

Year 1 Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1 and 2
Theme	All about Marvellous Me	Toys	Julia Donaldson	Who lives in a house like this?	We're going on an adventure / The Seaside
Literacy	<p>Lists, labels and captions. Children to explore the book <i>We are Britain</i> and find out about children in Britain by using the labels and captions. To write an information page for the book about themselves.</p> <p>Dogger Children to explore the story by writing character descriptions and describing their own favourite toy using wow words. To write a thank-you letter to Bella.</p> <p>Instructions Children to get in role as Percy the Park Keeper and give the animals clear instructions about how to build a new home. Give and listen to instructions on how to make a jam sandwich and how to wash your hands. To write instructions telling Percy how to catch a dragon using openers, bossy verbs and ordering.</p> <p>Wanted: The Perfect Pet Children to describe the dog in the story using adjectives. To describe their own perfect pet using wow words and create an advert. To re-tell the story using sentence openers and wow words.</p> <p>Sentence work To use high five sentences (Capital letters, full stops, finger spaces, wow words, does it make sense?) To use openers.</p>	<p>Poetry. Children to use their 5 senses to create a poem about Bonfire Night. To create a shape poem.</p> <p>Handa's Surprise Children to describe fruit using wow words and write a 2A sentence. To re-tell the story using sentence openers and wow words. To create a new story with a new main character, substituting the fruit for toys.</p> <p>Non-Fiction - Toys Children to ask questions about lost toys using question words. To identify the features of a Non-fiction text, including how alphabetical ordering is used. To gather facts about toys in the past using books and the internet. To write an information page.</p> <p>Cold Write Children to write a letter to Santa.</p> <p>Sentence work To use high five sentences (Capital letters, full stops, finger spaces, wow words, does it make sense?) To list wow words, using Alan Peat 2A sentences. To use openers. To use question words and a question mark.</p>	<p>Monkey Puzzle. Children give reasons why they like/dislike a story using because. To notice pattern in a story. To identify rhyming words. To describe characters using wow words. To create a new story setting and describe newly chosen characters using wow words. To create a new story featuring new animal characters, using a repeated pattern.</p> <p>Poetry Children to work together to perform Sniff Sniff Sniff using actions. To identify rhyming words and write a new smelly poem using pattern and rhyme.</p> <p>Room on the Broom. Children to write a witch character description using wow words. To ask a character questions using question words. To predict and write a new ending.</p> <p>The Gruffalo To explore a characters feelings and thoughts. To create a wanted poster and write a Gruffalo character description using wow words.</p> <p>Sentence work To use high five sentences To use Alan Peat 2A sentences. To use openers. To use wow words to describe a character and setting. To use question words and a ? To use connectives 'and' and 'because'.</p>	<p>The Jolly Postman Children to identify fairy-tale characters and use wow words to describe their looks and their behaviour. Children to re-tell the story of The Jolly Postman using interesting openers. To write a friendly letter in the role of Jack (Jack & The Beanstalk). To write a postcard about their visit to the Witch's house (Hansel & Gretel) in the 1st person. To write a letter of persuasion to the Witch. To re-tell the story of Cinderella using openers.</p> <p>Recount Children to plan a recount of their Geography walk using the 5 W's. To create a recount text map using lots of description. To write a recount using openers.</p> <p>The House That Jack Built. Children to re-tell the events of a familiar story. To use pronouns correctly.</p> <p>Cold Write Children to write a recount of an Easter Egg hunt.</p> <p>Sentence work To use high five sentences. To use Alan Peat 2A sentences. To use a greater range of openers. To use a greater range of connectives.</p>	<p>Adventure Writing Children to make predictions about the story of The Minpins. To explore a characters feelings. To describe what a characters does/what happens using powerful verbs. To describe the setting and a character using adjectives. To write an estate agents advert for a Minpins house. To write a letter to a character. To list events in the story. To re-tell the story.</p> <p>Non-Fiction - The Rainforest Children to imagine they are in the rainforest and use their 5 senses. To identify and generate new rhyming words. To generate new powerful verbs to describe the animals movements. To select the best connective for a sentence. To gather facts about the Rainforest using books and the internet. To create an information page using gathered facts.</p> <p>Poetry To perform a Rainforest poem with clear voices and actions. To write 2A sentences to describe rainforest animals. To write a simile to describe what the animals are doing. To consider what the animals are doing using powerful verbs. To write a new poem using a repeated structure.</p> <p>The Lighthouse Keepers Lunch Children to explore the story and re-tell it. To begin to use a greater range of punctuation in their writing (speech marks).</p> <p>Create a Menu Linked to DnT, where the children design a smoothie.</p> <p>Poetry Children to learn a class poem by heart and create our seaside poem using a pattern.</p> <p>Sentence work To use high five sentences. To use Alan Peat 2A sentences. To use a greater range of openers. To use a greater range of connectives. To use punctuation for effect, particularly exclamation marks and an elipse.</p>
Numeracy	<p>Know the number names to 10 and order them. Count up to 10 objects Read and write numbers from 0-20 in numbers and words One more/less than Solve one step problems Add and subtract one digit and two digit numbers to 20, including zero Number bonds to 20 2D and 3D shapes.</p>	<p>Begin to recognise and use place value in numbers to 20 Read write and interpret mathematical statements involving addition, subtraction and equals Use a number line to add and subtract to 10 Subtraction as difference Compare 2 or more lengths, masses or capacity by direct comparison Name the different coins and money</p>	<p>Count up to 50 forwards and backwards Count in twos to 0 and back again Begin to recognise odd and even numbers to 20 Double facts up to 20 Use grouping and sharing Find halves of shapes, measures and quantities Vocabulary of time to sequence events Add and subtract one-digit and two-digit numbers to 20, including zero</p>	<p>Compare and order numbers to 30 and One more/less Tens and units Count in 2s and 5s Add two unit numbers that total more than 10 Solve simple one step problems Use objects and pictures to share into equal groups Sort 2D and 3D shapes by property Describe position, direction and movement Days of the week. O'clock and half past.</p>	<p>Read and write numbers to 100 Place value Addition and subtraction facts to 20 Halves and quarters Use doubling and halving facts to understand division Arrays Begin to use standard units Position, direction and movement Number patterns to 20 2D and 3D shapes</p>

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1 and 2
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Science	<p>Seasonal Changes and Autumn</p> <p>Children are to order the 12 months of the year. Name the 4 seasons in order. Find out facts about the Sun. See the Sun tricking us and understand why. (The Sun doesn't move.) Describe what a shadow is. Investigate which material will be best to make a shadow puppet. Know that shadows change during the day. Record what a tree looks like in Autumn from first hand observation.</p>	<p>Materials</p> <p>Children learn and understand that things are made of different materials. Know that different materials have different properties. Make a prediction about sinking and floating, and test it. Understand what materials are suitable for building. Carry out a fair absorbency test with help. Investigate waterproof materials and explain findings.</p>	<p>Light and Dark</p> <p>Children learn the difference between light and dark. Know what a light source is. Identify the difference between man made and natural light. Know how to be safe in the dark and find out which material is the most reflective. Know what nocturnal means and make an information book about nocturnal animals.</p>	<p>Plants (+ Spring Tree Observation)</p> <p>Children identify plants and understanding how they grow. Know what wild plants are and where they are found. Identify plants in our local area and write a recount, noting the season. Study local area plants and make a detailed drawing. Name the main parts of a plant and label a plant. Understand the function of each part of a plant. Record what a tree looks like in Spring from first hand observation.</p>	<p>Animals and Humans (+ Summer Tree Observation)</p> <p>Children compare parts of the human body with those of a wide range of animals and answer questions. Identify pets and other common animals that are herbivores, omnivores and carnivores, having first established what sort of food each eats. Children group animals together that are similar. Record what a tree looks like in Summer from first hand observation.</p>
<p>Coverage by other subjects</p> <p>Geography</p> <p>History</p> <p>Art</p> <p>D.T</p> <p>PSHE</p> <p>Computing</p> <p>R.E</p> <p>P.E</p>	<p>Children to investigate the area around our school. - QCA Unit.</p> <p>Make space rockets using a range of materials. Create a painting/collage to commemorate Remembrance Day.</p> <p>Design a Playground.</p> <p>New beginnings</p> <p>Draw a picture of our perfect pet on Paint.</p> <p>Judaism-famous people and artefacts</p> <p>Gym and outdoor games</p>	<p>Changes in locality. 1930—now. Including the development of Manchester Airport.</p> <p>Make firework pictures and design a rocket for a Year group display.</p> <p>Make a toy from the past. Design and make a toy vehicle.</p> <p>Getting on and falling out/Say no to bullying</p> <p>Use a given website to gather facts about a topic based theme. (Toys in the past.)</p> <p>Christianity-famous people and artefacts</p> <p>Gym and outdoor games</p>	<p>The first aeroplane flight. Make a timeline.</p> <p>Artist Study—Van Gogh. Children to create their own 'Sunflower' piece.</p> <p>Design and make a shadow puppet.</p> <p>Going for goals</p> <p>Draw a light and dark picture on Dazzle.</p> <p>Discuss keeping safe on the internet and why this is important. Children explore the Smartie the Penguin story on Kid Smart (online) and write a safer internet pledge.</p> <p>Sikh-famous people and artefacts</p> <p>Dance and outdoor games</p>	<p>Key human features of Wythenshawe and Map skills.</p> <p>Good to be me</p> <p>Use google maps to investigate the local area of Wythenshawe. Children to use the google map representation to design their own map of Wythenshawe.</p> <p>Hindu-famous people and artefacts</p> <p>Dance and outdoor games</p>	<p>Name and locate the 4 countries in Great Britain. Identifying the Capitals of the UK.</p> <p>Understanding the Continents and Oceans of the world.</p> <p>Children to find out about world explorers. For example, Captain Cook, Columbus, Drake.</p> <p>Create a site-specific sculpture using natural materials</p> <p>Children to design a healthy smoothie.</p> <p>Relationships/Changes</p> <p>Use 2Publish to draw a picture of an important person and write a sentence.</p> <p>Use search engines to research a topic based theme. (Animals in the Rainforest.)</p> <p>Use 2Create to combine relevant text, image, sounds and information to suit an audience. (Somebody who wants to find out about Rainforest animals.)</p> <p>To write a set of instructions and understand that there are different computer languages, which have their own 'vocabulary'. Use agreed directional language and test it by programming Bee bots.</p> <p>Buddha and Islam-famous people and artefacts.</p> <p>Athletics and sports week.</p>
Enrichment experience	Woodland animals from Percy's Park visit our classrooms looking for a new home.	Children bring their own toys in and share why they are important with the class.	The children retell the story of The Gruffalo using shadows puppets they have made. Videos created for the school T.V.	Trip into the local area to identify Key Human Features.	The Minpins move into our outdoor area. Children create their own Minpin to join them in the tree. School sports week with parents and carers.