

Year 1 Long Term Curriculum Map

Year 1	Advent 1	Advent 2	Lent 1	Lent 2	Pentecost 1	Pentecost 2
Theme / Topic:	Oi Animals!	Wheels on the bus	Toys and teddies	Giants and Beanstalks	Kings and Queens	Beside the sea
English:	<p>Oi Frog! Mixed up Chameleon Handa's Surprise Labelling and captions Simple sentences Rhyming phrases Speech bubbles riddles Sequencing retell</p>	<p>Owl Babies Autumn/Bonfire poems The Naughty Bus Nativity story Non-Fiction-Owls Missing poster Rules Retell Story writing</p>	<p>Kipper's Toybox Goldilocks and the 3 Bears Traction man Toys in Space Invitations Lost poster Instructions Retell a familiar story</p>	<p>Jack and the Beanstalk Jaspar's beanstalk The Smartest Giant (not covered due to short half term) Spring Poem Instructions Letter writing Question marks, exclamation marks and full stops.</p>	<p>The Queen's Hat/ The Queen's bag. Factfiles Diary Story writing</p>	<p>Storm Whale Tom and Lucy go to the seaside Snail and the Whale Story writing Postcards Posters</p>
Maths:	<p><u>Place value to 10</u> 1 more 1 less Numbers as words Count forward/backwards Represent objects The numberline Ten frames <u>Addition and subtraction to 10</u> Whole part model Fact families, number bonds</p>	<p>Continue with Addition and subtraction. Geometry - shape Place value to 20</p>	<p>Place value to 20 Addition and subtraction within 20</p>	<p>Place Value within 50 Measurement - Length and Height Mass and volume</p>	<p>Multiplication and division Fractions Position and direction</p>	<p>Place value to 100 Money Time</p>
Science:	<p><u>ANIMALS</u> Identify and name a variety of common animals including</p>	<p><u>SEASONS</u> Observe changes across the four seasons.</p>	<p><u>MATERIALS</u> Distinguish between an object and the material from which it</p>	<p><u>PLANTS</u> Identify and name a variety of common wild and garden plants,</p>	<p><u>PLANTS</u> <u>Continued...</u></p>	<p><u>SEASONS</u> Observe changes across four seasons.</p>

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	<p>carnivores, herbivores and omnivores. Describe and compare their structure. Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense. Working scientifically</p>	<p>Observe changes across Autumn and winter</p>	<p>is made. Identify, name and describe the properties of a variety of everyday materials. Compare and group. Working scientifically</p>	<p>including deciduous and evergreen trees. Identify and describe the basic structure of a variety of common flowering plants, including trees. Working scientifically.</p>		<p>Observe changes across spring and summer Observe and describe weather associated with the seasons and how day length varies.</p>
Computing:	<p>Computing Skills</p> <ul style="list-style-type: none"> • Use technology purposefully to manipulate and retrieve digital content. • Use technology safely and respectfully. 	<p>Painting</p> <ul style="list-style-type: none"> • Use Technology purposefully to create, organise, store, manipulate and retrieve digital content. 	<p>Online safety</p> <ul style="list-style-type: none"> • Use technology purposefully to create, organise, store, manipulate and retrieve digital content. • Use technology safely and respectfully. 	<p>Word processing</p> <ul style="list-style-type: none"> • Use technology purposefully to create, organise, store, manipulate and retrieve digital content. 	<p>Programming scratch Jn</p> <ul style="list-style-type: none"> • Understand that programs execute by following precise and unambiguous instructions. • Create and debug simple programs. 	<p>Programming with ScratchJn</p> <ul style="list-style-type: none"> • To understand what algorithms are. • How algorithms are implemented as programs on digital devices. • To create and debug simple programs. • To use logical reasoning to

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						predict behaviour of simple programs.
History:			CHANGES Changes within living memory linked to toys topic.		FAMOUS PEOPLE Significant historical events, people and places in their own locality.	
Geography:		OUR LOCAL AREA Geographical skills and fieldwork Map work, use simple compass directions and locational and directional language.				SEASIDE Linked to seaside topic. Human and Physical Geography Use basic geographical vocabulary.
RE:	Families	Belonging Waiting	Special People Special meals	Change	Holidays and holy days Reconciliation	Our wonderful world
PE:	Games- Val Sabin unit 1- focus on ball skills and games. Using a ball and other apparatus. Play games as an individual and in two's. To move safely and actively around the space. Gymnastics- Val Sabin unit D- Flight, body shapes, sequencing actions.	Games- Val Sabin unit 2 throwing and catching and aiming games Dance Val Sabin unit 1 To respond to stimuli, make shapes and create patterns to create dance sequences.	Dance- Val Sabin unit 2 Create movement ideas in response to a story or repeated rhythm to create a dance. To observe themselves Games- val sabin unit 3- bat ball skills and games skipping Understand the importance of rules	Athletics- Val Sabin unit 1 Running, throwing and jumping activities, using equipment appropriately. Gymnastics - Val Sabin unit E- points and patches. To link 2 balances together. To adapt floorwork safely onto apparatus.	Athletics- val sabin unit 2 Combine actions, choose suitable equipment. Multiskills- Teeball Take part in a competitive game Gymnastics Val Sabin unit F. To spin, rock, turn and roll with control on various parts of the body. To plan and link a	Games- Val Sabin Unit 4-Developing partner work. Running games, sending, receiving and travelling. Dance- Val Sabin unit 3 Rolling and sliding. Change and vary actions, work in pairs

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					series of movements together. Maypole practise ahead of May day celebrations and maypole display.	
Design & Technology:		Food Technology - melting chocolate Create a model vehicle Working in clay to create a Christmas decoration	Design and create a toy using junk modelling Cooking and nutrition- make porridge make cakes for teddy bears picnic.	Construct – Use materials to make known objects for a purpose – Easter Basket.	To design and make a royal crown.	Design and make a boat that floats.
Art:	Textures- Observe patterns and simple anatomy. Draw/paint a self portrait. Colours –name, collect and apply colours with a range of tools. Fold and assemble paper to create a frog. Collage using a selection of materials (chameleon)	Print- Ink Marbling- linked to firework pictures. Bus painting Rubbings – Print with variety of objects Autumn artwork. Pencil drawings - owls Christmas Card	Create scenes- Winter scenes in paint, chalk and pencil Paint and sketch teddy bears Paint toys Digital Art- linked to computing lesson	Draw- Spring flowers drawn from reality and memory Mothers' Day Card	Sketching and portraits- Outdoor sketching of plants and trees Portraits - Queen Elizabeth II	Collage- Seaside collage scene Drawing shells to create texture
Music:	Pulse Keep a steady pulse and recognise long and short sounds.	Voice Sing and follow performance instructions to start and stop. Recognise high and low sounds.	Rhythm Play and copy rhythm patterns using graphic notation.	Pitch Sing and perform songs recognising changes in timbre, tempo, pitch and dynamics.	Music technology and structure Use technology to create and change sounds.	20 th Century Music Folk music,, experimental and disco

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PHSE	Being Me - what makes me, me? Difference and Diversity - same and different	Bullying- being unkind Exploring Emotions/relationships - emotions Anti- bullying week	Being Safe - people who keep us safe	Being Healthy- food Money Matters - Jack and the beanstalk	Being Responsible - Rules and responsibilities relationships	Drug Education - feeling unwell Changes - Growing up A journey in Love