

## Highfield Year 1 Curriculum Map



	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<b>English</b>	Narrative, poetry, recount, stories with familiar settings, stories with familiar patterns		Information texts, narrative, poetry, recount, explanations, instruction		Narrative, descriptive, poetry, recount	
<b>Science</b>	Seasonal changes (weather)		Everyday materials		Plants	Animals including humans
<b>Computing</b>	Are computers clever? Programming BeeBots	Logging on to the computer and saving work	Using a graphics package	Word processing – change font size and colour	Programming BeeBots How a supermarket works?	Word processing – capitals, shift key, delete, back space, arrow keys, undo, redo
<b>E-safety</b>	Who can we trust?	Who can we trust?	What to do if I am scared?	Keeping my address private	Who can know private information	Hector’s World episode 1
<b>History</b>	Toys Guy Fawkes		Houses and Homes		Life for children at the seaside past and present	
<b>Geography</b>	Where in the world is Barnaby Bear?		Houses and Homes The Gambia		India Scarborough	
<b>Art</b>	Natural pattern		Shape Kandinsky		India patterns	
<b>DT</b>	Moving Pictures		3D model houses and homes		Indian elephant sewing	
<b>RE</b>	Myself and celebrations		Stories and special people		Belonging and belief	
<b>PHSCE</b>	Keeping the body healthy	Drugs around the house	My world near and far	Looking after money	Myself and others	Friends
<b>PE</b>	Floor movement and static balance Ball skills and games	Dynamic balance Static balance Toys dance	Dynamic balance Static balance Flight	Ball skills Counter balance Throwing and catching aiming games	Co-ordination with equipment Reaction and response Pirates dance Points and patches	Static balance Ball chasing Athletics

Music	Exploring duration Exploring sounds (weather/bonfire compositions)	Exploring instruments and symbols, exploring timbre and dynamics	Pulse rhythm and pitch Seaside/Pirates/India compositions
<b>Mathematics</b>	<ul style="list-style-type: none"> <li>• Count to and across 100, forwards and backwards from any given number.</li> <li>• Count, read and write numbers to 100 in numerals.</li> <li>• Count in multiples of twos, fives and tens.</li> <li>• Identify one more or less from a given number.</li> <li>• Identify and represent numbers using objects and pictorial representations including a number line.</li> <li>• Use the language: equal to, more than, less than, fewer, most, least.</li> <li>• Read and write numbers from 1 to 20 in numerals and words.</li> <li>• Read, write and interpret mathematical statements involving addition, subtraction and equals including their signs.</li> <li>• Represent and use number bonds and related subtraction facts to 20.</li> <li>• Add and subtract one-digit and two-digit numbers to 20.</li> <li>• Solve one-step problems that involve addition and subtraction, using objects and pictorial representations and missing number problems.</li> <li>• Solve one step problems involving multiplication and division, by calculating the answer using objects, pictorial representations and arrays with the support of the teacher.</li> <li>• Recognise, find and name a half as one of two equal parts of an object, shape or quantity.</li> <li>• Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.</li> <li>• Compare, describe and solve practical problems for: <ul style="list-style-type: none"> <li>- Length and height (long/short, double/half, tall/short)</li> <li>- Mass/weight (heavy/light)</li> <li>- Capacity and volume (full/empty, half/quarter)</li> <li>- Time (quicker, slower, earlier, later)</li> </ul> </li> <li>• Measure and begin to record: <ul style="list-style-type: none"> <li>-length and height</li> <li>-mass/weight</li> <li>-capacity and volume</li> <li>-time (hours, minutes, seconds)</li> </ul> </li> <li>• Recognise and know the value of different denominations of coins and notes.</li> <li>• Sequence events in chronological order using language (before, after, next, today, yesterday, tomorrow, morning, afternoon, evening.)</li> <li>• Recognise and use language relating to dates including days of the week, weeks, and months of the year.</li> <li>• Tell the time to the hour and half past and draw the hands on a clock face to show these times.</li> <li>• Recognise and name common 2D shapes ( rectangle, square, circle, triangle)</li> <li>• Recognise and name common 3D shapes (cuboids, cube, pyramids, sphere)</li> <li>• Describe position, direction and movement including whole, half, quarter and three quarter turns.</li> </ul>		
<b>End of Topic Piece</b>	Guy Fawkes/bonfire night shared class assembly	Easter Play Model Village	Pirate Day India Day

