



YEAR 1 CURRICULUM MAP

		Autumn – Myself and other Animals (Science)	Spring – Where I Live (Geography)	Summer – Famous Folk (History)
Reading	Word reading	Phonic programme e.g. Letters and Sounds		
	Comprehension	Texts include: poetry, key stories, traditional stories, fairy stories and nonfiction (NC p 21)		
Writing	Transcription	Phonics / Spelling programme (NC Appendix 1)		
	Composition	Short narratives (NC p 24)		
	VGP	NC Appendix 2		
Speaking and Listening		12 Statutory statements (NC p 17)		
Maths		Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions, Measures, Geometry: properties of shape, Geometry: position, direction and motion		
Science		Seasonal changes - across the four seasons/weather		
		Plants - identification	Everyday Materials	Plants - structure
		Animals Including humans - parts of the body	Animals Including humans	Everyday Materials
		Working scientifically - on going across the year		
Computing		Computer Science - understand simple algorithms. Create simple programs Digital Literacy - keeping safe online IT Sound - use technology purposely Create/store/ retrieve	Computer Science - use digital devices to program simple journeys .Make sets of simple instructions. Correct obvious errors (debug). Digital Literacy - keeping personal information private IT - use technology purposely Create/store/retrieve	ICT - use technology purposely Digital Literacy Use technology safely Computer Science
History		Changes within living memory - I'm making history!	Significant places locally - History on my doorstep – where shall we go?	Significant people/events locally - Who/what made my corner of the world special long ago?
Geography		Geographical skills and fieldwork - my school/my home	Human and physical geography - me and my locality	Location and place knowledge - me and my UK – countries, capitals and seas
		Geographical skills and fieldwork - on going across the year		
D.T.		Control - produce a moving picture e.g. page for a class book about ourselves	Cooking and nutrition	Structure - make a lighthouse/ Stephenson's Rocket
Art and Design		Drawings - observational e.g. self portrait	Painting Sculpture - re-cycled theme e.g. Angel of the North	Printing - from observation / imagination using different print techniques Collage – e.g. rail, sea scene
Music		Listening and Singing - using my body to keep the beat - circle/action dances, songs and rhymes with animal puppets	Playing Instruments - sorting percussion instruments by material and sound quality/timbre, songs for playing together in the band – adapted: London Bridge – Killhope Wheel...	Experimenting with Sounds - stories and descriptive ideas e.g. using sounds to represent ideas for George Stephenson's engine, tuned percussion: responding to high and low sounds – e.g. Jack going up the Beanstalk
		Music Education Hub: Key Stage 1 Programme Opportunities e.g. 'Little Fingers' - integration on curriculum delivery (Durham Music Service)		
P.E.		Games & Gymnastics Games & Dance	Dance & Gymnastics Games & Gymnastics	Games & Dance Athletics
R.E.		Families Belonging Waiting	Special people Meals Change	Holidays and Holydays Being sorry Neighbours

Additional information relating to Computing

<p>Computing</p>	<p>Computer Science Understand Simple algorithms. Create simple programs e.g. (Beebot) – forward / backwards – use pictures of ourselves/ animals/plants</p> <p>Digital Literacy SWGFL http://www.digital-literacy.org.uk/Curriculum-Overview.aspx#yr1 Keeping safe online. Finding ourselves sites safely</p> <p>IT Sound – Use technology purposely Using IPADS/Easispeaks to record/ playback (talk about me/retell stories) Use cameras (Me) – looking at family photos/old photos Graphics – me/ my family. Beginnings of WP – All about me Create/store/retrieve</p>	<p>Computer Science – Use digital devices e.g. Beebot to program simple journeys - use map / photos of local area. Make sets of simple instructions – fd/bk left/right. Correct obvious errors (debug)</p> <p>Digital Literacy Keeping personal information private. Look at local environment for common uses of ICT outside school</p> <p>IT Use technology purposely - Simple branching database - materials Cameras – take photos of local area Add to simple photo story/IPhoto - record thoughts IPAD/Easispeak – playback /use in writing Create/store/retrieve</p>	<p>ICT Use technology purposely – nonfiction texts - George / animals. Use photos from visit e.g. Shildon in WP / book Book creator IPAD – WP software on PC - Create/store/ retrieve Talk about animals/famous person to camera/video</p> <p>Digital Literacy Use technology safely - Real and fictional characters – what is real? Lee & Kim resources – animal masks. Communicating with real people. Who do we tell if concerned? Teacher led email – for a purpose e.g. arrange a visit</p> <p>Computer Science - iPad apps writing precise and unambiguous instructions. – Daisy the dinosaur/Kodables/Beebot app</p>
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