



Year 1 - Curriculum Map

	English Text	English Genre	Art & Design (media/artist)	D&T	Geography	History	Science	Mathematics	Computing	PE	PSHE	R.E.
1	Old Bear	Narrative: A Finding Narrative Purpose: To retell a story Letter: Message Purpose: To inform and explain events that have happened	Frank Bowling	Sliders and levers		History: Changes in Toys	Materials	Place Value	Computing Systems and networks	Gymnastics	Heart Smart	GOD What do Christians believe that God is like?
2	Rapunzel	Narrative: A Traditional Tale Purpose: To narrate Instructions: How to catch a witch Purpose: To instruct	Watercolour		Geography: Fieldwork (Our School Grounds)		Material experiments	Addition and subtraction (within 10), Shape	Creating media - Digital printing	Dance	Heart Smart	INCARNATION Why does Christmas matter to Christians? CORE/ DIGGING DEEPER
3	Hermelin	Narrative: Detective Narrative Purpose: To narrate Recount: Letter Purpose: To recount	Michelle Reader	Textiles – templates and joining e.g. puppets		History: Local History	Animals including humans	Place value within 20, addition and subtraction within 20.	Creating media - Digital writing	Attack, defend and shoot	Heart Smart	GOSPEL What is the good news that Jesus brings? CORE & DIGGING DEEPER
4	Where the Wild Things Are.	Narrative: A Portal Story Purpose: To narrate Information: Wild Things Purpose: To inform	Birds - Sculpture		Geography: Knowledge (The world and my school)		Plants	Place value within 50, Length and height, Mass and volume	Data and information - grouping data	Hit, catch run	Heart Smart	SALVATION Why does Easter matter to Christians? CORE LEARNING
5	The Secret of Black Rock.	Narrative: A Return Narrative Purpose: To narrate Recount: Diary Purpose: To recount	Andy Warhol	Food – Prep fruit salad		History: Explorers	Plants	Multiplication and division, fractions, position and direction.	Programming A - Moving a Robot	Send & return	Heart Smart	JUDAISM Who is Jewish and what do they believe? (Part 1)
6	The Last Wold	Narrative: A Hunting Narrative Purpose: To narrate Recount: Recipe Purpose: To instruct	Printmaking	Mechanisms – Wheels and axles e.g. push/pull toy	Geography: Fieldwork (My Local Park)		Seasons and seasonal experiments	Place value within 100, money, time,	Programming B - Intorduction to animation	Run, jump, throw.	Heart Smart	JUDAISM Who is Jewish and what do they believe? (Part 2)