

## Year 1 Curriculum Map

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<b>English</b>	<p><b>Focus Texts:</b></p> <p><b>Fiction –</b> Knuffle Bunny</p> <p><b>Non-Fiction –</b> Not a stick Billy's Bucket</p> <p><b>Poetry –</b> Nursery Rhymes/Poems</p>	<p><b>Focus Texts:</b></p> <p><b>Fiction –</b> Harvey Slumfenburger</p> <p><b>Non-Fiction –</b> Big Machines</p> <p><b>Poetry –</b> Repeating Pattern Chanting/ Skipping Gingerbread Man</p>	<p><b>Focus Texts:</b></p> <p><b>Fiction –</b> We all went on safari Handa's Hen Bring the rain to Kapiti Plain</p> <p><b>Non-Fiction –</b> Instructions – Don't let the pigeon drive the bus / Stay up late</p> <p><b>Poetry –</b> Senses</p>	<p><b>Focus Texts:</b></p> <p><b>Fiction –</b> Anancy / Mr Dry Bones</p> <p><b>Non-Fiction –</b> Night animals / Birds-Owls</p> <p><b>Poetry –</b> Funny Poems - Haiku</p>	<p><b>Focus Texts:</b></p> <p><b>Fiction –</b> Cinderella – alternative versions</p> <p><b>Non-Fiction –</b> Hot places / Lions &amp; Tigers</p> <p><b>Poetry –</b> Nature Poems</p>	<p><b>Focus Texts:</b></p> <p><b>Fiction –</b> Superheroes – comics and stories A-Z of super heroes Super Daisy Banana Man</p> <p><b>Non-Fiction –</b> Cold Places Sharks / Ice Bears</p> <p><b>Poetry –</b> Traditional Poems</p>
<b>Mathematics</b>	<p>Mental strategies Problem Solving Number Place value</p>	<p>Mental strategies Problem Solving Number Place value, addition &amp; subtraction,</p>	<p>Mental strategies Problem Solving Number Multiplication &amp; division, Fractions</p>	<p>Mental strategies Problem Solving Number Measurement</p>	<p>Mental strategies Problem Solving Number Geometry – properties of shape</p>	<p>Mental strategies Problem Solving Number – Place value, addition &amp; subtraction, Multiplication &amp; division, Fractions Measurement Geometry – properties of shape</p>
<b>Science</b>	Animals (including Humans)	Seasonal Changes (Autumn / Winter)	Seasonal Changes (Winter / Spring)	Plants	Seasonal Changes (Spring / Summer)	Everyday Materials
<b>ICT</b>	A picture tells a thousand words (Digital Learning)		Walking with dinosaurs (Algorithms)		App Attack (Games Design)	
<b>History</b>	Changes within living memory – Toys					
<b>Geography</b>					Weather Experts	

<b>Art</b>		Carnival of the animals			
<b>DT</b>	Changes within living memory – Toys				
<b>RE</b>	Following 'Come and See' scheme – Liverpool Archdiocese				
<b>PE</b>	Games	Gym	Gym	Dance	Games Games
<b>Music</b>		Carnival of the animals			Weather Experts
<b>Modern Foreign Language</b>	French – following Mrs G Buckley SOW				