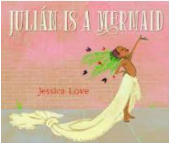
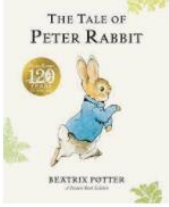





Year 1 Curriculum



	Autumn	Spring	Summer
Phonics	<ul style="list-style-type: none"> Daily phonic lessons are taught using the Essential Letters and Sounds scheme 		
Reading	<ul style="list-style-type: none"> Children read in small groups led by an adult Books are phonically decodable to match the sound they are learning 		
Writing	<p>Narrative 'Not Now Bernard' by David McKee 'No Dinner!' by Jessica Souhami 'Beegu' by Alexis Decon 'Julian as a Mermaid' by Jessica Love CC. PSHE</p> <p>Poetry Autumn/ harvest CC. Science Link to Seasons</p>  <p>Non fiction Recount of trip linked to seasons CC. Science</p> <p>Drama Nativity</p>	<p>Narrative Traditional and Fairy Tales Author Focus: Beatrix Potter including 'Peter Rabbit'</p> <p>Non fiction Author Focus: Beatrix Potter CC links to Science: Everyday Materials</p> 	<p>Narrative 'Where the Wild Things are' by Maurice Sendak 'Grace and Family' by Mary Hoffman 'Percy the Park Keeper' by Nick Butterworth</p> <p>Non fiction Recounts Post cards CC History link to the Seaside</p>  <p>Poetry CC History link to the Seaside</p>
Maths	<ul style="list-style-type: none"> Number place value (within 10) Number addition and subtraction (within 10) Geometry (shape) Number place value (within 20) 	<ul style="list-style-type: none"> Number: addition and subtraction (within 20) Number place value (within 50) Measurement (length and height) Measurement (weight and volume) 	<ul style="list-style-type: none"> Number: Multiplication and division Number: Fractions Geometry: position and direction Number place value: within 100 Measurement: Money Measurement: Time
Science	<ul style="list-style-type: none"> Animals including Humans- Ourselves Seasons and Plants 	<ul style="list-style-type: none"> Everyday Materials Seasons and Plants 	<ul style="list-style-type: none"> Animals including Humans- Animals Seasons and Plants
History		<ul style="list-style-type: none"> History: Significant individuals: Thomas Coram 	<ul style="list-style-type: none"> History: Changes within the living memory: The Seaside

Geography	<ul style="list-style-type: none"> ● Geography (local area): Am I proud of my local area? 	<ul style="list-style-type: none"> ● Geography: Locational knowledge, physical geography and map skills linked to History 	
PSHE	<ul style="list-style-type: none"> ● Significance and Peace ● Focus on goals and importance of identity ● Focus on celebrating every individual ● Understanding democracy ● Understanding finances 	<ul style="list-style-type: none"> ● Respect and Compassion ● Understanding friendship ● Online safety ● Looking after the environment ● Hazards and risks ● Understanding stereotypes and discrimination 	<ul style="list-style-type: none"> ● Forgiveness and Courage ● RSE curriculum ● Drugs and alcohol awareness ● Courageous individuals
Religious Education	<ul style="list-style-type: none"> ● What responsibility has God given people about taking care of Christianity? ● Nativity Characters: Which character are you? Why are you important? 	<ul style="list-style-type: none"> ● Introduction to Judaism - what is it like to live as a Jewish person? ● Why is Easter the most important festival for Christians? 	<ul style="list-style-type: none"> ● Islam- What does it mean to be a Muslim? ● Parables - why is it good to listen to and remember the stories Jesus told?
Computing	<p>Computing systems and networks Technology around us</p> <p>Creating media Digital painting</p>	<p>Creating media Digital writing</p> <p>Data & Information Grouping data</p>	<p>Programming Moving a robot</p> <p>Programming Introduction to animation</p>
Art & Design	<p>Drawing Like Caveman Mark making/experimenting with different media Focus artist/designer: Lascaux</p>	<p>Weaving Textiles Focus artist/designer: Anni Albers</p>	<p>Inspired by Miro Automatic drawing / Construction sculpture Focus artist/designer: Miro</p>
Design & Technology	<p>Moving Pictures Mechanism – sliders Potential to animate using I Can Animate app</p>	<p>Intro to gears Mechanisms – Gears, gears, gears construction kits</p>	<p>We are drinks designers Food technology</p>
PE	<ul style="list-style-type: none"> ● Hit catch run ● Hit catch run ● Dance ● Gymnastics 	<ul style="list-style-type: none"> ● Send and Return ● Dance ● Attack, defend and shoot ● Gymnastics 	<ul style="list-style-type: none"> ● Attack defend and shoot ● Send and Return ● Run jump throw ● Run jump throw
Music	<ul style="list-style-type: none"> ● General Musicianship ● Rhythm and pulse 	<ul style="list-style-type: none"> ● Exploring timbre and dynamics ● Exploring duration and tempo 	<ul style="list-style-type: none"> ● Exploring instruments and Symbols ● Compositions using musical elements

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