	Beegu	Where the Wild Things Are	Handa’s Surprise	Traction Man	Lila and the Secret of Rain	Journeys
Reading	Reading lessons to follow the RWI scheme					
Maths White Rose	Place value to 10	Addition and subtraction within 10; shape; consolidation	Place value (within 20); Number Addition and subtraction (within 20)	Place value (within 50) ; Length and height ; Mass and volume	Multiplication and Division; Fractions; Position and Direction	Place value (within 100); Money; Time; Consolidation
Science Mix	Animals including humans Identify the basic body parts as well as the body parts which are associated with each sense (human focus). Identify and name a variety of animals and begin to look at their structure (animal focus)		Everyday materials Begin to understand the difference between objects and the materials they are made from. Begin to identify and name materials as well as identify some of their physical properties		Plants Identify common and wild garden plants as well as deciduous and evergreen trees. Begin to understand the basic structure of plants and trees.	
	Skills: identify/classify observe use equipment measure gather and record data research ask simple questions suggest answers					
	Seasons					
Geography	Our Place in the World Using fieldwork and observational skills to describe where we live.		Seasons & Weather Naming and identifying seasons and their effect on our lives.		Continents & Oceans of the World Naming, locating and identifying characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas	
History	Change over time Sort events, making comparisons over time		The Moon Landing Significant historical event	Neil Armstrong & Jae Jamison Lives of significant people, nationally & globally	Kings & Queens Similarities and differences between ways of life in different periods	The Great Exhibition of 1851 Significant historical event

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Computing Cringe	Technology around us Recognising technology in school and using it responsibly	Grouping data Exploring object labels, then using them to sort and group objects by properties	Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes	Programming animations Designing and programming the movement of a character on screen to tell stories	Digital writing Using a computer to create and format text, before comparing to writing non-digitally.	Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.
RE OW	Christianity 1.1 Who is a Christian and what do they believe?	Judaism 1.3 Who is Jewish and what do they believe?	Islam 1.2 Who is a Muslim and what do they believe? <i>Part 1</i>	Christianity, Islam & Judaism 1.4 What can we learn from sacred books?	Christianity, Islam & Judaism 1.5 What makes some places sacred? A	
PE Enfield	Sending and Receiving <i>Developing bouncing and Catching</i>	Gymnastics <i>Travelling</i>	Gymnastics <i>Transferring weight from one body part to another</i>	Sending and Receiving <i>Throwing and catching</i>	Athletics <i>Running, throwing & jumping</i>	Sending and Receiving <i>Hitting and Striking</i>
PSHE Kapow	My healthy self: How can we look after our emotions?	Connecting with others: How can I help myself and others feel happy and safe?	The online world: How do we spend time online?	Citizenship: How can I help others and the environment?	Health protection: How can I protect myself and others in daily life?	Staying safe: How can I stay safe?
Music Kapow	My favourite things: Keeping the pulse	Snail and mouse: Tempo	Seaside: Dynamics	Fairytales: Sound patterns	Superheroes: Pitch	Under the Sea: Musical Instruments
Art Kapow /Mix	Drawing: Line and Shape Piet Mondrian		Printing, Sculpture & Collage: Space Keith Haring: Pop Art/Contemporary		Painting: Landscapes David Hockney Woldgate Woods, 2006	
DT Kapow /Mix	Structure: Pencil Pot Explore how structures can be made more stable with a wide base and extra weight added to the base, design and make a pot.		Mechanisms: Slider game Explore slider mechanisms, design, create and evaluate a moving game		Textiles: Puppets Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating.	Cooking and nutrition Smoothies: Cut and juice fruits and vegetables to create a smoothie that meets a design brief.