

Year 1 - Curriculum map



Planned half term	Year 1	Subject focus	Memorable experience	Innovate challenge	Love to Investigate	English	Art & design	Computing	Design & technology	Geography	History	Mathematics	Music	PE	PSHE	Science
	Splendid Skies	Science	Nature's treasure walk	Windy day balloon launch	How big is a raindrop? How wild is the wind? Does it snow in summer?	Recounts; Poetry; Lists and instructions; Postcards; Non-chronological reports	Collage and painting	Discrete	Discrete	Seasonal and daily weather patterns	Significant individuals - Sir Francis Beaufort	Measurement	Weather sounds and songs	Dance	Discrete	Seasonal changes
	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	Designing and making	Locating continents and oceans	Events beyond living memory; Significant individuals - Mary Anning	Measurement	Percussion	Dance; Tactical games	Discrete	Plants and animals
	Rio de Vida	Music	Brazilian carnival day	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
	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	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
	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	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
	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	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
	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; E-safety; Animation	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
	Bright Lights, Big City	Geography	Afternoon tea with the Queen	Marley the Meerkat's trip to London	How do you make bread? How do things move?	Recounts, labels and captions; Adventure narrative; Instructions; Emails; 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
	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	Position and direction	Space sounds; Space-themed songs	Dance	Aspirations and goal setting	Properties of everyday materials; Working scientifically