



Year 1 Curriculum map Year A



Planned half term	ILP	Year group	Subject focus	Memorable experience	Innovate challenge	Recommended book (mostly Power of Reading texts)	Love to Investigate	English	Art & design	Computing	Design & technology	Geography	History	Mathematics	Music	PE	PSHE	Science
Autumn 1	The Enchanted Woodland	Year 1	Science	Visit a local woodland	A woodland party for Mr Fox	A Brave Bear by Sean Taylor	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	E-Safety - Staying safe online. Searching the internet for suitable pictures. Avatars and profile safety.	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
Autumn 2	Moon Zoom!	Year 1	Design & technology	Alien crash scene investigation	Help the alien home	Man on the Moon (a day in the life of Bob) by S.Bartram	What keeps us dry? How does it feel?	Posters; Character profiles; Non-chronological reports; Adverts; Science fiction	Models of the Solar System	Coding - Tynker JR.Introducing algorithms E-Safety - Keeping information private.(SMART RULES)	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
Spring 1	Superheroes	Year 1	PE	Superhero hunt	Save the school from Professor Slime	Traction Man by Mini Grey	What can our hands do? Can you be a superhero?	Descriptive sentences; Comic strips; Narrative; Fact files; Labels and captions	Drawing and modelling superheroes	Digital Literacy- using a computer identify computers in everyday lives. Following rules when using computers and devices	Superfoods; Mask-making	Discrete	Historical heroes/heroines	Discrete	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
Spring 2	Paws, Claws and Whiskers	Year 1	Art & design	Visit from an animal owner/Visit a zoo, wildlife park or rescue centre	Look after a mystery animal	The Lonely Beast by Chris Judge	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	Digital Literacy - Bug Hunters Search images and using files to save. Create collages.	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
Summer 1	Rio de Vida	Year 1	Music	Brazilian carnival day	Class carnival	Anna Hibiscus' Song By Atinuke	What makes the loudest sound?	Poetry; Myths and legends; Information texts; Instructions; Postcards	Carnival masks and headaddresses; Collage	Digital Literacy - Potty Painters Create, save and edit illustrations. Create an ebook using the images.	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
Summer 2	Bright Lights, Big City	Year 1	Geography	Afternoon tea with the Queen	Marley the Meerkat's trip to London	Beegu by A.Deacon	How do you make bread? How do things move?	Recounts, labels and captions; Adventure narrative; Instructions; Emails; Character study	Discrete	Coding - Scratch Jnr Sequencing programs, adding backgrounds and sprites which move and speak.	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