



Year 1 - Curriculum map



Planned half term	Year 1	Subject focus	Memorable experience	Innovate challenge	Love to Investigate	English	Art & Design	Computing	D&T	Geography	History	Mathematics	Music	PE	PSHE	Science
1	Paws, Claws and Whiskers	Art & Design	Visit from an animal owner / Visit a zoo, wildlife park or rescue centre	Look after a mystery animal	Can you leap like a frog? What is camouflage for? What can worms sense?	Recounts; Fables; Booklets and lists; Instructions; Nursery rhymes and poems	Talking about art; Drawing; collage; Model making; Painting; Sculpture; Animal masks and products	Retrieving images; Photography; Using presentation software	Designing labels; Designing and making animal enclosures	Using and making maps; Describing physical features			Animal songs	Animal movement and dance	Caring for animals	Animals (including humans); Working scientifically
2	Moon Zoom!	D&T	Alien crash scene investigation	Help the alien home	What keeps us dry? How does it feel?	Posters; Character profiles; Non-chronological reports; Adverts; Science fiction	Models of the Solar System	Drawing software; Algorithms; Email; Photo stories	Design and make space-themed vehicles; Evaluating toys; Using mechanisms	Satellite images	Significant people - Astronauts; Changes within living memory	Position and direction	Space sounds; Space-themed songs	Dance	Aspirations and goal setting	Properties of everyday materials; Working scientifically
3	Bright Lights, Big City	Geography	Afternoon tea with the Queen	Marley the meerkat's trip to London	How do you make bread? How does it move?	Recounts, Labels and captions; Adventure narrative; Instructions; Emails; Character study	Discrete	Searching the web; Digital images; Algorithms; Logical reasoning; Creating and debugging Programs; Common uses of information technology; Communication; E-safety	Exploring mechanisms; Constructing moving models; Understanding where food comes from; Design and make souvenirs; Models of London landmarks	Countries and capital cities of the UK (London focus); Using locational language; Using maps; Geographical similarities and differences	The Great Fire of London	Sequencing events	Traditional songs and nursery rhymes	Active citizens	Everyday materials; Working scientifically	
4	Dinosaur Planet	History	Visit a natural history museum/ dinosaur hunt	Dinosaur museum	Whose poo? Why do we have teeth?	Fact files; Poetry and riddles; Non-chronological reports; Narrative; Writing for different purposes	Large and small-scale modelling	Programming a floor robot; Stop-frame animation	Designing and making	Locating continents and oceans	Events beyond living memory; Significant individuals - Mary Anning	Measurement	Percussion	Dance; Tactical games	Discrete	Plants and animals
5	The Enchanted Woodland	Science	Visit a local woodland	A woodland party for Mr Fox	Are all leaves the same? Do pine cones know it's raining? What's in a bud? How do leaves change?	Recounts; Information books and letters; Lists and instructions; Narratives	Working with natural materials; Drawing and painting	Sending an email	Building structures; Making party food	Making maps		Measuring length and height; Using money	Traditional songs and nursery rhymes	Team games	Feeling positive; Looking after the environment	Plants and animals; Identifying and classifying
6	Rio de Vida	Music	Brazilian carnival day	Class carnival	What makes the loudest sound?	Poetry; Myths and legends; Information texts; Instructions; Postcards	Carnival masks and headdresses; Collage	Digital animations	Carnival instruments; Flag making; Recipes	Locating countries and cities; Comparing areas of UK with Rio		Recognising 2-D shapes	Carnival music; Percussion; song lyrics	Dance; Football; Athletics	Special times; Understanding differences; What is fair and unfair?	