



St. Peter's Primary School

Curriculum Map: Year 1

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	Old Bear Fiction outcome: Narrative Purpose: T retell a story Non-fiction outcome: Recount Purpose: to inform and explain events	Rapunzel Fiction Outcome: Traditional Tale Narrative Purpose: To narrate Non-Fiction Outcome: Instructions Purpose: To instruct	Hermelin Fiction: Detective Story Purpose: To narrate Non-Fiction: Letters Purpose: To recount	Where the wild things go Fiction: A portal Story Purpose: To narrate Non-Fiction: Information Purpose: To inform	Secret of Blackrock Fiction: A return story Purpose: To narrate Non-Fiction: Postcards Purpose: To recount	The Last Wolf Fiction Outcome: A hunting narrative Purpose: To narrate Non-Fiction Outcome: Instruction recipes Purpose: To instruct
Phonics	Phase 3 (Review) Phase 4 Phase 5					
Maths	Number - number and place value up to 20 Number – addition and subtraction Geometry: Properties of a shape	Number - number and place value up to 100 Number – addition and subtraction facts 7-10 Geometry: Properties of a shape	Number – addition and subtraction facts 11-16 Measurement: Length	Number – addition and subtraction facts 17-20 Fractions Geometry: Positions and directions	Addition and subtractions Measurement: Time	Multiplications and Division Measurement: Money Measurement: Mass and Capacity
RE	Branch 1: Creation & Covenant Creation and the Fall The creation story God the Creator & Father of all God our Father loves us Caring for Creation Prayer -talking to God The Creed <i>(Gen. 1, 24 – 26)</i>	Branch 2: Prophecy & Promise Revelation The Christmas Story God sent his Son because He loves us – Jesus is God made visible Mary – Jesus's mother The Bible The Hail Mary <i>(Luke 1 – 2)</i>	Branch 3: Galilee to Jerusalem The Gospel of Luke Presentation in the temple Jesus announces his mission Call of the Disciples Little Children Zacchaeus <i>(Lk 2, 4, 5, 18, 19)</i>	Branch 4: Desert to Garden Lent & Easter The Easter narrative – last week of Jesus's life, death and resurrection <i>(Lk 4, 19 – 24)</i>	Branch 5: To the ends of the earth The Road to Emmaus The Ascension The story of Pentecost The Holy Spirit The Glory Be prayer <i>(Acts 1, 2; Lk 24)</i>	Branch 6: Dialogue & encounter Dialogue & encounter The community of the Church The cross - a symbol of the Church Sign of the cross The local parish community and church Judaism – key vocab/aspects of Jewish life
	Forces & space: Seasonal changes Reflecting on seasonal changes by exploring the weather and features of autumn, winter, spring	Materials: Everyday materials Discovering the difference between objects and materials by exploring and classifying items.	Animals: Sensitive bodies Investigating the human body and the five senses by exploring how people experience the world.	Animals: Comparing animals Classifying animals by exploring their characteristics, physical features, and diets..	Plants: Introduction to plants Discovering wild and garden plants by exploring their features and identifying common flowering plants and trees.	Making connections: Investigating science through stories Investigating plants and animals through outdoor learning and practical enquiry.
History/ Geography	How am I making history? Investigating the past	What is it like here? Developing mapping skills by locating familiar features	How have toys changed? Investigating toys from the	What is the weather like in the UK? Learning about the	How have explorers changed the world? Discovering how explorers	What is it like to live in Shanghai? Investigating the wider world by locating continents, oceans and

	within living memory by exploring personal chronology and using photographs to ask and answer questions about the past. Pupils create simple timelines and begin to understand how their own lives fit into a sequence of events.	on aerial photographs and creating simple maps. Pupils use maps to follow routes around the school grounds and carry out an enquiry to identify ways to improve their playground.	past by sequencing artefacts, asking historical questions and examining how teddy bears have changed over time. Pupils use evidence from historical sources, explore continuity and change and consider how toys might develop in the future.	countries and cities of the UK and how the weather changes across the seasons. Pupils investigate weather patterns, consider how weather affects daily life and use weather maps.	have changed the world by learning about significant people and events beyond living memory. Pupils create timelines, investigate journeys of exploration and compare exploration in the past with exploration today.	countries beyond the UK, with a focus on China. Pupils compare the physical and human features of Shanghai with those of their local area and use fieldwork.
Art & Design/ Design Technology	Mechanisms: Matching slider game Exploring different types of mechanisms used in products, with a focus on how sliding mechanisms create movement. Pupils investigate simple paper sliders before designing and making a game.	Drawing: Expressing ideas Exploring how drawing can be used to express ideas and messages, inspired by a range of street art examples and environmental themes. Pupils investigate how artists use perspective, scale and proportion.	Cooking and nutrition: Smoothies Examining and taste-testing different fruits and vegetables to identify and compare ingredients. Pupils select ingredients for a smoothie before making their product and designing accompanying packaging.	Painting and mixed media: Artist study Researching an artist of personal interest, including their life, techniques and artistic intentions. Pupils collect ideas in sketchbooks, plan a final piece and work collaboratively.	Textiles: Simple stitches Examining fabrics, practicing basic sewing techniques and identifying how different materials are made from threads. Pupils learn how to thread a needle and sew simple stitches before designing decorative bunting.	Mechanical system: Popup book Reflecting on primary school memories Pupil to design and make a popup book.
Music	Rhyming In Time Move in time with the beat/pulse, responding to different tempos. Chant, rap and sing using different voices following simple cues.	Let's Start Singing Enjoy learning to sing songs and know how to warm up. Create and follow the melodic shape of songs.	Exploring Rhythm Patterns Understand that an ostinato is a repeated pattern. Copy and create simple rhythm patterns (Call and Response).	Sound And Pictures Match and create pictures/symbols to represent sound. Capture, sequence and change sounds to make a musical story.	Highs And Lows Understand the difference between a rhythm and pitch pattern. Identify different pitches in music and sounds.	Music Inspired By The World Around Us Listen attentively and with understanding to music from different historical periods. Understand that music can tell a story.
PSHE						
Computing	[IT] Introduction to Purple Mash Introduces Purple Mash, 2Dos, saving work and navigating. [IT] Creative Computing Develop mouse, keyboard and basic computing skills using creative tools.	[IT] Data Explorers Use software tools to group and sort recognisable objects; collect data and present in a pictogram.	[CS] Creating & Following Instructions Forms the basis for understanding simple algorithms and algorithmic thinking. [DL] Technology Around Us Defining and understanding what technology is in school, home, and the wider world.	[IT] Animated Stories Create digital books using 2Create a Story, working with images, text, sound, and animation..	[CS] Coding Introduces coding using 2Code. Explore simple instructions and code blocks to make a simple program.	[IT] Making Beats Introduces digital music. Use 2Explore and 2Beat to make their own digital music.
PE	Learning through games: Playing Games Running	Dance: Toys Ball Skills: Hands 1	Ball Skills: Feet Gymnastics: wide, narrow, curled	Health and Wellbeing: Agility Team Building: Listening Skills	Rackets, Bats and Balls: Pushing and Dribbling Jumping: Recap Jumping	Dance: Heroes Games for understanding