Year 1 Curriculum Map 2022 - 2023

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
	Wonderful Me Me myself and I	Celebrations	Gruffalo and Friends	Spring has Sprung	Magic and Mystery	Mini Madness Ugly Bug Ball	
	Our Learning Behaviours for learning: Trying new things, working hard, concentrating, pushing yourself, imagining, improving, understanding others and not giving up						
School Values	Our learning behaviour for life: Responsibility, Honesty, Kindness and Respect						
British Values	Tolerance, politeness and mutual respect are at the heart of our aims, ethos and R.E curriculum. The importance of rules and laws, - Our pupils are taught to respect the rules in place through different religions. Individual liberty - Our pupils are encouraged to know, understand and exercise their rights and personal freedoms and are taught how to utilise these safely. Democracy - Pupils are listened and are taught to actively to each other, respecting the right of every individual to have their opinions and voices heard. Mutual respect for and tolerance of those with different faiths and beliefs, and for those without faith. Tolerance, politeness and mutual respect are at the heart of our aims, ethos and R.E curriculum.						
Memorable Experience	Visit from a local doctor or nurse	Hold a party	Animal Encounter visit to the donkey sanctuary to visit the class adopted donkey	Walk around our local area	Magic show performer	Mini Beast Ball	
Literacy	Y1 The children will explore these quality texts and learn to write sentences in different contexts.						
	Five Bears -whole school Funny Bones Dogger Super Duper Yo The Lion inside	Kipper Birthday Maisy's Wedding Meg and Mog Nativity Story	The Gruffalo The Gruffalo's Child Room on the Broom Monkey Puzzle A squash and a Squeeze The snail and the Whale	Maisy's wonderful weather book Planting a Rainbow	Sylvester and the magic pebble Animal Magic Dilbert Dragon and the Magic Garden Kindness is Magic	Do you love bugs? Superworm AHHHH Spider! Spinderella Mad about Minibeats	
Mathematics	Unit 1 counting within 100	Unit 2 quantities and part- whole relationships Y1 Unit 3 number 0 to 5	Unit 4 2d and 3d shapes Unit 5 numbers 1 to 10	Unit 6 Addition Unit 7 Addition and subtraction facts	Unit 8 Number 0 to 20 Yunit 9 Money	Unit 10 Position and direction Unit 11 Time	

Science	Y1 Animals, including	Seasonal Changes	Animals,	Plants	Everyday Materials	
	humans	Observe changes across	including Humans		Distinguish between an	
	Identify, name, draw and	the four seasons.	Identify and name a variety	Identify and name a	object and the material	
	label the basic parts of the	Observe and describe	of common animals	common wild and garden	from which it is made.	
	human body and say what	weather associated with	including fish, amphibians,	plant.	Identify and name a	
	each part is associated with	the seasons and how day	reptiles, birds and	Identify and describe the	variety of everyday	
	each sense.	length varies.	mammals.	basic structure of a	materials, including wood,	
		iengen vanesi		variety of common	plastic, glass, metal, water	
			Describe and compare the	flowering plants including	and rock.	
			structure of a variety of	tree	Describe the simple	
			animals.		physical properties of a	
			ariiridis.		variety of everyday	
			Identify and name a variety		materials.	
			of common animals that are		Compare and group	
			carnivores, herbivores and		together a variety of	
			omnivores		everyday materials on the	
					basis of their simple	
					physical properties.	
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					Understanding the past –	
					our environment	
					our environment	
History					Why is Powderham castle	
		Guy Fawkes	How did Florence		special?	
		How did Guy Fawkes feel	Nightingale help others?		Are there any historical	
		before, during and after	What did she do to help the		mysteries?	
		the events of 5 th	soldiers?		Explore our local history	
		November?			and the impact that	
		Who was guy fawkes why was he	What did she do to make		Powderam has had on the	
		important, what did he do and why?	the hospitals a better place?		village of Kenton.	
		Explore the gunpowder				
		plot and how this links to				
		the celebrations of				
		fireworks night				

Geography	Compare my life in the UK to the lives of others in a different country.			How have humans changed our local area? Use aerial maps (google satellite view) to locate woodlands. Draw a simple map of school grounds. Look at human/physical geography of the school environment: building, playground, field, wildlife area. What simple things can we do to look after the school environment.		What are Kenton's well-known landmarks? Introduce concept of human geography Locate Kenton's landmarks on a map. Match up on real photos. Relate position of Landmarks using 4 compass points. Use aerial photos and plan perspectives to recognise landmarks and basic human and physical features. Devise a simple map and construct basic symbols in a key
RE	Who is Muslim and how do they live? (part 1)	Incarnation - why does Christmas matter to Christians?	Who is muslin and how do they live? (Part 2)	Salvation - why does Easter matter to Christians?	Gospel - what is the good news Jesus brings?	What makes some people believers?
Art	Explore and draw Explore how artists are inspired by the world around them and to go out into the world, re-see, collect and re-present through drawing.		Simple printmaking Explore simple ways to make a print. Use line, shape, colour and texture to explore pattern, sequencing and symmetry.		Explore a book world. Create a story book. model/sculpture .	
Design Technology		Can you design and create a Christmas Puppet?		Can you design and create a container that will collect water so you can water your flower?		Can you design and create a minibeast biscuit?
Music	Charanga Hey you!	Charanga Little Angel gets her wings!	Charanga In the groove!	Charanga Rhythm in the way we walk!	Charanga Round and round	Charanga Reflect,rewind and replay.
Computing	Digital Writing 1.5 Using a computer to create and format text, before	_	Moving a robot 1.3 Writing short algorithms and programs for floor		Programming animations 1.6 Designing and programming the	

	comparing to writing non- digitally		robots, and predicting program outcomes.		movement of a character on screen to tell stories.	
Skills for Life (PSHE)	Me and my Relationships	Valuing Difference	Keeping myself safe	Rights and Responsibilities	Being my best	Growing and Changing Year 1/Reception lessons
Physical Education	Multi Skills Games	Multi Skills Games Dance	Gymnastics	Gymnastics	Athletics Striking and Fielding	Athletics Sports day practise