

Stanley Primary School Curriculum map: Year 1

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6			
				ational Curriculum , Grammar and Punctuation					
	Suffixes that can be How the prefix "un" How words can com Joining words and jo Sequencing sentence Separation of words Introduction to capit Capital letters for na Words containing ea Common exception of the weel Name the letters of the second secon	Suffixes that can be added to verbs where no change is needed in the spelling of root words (helping, helped, helper). How the prefix "un" changes the meaning of verbs and adjectives (unkind, untie). How words can combine to make sentences. Joining words and joining clauses using "and". Sequencing sentences to form short narratives. Separation of words with spaces Introduction to capital letters, full stops, question marks and exclamation marks to demarcate sentences. Capital letters for names and for the personal pronoun "I". National Curriculum Spelling Words containing each of the 40+ graphemes already taught. Common exception words. The days of the week. Name the letters of the alphabet in order and use letter names to distinguish between alternative spellings of the same sound. Add prefixes and suffixes: -s or -es as plural markers for nouns and the third person singular maker for verbs. Using the prefix un Using -ing, -ed, -er and -est where no change is needed in the spelling of the root							
English									
	Cave Baby • Narrative retellings • Labels and captions • Informal letters	The Leaf Thief Story sequels Questions Speech bubbles Letters Lists	Dinosaurs and all That Rubbish Pamphlets Letters Setting descriptions Instructions, Narrative retellings Pamphlets, Posters Non-fiction books	Beegu Own version 'alien' narratives Descriptions Commands Letters Nonsense-word dictionary, Poems Non-fiction reports	Julian is a Mermaid Three-verse poems Instructions, Writing in role, Advertisements	Lost & Found Own version 'losing/finding' narratives Character descriptions Retellings, Advice Instructions, Non-chronological reports			
	Traditional Tale: Little Red Riding Hood	Poetry: The Christmas Pine Grammarsaurus Place Value of Punctuation and Grammar		Traditional Tale: The Three Little Pigs	Traditional Tale: Jack and the Beanstalk				
	Fluency, problem solving & Reasoning								
Maths	Place value within 10 Sort objects Count objects Count objects from a	Number: Addition and Subtraction (within 10) – continued. Geometry – shape Recognise and name 3D	Place value within 20 Count within 20 Understand 10 Understand 11, 12, 13	 Number: Addition and Subtraction (within 20) – continued. Place value within 50 Count from 20 to 50 	Multiplication and division Count in 2s Count in 10s Count in 5s	Place Value (within 100) Count from 50 to 100 Tens to 100 Partition into tens and			
	larger group	shapes	- Understand 14, 15, 16	- 20, 30, 40 and 50	- Recognise equal groups	ones			

- Represent objects - Sort 3	3D shapes - Understand 17, 18, 19	- Count by making groups of tens	- Add equal groups	- The number line to
- Recognise numbers as - Recog	gnise and name 2D - Understand 20	- Groups of tens and ones.	- Make arrays	100
words shape	es - 1 more and 1 less	- Partition into tens and ones	- Make doubles	- 1 more, 1 less
- Count on from any - Sort 2	2D shapes - The number line to 20	- The number line to 50	- Make equal groups (grouping)	- Compare numbers
number - Patte	erns with 2D and 3D - Estimate on a number	- Estimate on a number line to 50	- Make equal groups (sharing)	with the same
- 1 more shape	es line to 20	- 1 more, 1 less	• Fractions	number of tens
- Count backwards within • Consolidation		Measurement – Length and height	- Recognise a half of an object	- Compare any two
10	- Order numbers to 20	- Compare lengths and heights	or a shape	numbers
- 1 less	Number: Addition and	- Measure length using objects	- Find a half of an object or a	Measurement – money
- Compare groups by	Subtraction (within 20)	- Measure length in centimetres	shape	- Unitising
matching	- Add by counting on	Measurement – Mass and volume	- Recognise a half of a quantity	- Recognise coins
- Fewer, more, same	within 20	- Heavier and lighter	- Find a half of a quantity	- Recognise notes
- Less than, greater than,	- Add ones using number	- Measure mass	- Recognise a quarter of an	- Count in coins
equal to	bonds	- Compare mass	object or a shape	Measurement – time
- Compare numbers	- Find and make number	- Full and empty	- Find a quarter of an object or	- Before and after
- Order objects and	bonds to 20	- Compare volume	a shape	- Days of the week
numbers	- Doubles	- Measure capacity	- Recognise a quarter of a	- Months of the year
- The number line	- Near doubles	- Compare capacity	quantity	- Hours, minutes and
Number: Addition and	- Subtract ones using	' ' '	- Find a quarter of a quantity	seconds
Subtraction (within 10)	number bonds		n -	- Tell the time to the
- Introduce parts and	- Subtraction (counting		Geometry – Position and direction	hour
wholes	back)		- Describe turns	- Tell the time to the
- Part-whole model	- Subtraction (find the		- Describe position (left and	half hour
- Write number sentences	difference)		right)	Consolidation
- Fact families – addition	- Related facts		- Describe position (forwards	
facts	- Mussing number		and backwards)	
- Number bonds within 10	problems		- Describe position (above and	
- Systematic number			below)	
bonds within ten			- Ordinal numbers	
- Number bonds to 10				
- Addition (add together)				
- Addition (add more)				
- Addition problems				
- Find a part				
- Subtraction (find a part)				
- Fact families (8 facts)				
- Subtraction (how many				
left?)				
- Subtraction on a				
number line				
- Add or subtract 1 or 2				

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	Working Scientifically. Children will: ask simple questions and recognising that they can be answered in different ways observe closely, using simple equipment perform simple tests identify and classifying use their observations and ideas to suggest answers to questions						
Science	Seasonal Changes (revisited at the beginning of each half term) Children will: • reflect on their own experiences about the different seasons • learn about the four seasons and the weather associated with each. explore how seasonal changes affect trees, daylight hours and our choices about outfits. • plan and carry out their own weather reports, thinking about the knowledge required for this job.	Materials Children will: identify the difference between objects and materials. explore their surroundings to find examples of each. work scientifically by planning tests, making observations and recording data. use results to answer questions and sort and group materials by their properties.	Animals, including Humans – Sensitive Bodies Children will: Familiarise themselves with the basic parts of the human body, investigate their senses through stimulating experiences that highlight how we interact with the world around us. develop an understanding of the importance of our senses and how science can support those who have lost sensory function.	Animals, including Humans – Comparing Animals Children will: • study both local and global animals • recognise common features and use this information to make comparisons and begin to classify animals. • collect data by surveying class pets, to then explore ways in which this information can be recorded. • develop their understanding of classification by comparing the dietary habits of different animals and use their knowledge and imaginations to take on the role of a zookeeper.	Plants Children will: • identify the key features of a plant • describe important structures and make comparisons between different plants. • use investigative skills to record the growth of a plant over time and begin to reflect on factors that will affect its development. • begin to explore how plants are used by humans and grow their own herb garden.	Making Connections Children will: Bring together their learning from multiple Science units, helping them to make connections between the key concepts and skills.	
History		Lives of Significant Individuals: Guy Fawkes and The Gun Powder Plot Children will: Learn about events beyond living memory that are significant nationally develop an awareness of the past, using common words and phrases relating to the passing of time. ask and answer questions, choosing and using parts of stories and other sources to show that they know and understand key features of events. understand some of the ways in which we find out about the past and identify different ways in which it is represented. Communicate their knowledge and understanding through	Changes within Living Memory: Toys from The Past and Present Children will: • recognise the difference between past and present in their own and other's lives. • sequence artefacts relating to distinctly different periods of time. • develop an awareness of the past, using common words and phrases relating to the passing of time. • ask and answer questions, about the past. • Sort artefacts from the past and present. • Communicate their knowledge and understanding through		Events Beyond Living Memory: The Great Fire of London Children will: events beyond living memory that are significant nationally or globally Ask questions such as: What was it like for people? What happened? How long ago? Describe historical events. Show an understanding of Britain and its history. Use dates where appropriate. Communicate their knowledge and understanding through discussions, drawings, drama and role play, models, writing and computing.		

		computing. Whole School History Day - Remembrance	writing and computing.			
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Geography	use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment use basic geographical vocabulary to refer to: key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop		Online Sa	The United Kingdom name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas use world maps, atlases and globes to identify the United Kingdom and its countries. use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map use basic geographical vocabulary to refer to: key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop		Weather and Climate Order the months of the year and recognise the seasons Spot the differences between the seasons Find clues to decide which season we are in Identify the types of clothing worn in different weather Identify the types of weather that we have in the United Kingdom and record the daily weather in our area Review our weather diary and reflect on the impact that the weather has on our activities Explore how the weather affects different jobs
Children will a	lore the following strength	the course of the year Self inner		rety ine reputation, Online bullying, Managing o	pline information Hardth well had	nd lifestyle. Privacy and accept

Children will explore the following strands over the course of the year: Self-image and identity, Online relationships, Online reputation, Online bullying, Managing online information, Health, well-being and lifestyle, Privacy and security

Copywrite and ownership

	Computing Systems &	Creating Media – Digital Painting	Programming A – Moving a	Data & Information – Grouping Data	Creating Media – Digital Writing	Programming B –
	Networks – Technology		Robot			Programming Animations
	Around Us	Children will:		Children will:	Children will:	
		Describe what different	Children will:	Label objects	Use a computer to write	Children will:
	Children will:	freehand tools do.	Explain what a given	Identify that objects can be	Add and remove text on a	 Choose a command for a
	 Identify technology & 	 Use the shape and line tool. 	command will do.	counted	computer	given purpose.
Computing	name the main parts of	Make careful choices when	Combine up to four	Describe objects in different ways	Identify that the look of text can	 Show that a series of
	a computer.	making a digital picture,	commands to make a	Count objects with the same	be changed on a computer	commands can be joined
	Learn to use a mouse in	explaining why they chose	sequence	properties.	Make careful choices when	together.
	different ways.	certain tools.	Plan to make a simple	 Compare groups of objects. 	altering text, explaining why	Identify the effect of
	Use a keyboard to type	Compare painting a picture on a	program	 Answer questions about groups of 	they chose certain tools.	changing value
	& edit text.	computer and on paper.	Find more than one	objects.	Compare writing on a computer	 Explain that each sprite has
			solution to a problem.		with writing on paper.	its own instructions.

	Create rules for using technology safely.					Design the parts of a projectUse their algorithm to create a program
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Art	Spirals Key Concepts That drawing is a physical and emotional activity. That when we draw, we can move our whole body. That we can control the lines we make by being aware of how we hold a drawing tool, how much pressure we apply, and how fast or slow we move. That we can draw from observation or imagination. That we can use colour to help our drawings engage others.		Exploring Watercolour Key Concepts That watercolour paint has special characteristics. That we can use the element of surprise and accident to help us create art. That we can develop our painting by reflecting upon what we see, and adding new lines and shapes to help develop imagery.		Making Birds Key Concepts That there is a relationship between drawing & making — we can transform 2d to 3d. That we can use observational drawing and experimental mark-making together to make art. That we can work from similar stimulus or starting point but end up with very different individual results. That the individual results can then be brought together to make a whole artwork.	
DT		Moving Pictures Children will: design purposeful, functional and appealing products, based on design criteria. generate, develop, model and communicate their ideas through talking, drawing and mock-ups. select materials based on its properties from a limited range. use scissors safely to cut paper and card. explore levers and sliders to create a product. name the tools that they are using. demonstrate a range of cutting and shaping techniques such as tearing, folding and curling. assemble, join and combine materials using glue and paper fasteners. explore existing products and investigate how they have been made. talk about their design and identify good and bad points.		Structures Children will: design purposeful, functional and appealing products, based on design criteria. generate, develop, model and communicate their ideas through talking, drawing and mock-ups. select materials based on its properties from a limited range. use scissors safely to cut paper and card. name the tools that they are using. demonstrate a range of cutting and shaping techniques such as tearing, folding and curling. assemble, join and combine materials using glue and paper fasteners. explore existing products and investigate how they have been made. talk about their design and identify good and bad points.		Cooking & Nutrition Children will: design appealing products, based on design criteria. group familiar food products into some of the main 5 groups eg carbohydrates, protein (meat), fruits and vegetables. cut, peel, grate and chop a range of ingredients safely and hygienically, with adult support. measure or weigh using measuring cups or electronic scales. follow rules for hygiene and safety. talk about their design and identify good and bad points.

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R.E	Christianity (God) Why do Christians say that God is a 'Father'? Children will: explore the Christian belief that God is like a good father. think about how and why Christians might want to talk to God. Look at words, rituals and items used in Christian prayer and suggest why these might be done or used. Consider why love might be important to families and the roles people have within a family. Think about their own role within the family and how they can support their family.	Christianity (Jesus) Why is Jesus special to Christians? Children will: Learn why Christians believe that Jesus was a special baby and a sign of God's love for humanity. Be able to recall a simple version of the nativity story. Be able to suggest why Christmas is special for Christians, identifying it as a religious festival. Look at how religious beliefs in practices. Learn why Christian communities often put on nativity plays at Christmas. Explain why babies are special and how we can give babies love and care. Consider why we should help others who cannot take care of themselves.	Islam How might beliefs about creation affect the way people treat the world? Children will: Learn that Muslims believe in one God (Allah) and that he created the world. Suggest how Muslims might show respect for God by caring for the natural world. Understand that Islam teaches that humans have a special role to be caretakers of the planet. Think about how we should treat the environment and why this is important. Explain what differences they can make in caring for our planet.	Judaism Why might some people put their trust in God? Children will: • Learn that Jewish people believe that they can put their trust in God. • Explore how people such as Noah and Abraham and put their trust in God. • Learn about the festival of Sukkot and how this is a time when Jews thank God for looking after them. • Think about how celebrations might be a way to remind people of important events and beliefs. • Think about why people make promises and then consider what types of promises we might make. • Explain what is trust and what makes people trustworthy.	Hindu Dharma What do Hindus believe about God? Children will: Learn that Hinduism teaches that there is one God who is shown in many forms. Explore the Hindu idea that God is present in all living things. Investigate the use of murtis in Hindu worship. Explore how symbolism, imagery and stories are used to teach beliefs about the deities. Explore the different roles people have and consider why people may seem different in different situations. Investigate the different symbols people might use to show their identity. Discuss and think about the different roles they have and how they express their own identity.	Christianity (Church) How might some people show that they 'belong' to God? Children will: Learn about the Christian belief that the church community is like a family. Think about why it might be important to welcome new members into the Church family Investigate features of a baptism service, including any symbolic aspects Discuss what we mean by family and why it is important to have a sense of belonging. Think about where they belong and what effects their identity.
Music	Children sing, rap and play instruments whilst exploring HipHop music.	 Christmas songs. Children learn to sing simple Christmas Songs in preparation for a performance. They develop their understanding of pitch through the use of the parachute and chime bars. Progression snapshot 1 Rain is Falling Down 	In The Groove from Charanga Children explore a wide range of music styles whilst singing and playing percussion instruments.	Round and Round from Charanga Children explore Bossa Nova music whilst exploring the dimensions of music. •	Glockenspiel Stage 1 from Charanga Children begin reading music through learning to play the glockenspiel.	Musitrax Sing 1 So Mi La So Mi Children learn to sing simple songs using so-mi and to play the melodies on chime bars.
P.E	FMS – Underarm throw Children will learn to: Demonstrate an overarm throw with some accuracy at different targets. Show a side gallop. Demonstrate simple tactics in a game.	Gymnastics (1) Children will learn to: explore and demonstrate different travelling actions with a roll (pencil & egg) demonstrate jumping from two feet to two feet.	Gymnastics (2) Children will learn to: Create sequences that include a travel, jumps, rolling actions and balances on large and small body parts.	FMS – Catching & Bouncing a Ball Children will learn to: Catching and bouncing a ball with some accuracy Show a simple tactic in a game. Apply a simple tactic in a game.	Athletics Children will learn to: Show a hopping skill with rhythm demonstrate rolling a ball with some accuracy and control.	Lost & Found Children will: demonstrate & develop the skill of underarm, overarm throwing, hopping and skipping. demonstrate & develop the skill of catching and

	Supertato Children will learn to: • show an egg and pencil roll with some co-ordination. • demonstrate jumping off a bench and landing on two feet. • demonstrate rolling a ball through a target with some accuracy and control.	Create and develop a simple sequence to include a travel, jump, shape and roll both on the floor and on apparatus. FMS – Zog Children will learn to:	Show the skills of combining travelling, rolling, balancing and jumping into a sequence using apparatus. Dance – Toy Story Children will learn to: Link movements to show different characters of toys. Link travel, turn and stillness within a sequence depicting a different mood. To work as a group to create a sequence.	FMS – Rolling a ball Children will learn to: Rolling a ball with some accuracy. Rolling different equipment with some accuracy. Roll equipment in different ways with some accuracy. Demonstrate a simple tactic within a rolling game. Show two simple tactics in a game.	running and changing direction quickly. Show good posture whilst running quickly. Complete a running and jumping course. Dance – Fire, Fire Children will learn to: Experiment with travelling dances, whilst creating their own movements. Learn and perform as a group a dance performing movements in the correct order. Create ways to move around obstacles. Develop their stillness and balancing skills. Tell a story through movement using expression.	bouncing a ball, kicking and rolling a ball, running and jumping. FMS – Kicking Children will learn to: Explore different ways of kicking a ball To kick a ball with increased accuracy To receive a kick with control To intercept a ball To explore kicking with a variety of equipment To choose skills effectively for a game
PSHE	Our World: Growing in Our World Children will: Understand the needs of a baby. Be able to recognise what you can do for yourself now that you are older. Be able to describe the common features of a family life. Recognise the ways in which their family is special and unique.	Keeping Safe: Road Safety Children will: Understand why it is important to stay safe when crossing the road. Be able to recognise a range of safe places to cross the road. Understand the differences between safe and risky choices learn different ways to help them keep safe.	Computer Safety: Online Bullying Children will: Understand how online activity can affect others. Be able to identify the positive and negatives of using technology. Know who and how to ask for help. Be able to recognise kind and unkind comments.	Keeping / Staying Healthy: Washing Hands Children will: Understand why we need to wash our hands. Know how germs spread and how they affect our health. Be able to practise washing their hands. Know the differences between healthy and unhealthy choices.	Relationships: Friendships Children will: Understand how to be a good friend. Be able to recognise kind and thoughtful behaviours Understand the importance of caring about other people's feelings. Be able to see a situation from another person's point of view. Feelings and Emotions: Jealousy Children will: Be able to recognise emptions and their physical effects. Know the difference between pleasant and unpleasant emotions. Learn a range of skills for coping with unpleasant/uncomfortable emotions. Understand that feelings can be communicated with and without words.	Being Responsible: Water Spillage Children will: Know how they can help people around them. Understand the types of things they are responsible for. Know and understand the importance of preventing accidents. Be able to recognise the differences between being responsible and irresponsible. Fire Safety: Hoax Calling Children will: Understand the importance of being responsible and how our actions/choices can affect others. Know what a 'hoax call' is and why it can be risky. Understand why our emergency services are an important part of our community. Be able to show their knowledge of fire safety to others.