



Year 1 - Curriculum map



Planned half term	Year 1	Subject focus	Memorable experience	Innovate challenge	Love to Investigate	English	Art & design	Computing	Design & technology	Geography	History	Mathematics	Music	PE	PSHE	Science
1	Moon Zoom!	Design & technology	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
2	Superheroes	PE	Superhero hunt	Save the school from Professor Slime	What can our hands do? Can you be a superhero?	Descriptive sentences; Comic strips; Narrative; Fact files; Labels and captions	Drawing and modelling superheroes	Downloading photographs and images; E-safety; Animation	Superfoods; Mask-making	Discrete	Historical heroes/heroines	Discrete	Creating digital superhero sounds	Superhero action movements; Dance; Agility and strength	Recognising good and bad choices; Keeping safe; Making a positive contribution	Human body-parts and senses; Eating healthily; Working scientifically
3	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
4	Bright Lights, Big City	Geography	Afternoon tea with the Queen	Marley the Meerkat's trip to London	How do you make bread? How do things 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; Stop-motion animation	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	The Great Fire of London	Sequencing events	Traditional songs and nursery rhymes	Discrete	Active citizens	Everyday materials; Working scientifically
5	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	Discrete	Discrete	Animal songs	Animal movement and dance	Caring for animals	Animals (including humans); Working scientifically
6	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	Discrete	Measuring length and height; Using money	Discrete	Team games	Feeling positive; Looking after the environment	Plants and animals; Identifying and classifying