Year 1 curriculum map

Plat Douet School

Term	Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B
English	**Fiction:** Stories with predictable phrasing **Non-Fiction:** Instructions / Recount **Poetry:** Structure – rhyming couplets		**Fiction:** Contemporary fiction – stories reflecting children's own experience **Non-Fiction:** Reports & Instructions **Poetry:** Structure – rhyming couplets		**Fiction:** Traditional Tales - Fairy tales **Non-Fiction:** Reports, Explanation & Labels, lists and captions **Poetry:** Vocabulary building	
Mathematics	- Count to and across 100, forwards & backwards, beginning with 0 or 1, or from any given number - Identify & represent numbers using objects and pictorial representations including the number line - Represent and use number bonds and related subtraction facts within 20 - Add and subtract 1-digit & 2-digit numbers to 20, including zero - Tell the time to the hour/ half past - Recognise and name common 2-D and 3-D shapes - Recognise, find and name a half as 1 of 2 equal parts of a shape - Recognise & use language relating to dates, incl. days of the week, weeks, months/years - Given a number, identify one more and one less		- Count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens - Identify & represent numbers using objects and pictorial representations including the number line - Represent and use number bonds and related subtraction facts within 20 - Add and subtract 1-digit & 2-digit numbers to 20, including zero - Solve one-step problems that involve addition and subtraction, using concrete objects & pictorial representations and missing problems - Compare, describe and solve practical problems for lengths and heights		This term is currently under review by the Maths Subject Leader.	
Science	Animals including humans		Everyday Materials		Plants	
Computing	**Word Processing** - Open, save and edit documents - Insert text and different fonts/sizes **Accessibility** - Use a mouse and a keyboard (Not using caps lock) **Control (Bee Bots/Blue Bots)** - Use programming skills to control an external device. - Use instructions to model control of a device. - Anticipate the effect of adding a new instruction **E-Safety** - Know what to do if you encounter something that you did not expect online **Security Passwords/Passcodes** - Understand why passwords are needed **Devices and Operating Systems** Know how to look after devices.		**E-Safety** - Know what to do if you encounter something that you did not expect online **Programming – algorithms (Scratch Junior)** - Understand what an algorithm is and what it is used for. - Set a sequence of instructions to achieve a goal. - Identify external components and peripherals. - Recognise different computerised systems/devices. (washing machines etc.)		**Word Processing** - Open, save and edit documents - Insert objects, media and different fonts/sizes - Use the shift button **Searching Skills** - Recognise at least one Web search engine **Web Threats** - Understand that the Web contains a wide variety of content, some of which is not suitable for children. **Connectivity** - Begin early discussion about networks.	
R.E.	Belonging	Christmas - Why do Christians give gifts at Christmas?	Beliefs and Practices	The Easter Story	Visiting a place of Worship	

History	Grace Darling		Neil Armstrong		
Geography				Our Local Area	Beaches of Jersey
Art and Design	Collages- Katsushika Hokusai link (using painting techniques/ collage) Backwash a background/Printing Bonfires Colour mixing-primary/secondary colours Self portraits Christmas decorations		Skyscape Wax resist drawing/painting techniques Weaving Paint in the style of Kandinsky		Sunflowers by Van Gough Silk Painting – Stain glass window Detailed observational drawings / sketches (Flowers) Pen and ink- modern day houses/flats
Design Technology	Moving pictures		Eat more Fruit and Veg!		Houses
Music	Hey You	Sounds of music	In the Groove	Rhythm in the way we walk	Round and round	Reflect, rewind and replay
P.H.S.E.	Living in the wider world	Health and Well-being	SEAL: Going for Goals	Relationships	Living in the wider world	Health and Well-being
P.E.	Gymnastics (Points and Patches)	Games (Ball skills Invasion games)		Dance (Penguins)	Games (Throwing and hitting skills)	Dance (Dancing Dice)