













Year 1 Curriculum Map						
	Autumn		Spring		Summer	
 English	Stories with predictable phrasing Labels Lists and Captions Recounts Poetry – Vocab building & Rhyming couplets		Contemporary Fiction Reports Instructions Poetry – Vocab building & Rhyming couplets		Traditional Tales – Fairy Tales Reports Explanations Poetry – Vocab building & 'Take one Poet'	
 Maths	Geometry: Positional language including ordinal numbers Numbers to 10: Finding patters including subitising; Counting, comparing, estimating, ordering and regrouping; Part whole addition and subtraction problem solving; Comparison, equality and balance Numbers to 20: Making 10 and more; Estimating, ordering, 1 more and 1 less; Doubling and halving; Odd and Even numbers Geometry: Names and properties of 2-D and 3-D shapes		Measures: Comparing length, height, mass and speed; Sequencing events: days and months Numbers to 20: Adding and subtracting using 'think 10'; Equality and balance; Part or whole unknown; Language and problem solving; Comparing including statistics Measures: Coins and combinations to 20p; Ordering and comparing measures; Non-standard measures and introducing simple standard measures Multiplication: Counting in 2s, 5s and 10s		Multiplication and division: Equal or unequal groups and remainders; Repeated addition and arrays; Problem solving; Scaling and counting in 2s; Sharing and grouping problems Time: Telling the time: O'clock and half past Fractions: Sharing into equal groups; Equal or unequal parts of shapes; Fractions of continuous quantities including capacity Numbers to 20 and 100: Review or place value and digits, making tens and ones Place Value: Estimation, ordering and comparing	
 Science	Everyday Materials		Animals, including humans		Plants	
Seasonal Changes						
 Computing	Unit 1.1 Online Safety Unit 1.2 Grouping and Sorting Unit 1.3 Pictograms Unit 1.4 Lego Builders		Unit 1.5 Maze Explorers Unit 1.6 Animated Stories		Unit 1.7 Coding Unit 1.8 Spreadsheets Unit 1.9 Technology Outside of School	
 History	Toys Changes in living memory Significant individual: Margarete Steiff		Castles and Queens Changes beyond living memory Significant individuals: Queen Elizabeth I & Queen Elizabeth II		Houses and homes Changes in living memory and beyond Significant individual: Mary Seacole	
 Geography	Where We Live Locational knowledge Map work skills Fieldwork		Arctic Adventures Locational knowledge Human and Physical Features Map work skills		Kenya Place knowledge Human and physical features Fieldwork	
 Art	Collage Combining different materials Artist: Megan Coyle & Rosie Sayer		Painting Colour mixing Artist: Zaria Forman		Printing Different techniques Artist: Bisa Butler & Maasai tribe Shuka cloth	
 DT	Mechanisms Sliders/pop-ups/pivots/paper toys		Textiles Cutting & decorative skills/bunting		Structures Houses & homes / construction	
 PE	Football Catching and throwing		Gymnastics Rackets, Bats and Ball Dance Games for Understanding		Jumping Team Building Running Athletics	
 RE	What should we be thankful for? Why light is such an important symbol?		Why are homes and family important to people? Why should we care for the world?		Why are stories such a good way to learn?	
 Music	Draw responses to music Make instrument choices for specific sounds Compose music Follow a graphic score Perform a simple song in the Church Carol Service Sing in class assemblies and Christmas show		Move in time to music Make a graphic score as a class Rehearse and perform from graphic score Solo singing (personal choice) Play the glockenspiel Learn difference between high and low notes		Add percussion to a song Follow a conductor Use basic dynamics Recognise fast and slow sections in music Body percussion Sing in tune as part of an ensemble	
 PSHE	Being Me in My World	Celebrating Difference	Dreams and Goals	Healthy Me	Relationships	Changing Me