



Year 1 and Year 2 - Curriculum Map



Planned half term	Year 1	Subject focus	Memorable experience	Key Text	Innovate challenge	Love to Investigate	English	Art & design	Computing	Design & technology	Geography	History	Mathematics	Music	PE	PSHE	Science
1	Moon Zoom!	Design & technology	Alien crash scene investigation / Visit from planetarium	The Owl who was afraid of the Dark Jill Tomlinson (Man on the Moon, Beegu)	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	Position and direction	Space sounds; Space-themed songs	Dance	Aspirations and goal setting	Properties of everyday materials; Working scientifically
2	Memory Box	History	Teddy bears' picnic	Owl Babies (The Ugly Duckling, Goldilocks, Jack and the Beanstalk)	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	Discrete	Making picnic foods; Celebration cards; Making a memory box	Fieldwork in the local area	Changes within living memory	Number and shape patterns; Using calendars	Songs that help us remember; Writing a class song	Dance sequences; Traditional games	Caring for babies and toddlers; Sharing memories; Playing and working co-operatively; Feeling positive	Animals, including humans – parts and senses; Working scientifically
3	Paws, Claws and Whiskers	Art & design	Visit from an animal owner or Visit a zoo, wildlife park or rescue centre	The Boy who grew Dragons By Andy Shephed (Animal Poems by Jennifer Curry, Puss in Boots)	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	Designing labels; Designing and making animal enclosures	Using and making maps; Describing physical features	Discrete	Discrete	Animal songs	Animal movement and dance	Caring for animals	Animals (including humans); Working scientifically
4	Rio de Vida	Music	Brazilian carnival day	Rio - Film clips (about the Tortoise by Gerald McDermott)	Class carnival	What makes the loudest sound?	Poetry; Myths and legends; Information texts; Instructions; Postcards	Carnival masks and headresses; Collage	Digital animations	Carnival instruments; Flag making; Recipes	Locating countries and cities; Comparing areas of UK with Rio	Discrete	Recognising 2-D shapes	Carnival music; Percussion; Song lyrics	Dance; Football; Athletics	Special times; Understanding differences; What is fair and unfair?	Discrete
5	The Enchanted Woodland	Science	Visit a local wood? Blean Woods / East Kent Railway	The Enchanted Wood By Enid Blyton (Hansel and Gretel, Stick Man and The Gruffalo)	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	Building structures; Making party food	Making maps	Discrete	Measuring length and height; Using money	Discrete	Team games	Feeling positive; Looking after the environment	Plants and animals; Identifying and classifying
6	Bright Lights, Big City	Geography	Afternoon tea with the Queen (parents)	A Bear Called Paddington by Michael Bond (Town and Country Mouse, Paddington in the Palace)	Marley the Meerkat's trip to London	How do you make bread? How do things move?	Recounts, labels and captions; Adventure narrative; Instructions; Email; Character study	Discrete	Searching the web; Digital images; Algorithms; Logical reasoning; Creating and debugging programs; Common uses of information technology; Communication; E-safety; Stop-motion animation	Exploring mechanisms; Constructing moving models; Understanding where food comes from; Design and make souvenirs; Models of London landmarks	Countries and capital cities of the UK (London focus); Using locational language; Using maps; Geographical similarities	The Great Fire of London	Sequencing events	Traditional songs and nursery rhymes	Discrete	Active citizens	Everyday materials; Working scientifically

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