

Long Term Curriculum Map 2016-17

	Autumn Term		Spring Term			Summer Term												
Year 1	Toys and Machines		Arctic Adventure			Space			The Great Outdoors									
Literacy	Kipper's Toybox/Little Red Hen Letter Formation Simple sentences Story sequencing Talk 4 Writing (learning /changing a story)		Narrative: Stick Man/The Storm Whale Letter Formation Simple sentences Story sequencing Talk 4 Writing (learning /changing a story)			Narrative: Beegu/Whatever Next! Simple sentences Joining words Story sequencing Talk 4 Writing (learning /changing a story)			Narrative: Animal Stories Simple sentences Joining words Story sequencing Talk 4 Writing (learning /changing/writing a story) Plurals (s/es)			Narrative: Little Red Riding Hood/Jack and the Beanstalk Simple sentences Joining words Story structure Talk 4 Writing (learning /changing/writing a story)			Narrative: The Bog Baby/Stanley's Stick Simple sentences Joining words Story structure Talk 4 Writing (learning /changing/writing a story) Reading back work			
	Poetry: Teddy Bear, Teddy Bear (performing/changing), Senses poetry (composition)					Poetry: Space (composition) – nouns, verbs and adjectives					Poetry: Nature (composing/performing)							
	Instructions: Bread Bossy verbs Simple sentences		Recount Text: Woodland Adventure Letter formation Simple sentences Recount features Spelling, punctuation and grammar			Recount Text: The Moon Landing (Newspaper report) Features Fiction/non-fiction Sentences Past tense (ed)			Explanation Text: Animal Encyclopaedia Features Structure of information text. Word processing 'ing' words			Recount Text: Outdoor Adventure Sentences Past tense (ed) Joining words Adjectives/verbs			Instruction Text: How to Look After a Bog Baby Features Structure of information text. Word processing			
Phonics	Phase 3 recap Phase 3 sounds/Tricky words (reading and spelling)		Phase 4 Consonant blends (reading and spelling) Decoding phase 3/4 words			Phase 5 Introduce phase 5 sounds Blending/decoding Tricky words			Phase 5 Consolidate phase 5 sounds Blending/decoding Tricky Words			Phase 5 Consolidate phase 5 sounds Alternative spellings Simple spelling rules			Phase 5 Consolidate phase 5 sounds Alternative spellings Simple spelling rules			
Numeracy	Number and Place Value (Counting, number formation, 1 more/1 less, number facts) Addition/Subtraction (number bonds to 5, practical addition/subtraction, number lines) Measurement (Time – sequencing, how long is a minute, o'clock) Shape (2D/3D shape recognition and naming/properties)		Number and Place Value (Counting beyond 20, tens and ones, teen numbers) Addition/Subtraction (number bonds to 10, practical addition/subtraction, problem solving) Multiplication/Division (counting in 2s, 5s and 10s, arrays, sharing) Fractions (halves and quarters of shapes)			Number and Place Value (Counting, number formation, 1 more/1 less, place value) Addition/Subtraction (number bonds to 10, practical addition/subtraction, number lines) Measurement (Length – measuring, comparing, non-standard/standard units Time – o'clock, half past) Shape (2D/3D shape recognition and naming/properties)			Number and Place Value (Counting beyond 50, tens and ones) Addition/Subtraction (number bonds to 10, practical addition/subtraction, problem solving, money) Multiplication/Division (counting in 2s, 5s and 10s, arrays, sharing) Fractions (halves and quarters of numbers)			Number and Place Value (Counting, 1 more/1 less, 10 more/10 less, place value) Addition/Subtraction (number bonds to 10, practical addition/subtraction, number lines) Measurement (Weight/Capacity – measuring, comparing, non-standard/standard units) Shape (2D/3D, position and direction)			Number and Place Value (Counting beyond 100, tens and ones) Addition/Subtraction (number bonds to 10, practical addition/subtraction, problem solving, money) Multiplication/Division (counting in 2s, 5s and 10s, arrays, sharing) Fractions (halves and quarters of numbers)			
Science	Everyday Materials Naming common materials Distinguishing between object and material What are things made from? Properties of materials		Everyday Materials What would be the best material for...? Where do materials come from? Seasonal Changes – Autumn/Winter What happens in Autumn? Evidence of Autumn/Winter Length of Days/Weather			Animals and Humans Human Body Senses Naming animals Classifying animals			Animals and Humans What do animals need? What do animals eat? Seasonal Changes – Spring What happens in Spring? Evidence of Spring Length of Days/Weather			Plants What's Growing Out There? Identifying plants in the school grounds Parts of a plant			Plants (Forest School) Identifying trees Deciduous/Evergreen Seasonal Changes – Summer What happens in Summer? Evidence of Summer Length of Days/Weather			
DT	Mechanisms: Moving Toy Pictures Exploring moving pictures Simple mechanisms Levers		Food: Bread Following instructions Simple cookery Measuring ingredients		Techniques: Lego Robots (Computing link) Computer Control Design, Make & Evaluate Solving problems		Mechanisms: Moon buggies Exploring vehicles Adaptations for the moon – solving problems.		Techniques: Rockets Investigating space travel 3D shapes		Food: Healthy Eating Growing food Designing a fruit salad. Making a healthy snack		Structures: Playgrounds What is in a playground? Materials Junk Model playground		Food: Campfire Cookery Fire safety Tools/cooking methods Marshmallows		Techniques: Bog Baby Homes Natural materials Structures Simple knots/lashings	

	Design, Make & Evaluate				Design, Make & Evaluate	Design, Make & Evaluate	Design, Make & Evaluate	Design, Make & Evaluate		Design, Make & Evaluate	
Art	Painting (colour and pattern): Toy Design Colours Mixing colours Shape Detail/texture	Drawing (line and shape): Self Portrait What is a portrait? Types of lines Shading Looking closely Observational drawing	Sculpture: Lego Model Robots Function Shape Movement Representing real objects Solving problems	Christmas Cards, Calendars & Decorations Painting Drawing Applying colour Gluing & sticking	Painting (colour and pattern): Space scene Patterns Shape Paintbrush techniques	Sculpture: Junk Model Aliens 3D shape Texture Attaching	Drawing (line and shape): Animals Types of lines Shading Looking closely Observational drawing	Mother's Day & Easter Cards Painting Drawing Applying colour Gluing & sticking	Sculpture: Andy Goldsworthy (inc. digital photography) Natural materials Shape Pattern Representing ideas	Painting: Plants and flowers Colours Mixing colours Shape Detail/texture	Drawing (line and shape): Field sketching outdoors Types of lines Shading Looking closely Observational drawing
History	Toys in the Past What are our toys like? What did our parents play with? How do we know toys are old? What is the same/different Creating 'old' toys				Famous Explorers (Christopher Columbus/Neil Armstrong) Simple timeline Methods of travelling/exploring Important facts about explorers Comparing explorers			The Great Fire of London (Samuel Pepys) Timeline of events What started the fire? Why did it spread? Methods of firefighting Then vs Now			
Geography	Wonderful Weather Naming types of weather UK weather Suitable clothing Weather symbols Weather monitoring				UK and the World (continents and oceans) Countries of the UK Oceans & Continents Using maps			Our Local Area How do I get to school? What is in my local area Forest School – resources close to me Landscape – woodland vs town			
RE	Belonging (Christianity) Belonging to groups/clubs/school/families Belonging to a religion Churches/baptisms		Why do we give gifts at Christmas? Giving/receiving gifts When do we give/receive gifts? Christmas Story		Beliefs and Practices Jewish beliefs Belonging to Judaism Important events		Judaism Religious stories Places of worship		Islam Beliefs Belonging to Islam Places of worship		Comparing Religions Beliefs Practices Places of Worship
PE	Dance Acting with our bodies Moving to a rhythm 'Feeling' the music Reacting to music Creating/performing Multi Skills Throwing Catching Running Jumping		Gymnastics Travelling Body Shapes Balancing Working together Multi Skills Throwing Catching Running Jumping		Gymnastics Travelling (including rolls) Body Shapes Balancing Sequencing Movements Performance Dance Acting with our bodies Moving to a rhythm 'Feeling' the music Reacting to music Creating/performing		Team Games – Uni-Hoc Control skills Passing Relay races Aiming Multi Skills Throwing Catching Running Jumping		Athletics Running Jumping (long and high) Basic throwing (shuttlecock) Gymnastics Travelling (including rolls) Body Shapes Balancing Sequencing Movements Performance		Team Games Ball Games Finding a space Defending/attacking Aiming Scoring Athletics Running Jumping (long and high) Basic throwing (shuttlecock) Competing
Music	Singing Call and Response Breathing Singing together Pulse and Rhythm Pitch Expression		Sounds Interesting Exploring sounds What can you hear? Percussion instruments Representing mood with music Soundtrack to a story		Long and Short of it – Duration Recognising long/short sounds Exploring long/short sounds in music Creating long/short sounds with instruments Performance		Feel the Pulse Identifying pulse Feeling the beat Rhythm of words/syllables Combining pulse and rhythm Copy and Repeat Rhythmic patterns		Taking Off – Exploring Pitch Exploring high and low sounds Singing in different pitches Sliding Composing music Combining pitch, tempo and volume		What's the Score – Instruments & Notation Exploring instruments Groups of instruments Following symbols Matching movements to sounds Composing and performing
PSHE	New Beginnings Ourselves Goals and targets for Year 1		Getting On and Falling Out Recognising emotions Dealing with anger Friendships		Say No to Bullying		Going for Goals		Good to be Me		Changes

Computing	Using Technology Logging on Mouse control Exploring software	Beebots/ICT skills Control skills Programming Logging on Mouse control Exploring software	Espresso (unit 1a) Representing actions with symbols Following a simple program Creating a simple game	Robots Exploring robots Controlling robots What can we use robots for?	Using Technology Exploring software Word processing Digital media	Espresso (unit 1b) Representing actions with symbols Following a simple program Creating a simple game
	Staying Safe – Rules for the Internet					
French	Basic greetings Numbers 1 - 12					
Role Play Area	Toy Shop	Arctic Cave	Spaceship	Vets	Giant's Castle	Garden Centre