

Year 1 Curriculum Map 2017 - 2018

	Autumn Term		Spring Term		Summer Term	
Topic Themes	Superheroes	Antarctica	Pirates	Owls	Growing	Toys
Literacy	<u>Word / Spelling</u> Phonics Weekly spellings	<u>Word / Spelling</u> Phonics Weekly spellings	<u>Word / Spelling</u> Phonics/ Common exception words Weekly spellings	<u>Word / Spelling</u> Un- words Common exception words Weekly spellings	<u>Word / Spelling</u> Suffixes Common exception words Weekly spellings	<u>Word / Spelling</u> Prefixes Common exception words Weekly spellings
	<u>P.A.G.</u> Combining words to make a sentence. Separating words with spaces. Introduction to capital letters and full stops.	<u>P.A.G.</u> Using capital letters for names and places. Sequencing sentences to form short narratives.	<u>P.A.G.</u> Regular plural noun suffixes. Introduction to exclamation marks. Using capital letters for the days of the week.	<u>P.A.G.</u> Prefix –un Personal pronoun I. Joining words and clauses using and. Introduction to question marks.	<u>P.A.G.</u> Suffixes where no change is needed in root word. Capital letters/full stops/exclamation/question marks.	<u>P.A.G.</u> Suffixes and prefixes. Sequencing sentences to form short narratives.
	<u>Talk 4 Writing</u> Fantasy: Superheroes Poetry: Monkey Babies	<u>Talk 4 Writing</u> Fireworks Fiction: Leaf Man Fact Files	<u>Talk 4 Writing</u> Stories with repeating patterns: Peace at Last Instructions Poetry: Pirates	<u>Talk 4 Writing</u> Traditional tales: The Three Little Pigs Information texts	<u>Talk 4 Writing</u> Fairy stories: Goldilocks Letters Poetry: Monsters	<u>Talk 4 Writing</u> Fiction: Toys in Space Information texts
	<u>Reading</u> Phonics x 4 Guided reading groups Class story - read at end of day.		<u>Reading</u> Phonics x 4 Guided reading groups Class story - read at end of day.		<u>Reading</u> Phonics x 4 Guided reading groups Class story - read at end of day.	
Numeracy	Count up to 20 objects (match number to object); estimate and count up to 30 objects; count on and back and order numbers to 10; recognise domino/dice arrays without	Understand and then make teen numbers (10 and some 1s); compare and order numbers to 20, then 30; find the number between two numbers with a difference of 2;	Say the number one more or less and two more or less using a number line or a 100 grid; locate 2-digit numbers on a 100 grid and a 1-100 bead string; read, write and	Recognise odd and even numbers; count objects in 5s and 10s and begin to say 5 lots and 10 lots; find half, quarter and three quarters of shapes; begin to know that	Find 1 more, 1 less, 10 more, 10 less than any 2-digit number; explore patterns on the 100-square; understand place value in 2-digit numbers and identify 10s and 1s.	Locate 2-digit numbers on a beaded line and 100-square; compare and order 2-digit numbers up to 100 and say a number between two numbers; identify 10s and 1s in 2-digit

	counting; identify a number 1 more (next number in count)	understand and use ordinal numbers.	say 2-digit numbers and understand them as some tens and some ones.	two halves and four quarters are a whole and that two quarters is a half.		numbers and solve place-value additions.
	Find pairs that make 5; subitise to 5; find pairs that make 6; subitise to 6; find pairs that make 10; subitise fingers to 10; match pairs to 5, 6 and 10 to number sentences; find missing numbers in number sentences.	Revise bonds to 5, 6 and 10; find pairs which make 7; use addition facts for 5, 6 and 10 to solve subtractions; use number facts for 5, 6 and 10 to solve word problems.	Revise pairs to 5, 6, 7, 10 and doubles to double 6; derive subtraction facts; understand a symbol being used for an unknown; use number facts to solve simple addition and subtraction word problems; find pairs of numbers with a total of 8.	Find and begin to know doubles to double 10; revise pairs to 5, 6, 7, 8, 9 and 10 and derive related subtraction facts; use knowledge of pairs of 10 to make pairs to 20; use number facts to solve word problems.	Use number facts to add and subtract 1-digit numbers to/from 2-digit numbers; add pairs of 1-digit numbers with totals above 10; sort out additions into those you 'just know' and those you need to work out.	Recognise odd and even numbers; count in 2s, 5s and 10s, look for patterns; multiply by 2, 5, 10 by counting in groups/sets; find doubles to double 10 and related halves; halve odd numbers up to 10.
	Double numbers 1 to 5; find 1 and 2 more; count back 1 and begin to find 1 less.	Describe position and direction using common words (including half turns); compare lengths and heights; estimate, compare and measure lengths using uniform non-standard and standard units.	Add by putting the larger number first and counting on (numbers up to 100), spotting unit patterns; count on from 2-digit numbers; add a 1-digit number to a 2-digit number.	Relate units of time weeks, days, hours; divide the days up into parts; read and write times to the hour; begin to have a notion of how long an hour is and how long a minute is; tell the time (o'clock and half past) on analogue and digital clocks; measure using uniform units (cubes and rulers).	Add three small numbers, spotting pairs to 10 and doubles; add and subtract 10 to and from 2-digit numbers.	Tell the time to the half hour and quarter hour on analogue clocks and begin to read these times on digital clocks; revise months of the year; read, interpret and create a pictogram; begin to recognise and read block graphs; measure lengths using non-standard, uniform units; recognise and name simple 2D shapes and continue repeating patterns.
	Recognise, name and describe squares, rectangles, circles and triangles; recognise	Add 1, 2 and 3 by counting on; subtract 1, 2, 3 or more by counting back; begin to	Name, recognise and know the properties of 3D shapes: cube, cuboid, cone, cylinder	Add a 1-digit number by counting on from a 2-digit number, not crossing 10s at first,	Compare weights and capacities using direct comparison; measure weight and capacity	Use number facts to add and subtract 1-digit numbers to and from 2-digit numbers; find

	basic line symmetry; sort 2D shapes according to their properties, using Venn diagrams and Carroll diagrams.	add three small numbers by spotting bonds to 10 or doubles (1-6).	and sphere; begin to sort 3D shapes according to properties; order and name the days of the week and months of the year; recognise and name the seasons.	then beginning to cross 10s; subtract a 1-digit number by counting back initially from numbers up to 30 (not crossing 10s) and then generally from a 2-digit number (not crossing 10s) and from multiples of 10.	using uniform non-standard units; complete tables and block graphs, recording results and information; make and use a measuring vessel for capacity.	change from 10p and from 20p.
	Read and write numbers and number-names to 20; compare and order numbers to 20; identify 1 more and 1 less; estimate sets of objects, count to check and order sets according to size; understand 0 as the empty set.	Compare and order numbers to 20; recognise coins and know values (up to £2); begin to make amounts in pence; understand teen numbers are 10 and some 1s.	Count on and back in tens from any number; begin to count in 5s and 2s recognising multiples of 5 end in 5 and 0; children begin to count in 2s; estimate a number of objects within a range and count by grouping into 10s or 5s.	Locate 2-digit numbers on a 100-square; begin to recognise 2-digit numbers as some 10s and 1s; make 2-digit numbers using 10p and smaller coins; find 1 more or 1 less than any number to 100; find 10 more than any number to 90; find 10 less than any number to 100.	Find half of all numbers to 10 and then to 20; identify even numbers and begin to learn halves; recognise halves and quarters of shapes and begin to know $2/2=1$, $4/4=1$ and $2/4=1/2$; recognise, name and know value of coins 1p–£2 and £5 and £10 notes; solve repeated addition problems using coins; make equivalent amounts using coins	Locate 2-digit numbers on a bead string and a 1-100 square; order numbers to 100; identify 10s and 1s in 2-digit numbers; say or write 1 more and 1 less and 10 more and 10 less than any number to 100; explore patterns in 10s, 5s and 2s on a 9×9 grid; count in tens from any given number.
Science	<u>Animals including Humans</u> Identify, describe and compare animals. Identify carnivores, herbivores, omnivores. Know parts of the human body. Link to senses.	<u>Autumn</u> Observe changes during Autumn. Link to weather and how day length varies.	<u>Winter</u> Observe changes during Winter. Link to weather and how day length varies.	<u>Everyday Materials</u> Distinguish between objects and their materials. Identify and name everyday materials. Describe physical properties of everyday materials. Compare and group materials according to properties.	<u>Plants</u> Identify plants. Identify basic structure of plants including trees.	<u>Summer</u> Observe changes during Summer. Link to weather and how day length varies.

				Spring Observe changes during Spring. Link to weather and how day length varies.		
History & Geography	Identify daily and seasonal weather patterns.	Guy Fawkes/Bonfire Night Remembrance Day Antarctica Robert Falcon Scott Ben Saunders	Name & locate the four countries and capital cities of the United Kingdom and surrounding seas using atlases.	Significant people	Our school environment - use basic geographical vocabulary to refer to local & familiar features.	Changes in living memory – toys then and now.
ICT	Use technology safely. Create, organise, store, manipulate, retrieve data. Recognise common uses of IT outside of school.					
R.E.	Families = My family. Belonging = The church family and Baptism. Waiting = Advent and Christmas.		Special People = The Parish and Diocese. Meals = God’s love in our lives and Eucharist. Change = Lent and Easter.		Holidays and Holy Days = World community and the Universal Church. Being Sorry = God’s love and mercy, Reconciliation. Neighbours = Pentecost and other faiths. + Journey in Love	
Art	Painting	Firework pictures – experimenting with a range of materials.		Famous artists	Use a range of materials to design and make products.	
D & T			Prepare fruit kebabs – understand where food comes from. Build a pirate ship. Create split- pin pirates - explore and use mechanisms.	Generate, model and communicate ideas. Use a range of tools and equipment.	Design purposeful, functional, appealing products.	
Music	Charanga/Singing		Charanga/Singing		Charanga/Singing	
P.E.	Swimming / Mastering basic movements		Swimming / Team Games		Swimming / Dance	
M.F.L.	French					