

Year 1 Curriculum Map Term 1 2024-2025

English



Fiction: We're Going on a Bear Hunt

The children will use the text to sequence sentences to form a narrative, retell the story using a story map and invent a new problem for the family, which they will act out and we will record for the School website.

Non-Fiction: Fact Files

We will look at a range of non-fiction books, identify the features of a fact file and write our own fact files based on brown bears. These will be shared with Year 2.



Computing

Computing systems and networks- improving mouse skills:

Knowing how to log in and navigate around a computer, developing mouse skills, learning how to drag, drop, click and control a cursor to create works of art inspired by Kandinsky and self-portraits.



History

Key event: Great Fire of London.

Place event on a timeline and know the key people involved. Answer the 5Ws about the event. Understand the difference between things that happened in the past and the present. Tell stories and experiences about the past. Talk, write, draw and role play events and people from the past.



Music

Hey You! by Joanna Mangona - an Old-School Hip Hop tune written for children to learn about the differences between pulse, rhythm and pitch and to learn how to rap and enjoy it in its original form. Children will listen and appraise other Old-School Hip Hop tunes.

Rhythm in the way we walk + banana rap This unit of work builds on previous learning focusing on these two songs. Children will continue to embed the interrelated dimensions of music through games and music.



Geography

What is Like here?

Locating where they live on an aerial photograph and recognising features within a local context. Creating maps using classroom objects before drawing simple maps of the school grounds. Following simple routes around the school grounds and carrying out an enquiry as to how their playground can be improved. (Fieldwork included).



PSHE

Being Me in My world: Children discuss rights and responsibilities, and choices and consequences. Learn about being special and how to make everyone feel safe in their class as well as recognising their own safety.

Celebrating differences: children explore the similarities and differences between people and how these make us unique and special. Learn about friendship and bullying, how it might feel and when and who to ask for help.



Science

Animals including Humans: All about me is the first part of two units. In this unit the children will learn how to identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

Seasonal change- The children will observe change across the four seasons and describe weather associated with the seasons and how day length varies.



PE

Locomotion / Health + Fitness

Working on fundamental physical literacy skills through a carousel of physical activities.

Ball skills throw + catch / Target Games

Ball skills and understanding the rules of safe play



Maths

- Number: Place Value (within 10)
- Number: Addition and Subtraction (within 10)
- Geometry: Shape



RE

What do Christians believe God is Like?

Children explore parables and think about what these can teach us about what Christians believe God is like. Children then investigate how Christians put their beliefs about God into practice in worship.

Why does Christmas matter to Christians?

Children will revisit the story of the birth of Jesus as told in the Gospels and explore why Jesus is important for Christians. They will give examples of ways in which Christians use the story of the nativity to guide their beliefs and actions at Christmas.



Art

Drawing Henry Moore (Bears)

Children will experiment by mark making different lines and textures using a range of pencils, charcoal and different paper types. These skills will be used to sketch a bear in the style of Henry Moore.

Painting Paul Klee & Emma Burleigh (Landscapes and lines)

Children are introduced to watercolours, how to use them and the effects they can create.



DT

Mechanisms 1 - Making a moving story book: Explore slider mechanisms and the movement they output to design, make and evaluate a moving storybook from a range of templates.