



Year 1 - Curriculum map



Planned half term	Year 1	Subject focus	Memorable experience	Innovate challenge	Love to Investigate	English	Art & design	Computing / E-Safety	Design & technology	Geography	History	Mathematics	Music	PE	PSHE	Science	RE
Autumn 1	Memory Box	History	Teddy bears' picnic	Special memories box	Why do we have two eyes? What can you remember?	Recounts; Diary writing; Rhymes and mnemonics; Descriptions; Information books	Drawing and painting; Collage; Family portraits	E-Safety: Going Places Safely	Making picnic foods; Celebration cards; Making a memory box	Fieldwork in the local area	Changes within living memory	Number and place value Using calendars	Songs that help us remember; Writing a class song	Dance sequences; Basic Skills	Caring for babies and toddlers; Sharing memories;	Animals, including humans – parts and senses; Working scientifically	Listen to and ask questions about stories of individuals and their relationship with God 1.5b Families
Autumn 2	Superheroes	PE	Superhero hunt	Save the school from Professor Slime	What can our hands do? Can you be a superhero?	Descriptive sentences; Comic strips; Narrative; Fact files; Labels and captions	Drawing and modelling superheroes	Downloading photographs and images; Animation ; E-Safety: ABC Searching	Superfoods; Mask-making	Discrete	Historical heroes/heroines	Calculation Addition and Subtraction Shape patterns	Creating digital superhero sounds	Superhero action movements; Dance; Agility and strength	Recognising good and bad choices; Keeping safe; Making a positive contribution	Human body-parts and senses; Eating healthily; Working scientifically	Explore the preparations for and find out about the celebration of festivals 1.2b Celebrations
Spring 1	Dinosaur Planet	History	Visit a natural history museum/Dinosaur hunt	Dinosaur museum	Whose poo? Why do we have teeth?	Fact files; Poetry and riddles; Non-chronological reports; Narrative; Writing for different purposes	Large and small-scale modelling	Programming a floor robot; Stop-frame animation ; E-Safety: My Creative Work	Designing and making	Locating continents and oceans	Events beyond living memory; Significant individuals - Mary Anning	Calculations Multiplication and Division Measurement	Percussion	Gymnastics	Playing and working co-operatively; Feeling positive	Plants and animals	Find out about ceremonies in which special moments in the life cycle are marked 1.4c Belonging
Spring 2	Paws, Claws and Whiskers	Art & design	Visit from an animal owner/Visit a zoo, wildlife park or rescue centre	Look after a mystery animal	Can you leap like a frog? What is camouflage for? What can worms sense?	Recounts; Fables; Booklets and lists; Instructions; Nursery rhymes and poems	Talking about art; Drawing; Collage; Model making; Painting; Sculpture; Animal masks and products	Retrieving images; Photography; Using presentation software; E-Safety: Keep It Private	Designing labels; Designing and making animal enclosures	Using and making maps; Describing physical features	Discrete	Fractions	Animal songs	Animal movement and dance Gymnastics	Caring for animals	Animals (including humans); Working scientifically	Listen to examples of care and concern shown by believers and religious communities and explore the reasons for these actions 1.6b Caring
Summer 1	The Enchanted Woodland	Science	Visit a local woodland	A woodland party for Mr Fox	Are all leaves the same? Do pine cones know it's raining? What's in a bud? How do leaves change?	Recounts; Information books and letters; Lists and instructions; Narratives	Working with natural materials; Drawing and painting	Sending an email; E-Safety: Email	Building structures; Making party food	Making maps	Discrete	Measuring length and height; Using money	Vocal and Rhythm Skills	Team games	Feeling positive; Looking after the environment	Plants and animals; Identifying and classifying	Engage with stories and extracts from religious literature and talk about their meanings 1.1a Answers
Summer 2	Moon Zoom!	Design & technology	Alien crash scene investigation	Help the alien home	What keeps us dry? How does it feel?	Posters; Character profiles; Non-chronological reports; Adverts; Science fiction	Models of the Solar System	Drawing software; Algorithms; Email; Photo stories	Design and make space-themed vehicles; Evaluating toys; Using mechanisms	Satellite images	Significant people - Astronauts; Changes within living memory	Geometry	Space sounds; Space-themed songs	Tactical Games	Aspirations and goal setting	Properties of everyday materials; Working scientifically	Find out about how and when people worship and ask questions about why this is important to believers 1.2a Worship