

YEAR 1 CURRICULUM MAP 2016-2017

		Autumn		Spring		Summer	
Theme		Animal Allsorts		Houses and Homes		The Seaside	
Reading	Word Reading	Phonics Programme.					
	Comprehension	Short Narratives (NC p24)					
Writing	Transcription	Phonics/ spelling Programme (NC Appendix 1)					
	Composition	Short narratives (NC p24)					
	VGP	<p>Fiction and poetry: Stories with familiar settings, stories and rhymes with predictable and repetitive patterns</p> <p>Non Fiction: Signs, labels, captions. Lists, instructions</p>	<p>Fiction and poetry: traditional stories and rhymes; fairy stories and poems with familiar, predictable and patterned language from a range of cultures, including play-ground chants, action verses and rhymes; plays</p> <p>Non Fiction: information books, including non-chronological reports, simple dictionaries.</p>	<p>Fiction : Fiction and poetry: stories about fantasy worlds, poems with patterned and predictable structures; a variety of poems on similar themes</p> <p>Non-Fiction: information texts including recounts of observations, visits, events..</p>			
Maths		Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions, Measures, Geometry: properties of shape, Geometry: position, direction and motion.					
Speaking and Listening		12 Statutory statements (NC p17)					
Science		<p>Animals including Humans</p> <ul style="list-style-type: none"> -Identify name and compare structure of common animals including fish, amphibians, reptiles, birds & mammals. -Carnivores, herbivores and omnivores. -Human body & senses. 	<p>Materials</p> <ul style="list-style-type: none"> -Distinguish between an object and the material from which its made. -Identify and name everyday materials including wood, plastic, metal, water & rock. -Describe, compare and group based on simple physical properties. 	<p>Green Plants</p> <ul style="list-style-type: none"> -Identify & name common wild & garden plants including deciduous & evergreen trees. -Structure: leaf, flower, stem & root; Seeds grow into plants. -Plants need light & water to grow. 			
		<p>Seasons</p> <ul style="list-style-type: none"> -Observe changes across the four seasons -Observe and describe weather associated with the seasons and how day length varies. 					
Computing		<p>Computer Science</p> <ul style="list-style-type: none"> - Understand simple algorithms. Create simple programs. Digital Literacy - keeping safe online 	<p>IT Sound</p> <ul style="list-style-type: none"> Use technology purposely. Create/store/retrieve. 	<p>Computer Science</p> <ul style="list-style-type: none"> Use digital devices to program simple journeys. Make sets of simple instructions. Correct obvious errors (debug). 	<p>Digital Literacy</p> <ul style="list-style-type: none"> Keeping personal information private. IT - use technology purposely Create/store/retrieve. 	<p>ICT</p> <ul style="list-style-type: none"> Use technology purposely 	<p>Digital Literacy-</p> <ul style="list-style-type: none"> Use technology safely. Computer Science
History		<p>Changes within living memory</p> <p>Changes in children's own lives and the way of life of their family or others around them- I'm making history!</p>		<p>Significant places locally-</p> <p>History on my doorstep- Where shall we go?</p>		<p>Significant people/events locally.</p> <p>Who/What made my corner of the world special long ago?</p>	
Geography		<p>Geographical skills and fieldwork</p> <p>Use simple compass directions & locational language to describe the location of features and routes on a map.</p> <p>What do you like/ dislike about where you live? My school/my home.</p>		<p>Human and physical geography</p> <p>Our local area. Describe what you can see in West Cornforth. Seasonal & daily weather patterns in the UK and the location of hot and cold areas in the world. Use aerial photographs to recognise landmarks & basic human and physical features.</p>		<p>Location and place knowledge</p> <p>Use world maps, atlases & globes to locate UK, countries, capitals and oceans.</p> <p>Where is West Cornforth in the UK?</p>	
D.T.		<p>Control</p> <p>Produce a moving picture e.g. page for a class book about ourselves</p>		<p>Structure</p> <p>Design and make products that can be put together. (Model houses/lighthouse)</p>		<p>Cooking and Nutrition</p> <p>Design and make food products Making a healthy snack- balanced diet</p>	

Art and Design	DRAWING Draw from imagination; combine schematic and observational approaches; add detail to artwork	PAINTING Explore tactile & visual qualities of paintbrush; mix paints	TEXTILES Sort match and name materials; how materials are made; tying and gluing; weaving; design on textiles.	3D Explore materials; join objects together; use a range of modeling materials	PRINTING Use objects and tools to make patterns and images	COLLAGE Use cut and torn papers to make patterns and images; recognize materials look and feel different; choose suitable materials for effect.
PE	Gymnastics Making Shapes QCA Games Ten Point Hoops QCA	Games Piggy in the Middle QCA Dance Moving Along QCA	Dance Themes and Dream Durham Gymnastics Assessing Level 1 Unit 1 Tasks 1 and 2	Games Rolla Ball Durham Gymnastics	Athletics Honey Pot and Colour Match QCA OAA Where Are We Going Durham	Games Beanbag Throw Durham Dance
Music	Listening and Singing - using my body to keep the beat - circle/action dances, songs and rhymes with animal puppets		Playing Instruments - sorting percussion instruments by material and sound quality/timbre, songs for playing together in the band - adapted: London Bridge - Killhope Wheel...		Experimenting with Sounds - stories and descriptive ideas e.g. using sounds to represent ideas for boats, seaside tuned percussion: responding to high and low sounds - e.g. basket moving along to lighthouse	
R.E.	What can we learn about Christianity from visiting a church? Introducing features of a church, worship (including Harvest), leaders: Expressions of Belief, Authority Why are gifts given at Christmas?		Why is Jesus special to Christians? Introducing Jesus, beliefs and stories about Jesus: Belief, Authority. What is the Easter story?		What can we find out about Buddha? Introducing beliefs and stories about Buddha: Belief, Authority.	
School Curriculum	Arts week, Jeans for Geans day, Harvest festival, Enterprise-school fair, Anti Bullying week, Children in need, Christmas shoeboxes, Diversity- LGBT, Christianity, Gunpowder plot, Remembrance, Spiritual & Moral- Christmas, Inter & intra school sports events, after school clubs, school council. Developing thinking skills through the use of think hats and P4C lessons.		Science week World Book Day Comic Relief, Safer internet day, Diversity- LGBT, Chinese New Year, Spiritual & Moral - Easter, Inter & Intra school sports events, after school clubs, school council. Developing thinking skills through the use of think hats and P4C lessons.		Sports week Enterprise- My money week, school summer fair British Values- Olympics 2016 Inter & Intra school sports events, after school clubs, school council. Developing thinking skills through the use of think hats and P4C lessons.	
Computing	Computer Science Understand Simple algorithms. Create simple programs e.g. (Beebot) - forward / backwards - use pictures of ourselves/ animals/plants Digital Literacy SWGFL http://www.digital-literacy.org.uk/Curriculum-Overview.aspx#yr1 Keeping safe online. Finding ourselves sites safely IT Sound - Use technology purposely Using IPADS/Easispeaks to record/ playback (talk about me/retell stories) Use cameras (Me) - looking at family photos/old photos Graphics - me/ my family. Beginnings of WP - All about me Create/store/ retrieve		Computer Science - Use digital devices e.g. Beebot to program simple journeys - use map / photos of local area. Make sets of simple instructions - fd/bk left/right. Correct obvious errors (debug) Digital Literacy Keeping personal information private. Look at local environment for common uses of ICT outside school IT Use technology purposely - Simple branching database - materials Cameras - take photos of local area Add to simple photo story/IPhoto - record thoughts IPAD/Easispeak - playback /use in writing Create/store/retrieve		ICT Use technology purposely - nonfiction texts - George / animals. Use photos from visit e.g. Seaside in WP / book Book creator IPAD - WP software on PC - Create/store/ retrieve Talk about animals/famous person to camera/video Digital Literacy Use technology safely - Real and fictional characters - what is real? Lee & Kim resources - animal masks. Communicating with real people. Who do we tell if concerned? Teacher led email - for a purpose e.g. arrange a visit Computer Science - iPad apps writing precise and unambiguous instructions. - Daisy the dinosaur/Kodables/Beebot app	
Opportunities for enrichment						