

YEAR 1 CURRICULUM MAP 2023-24

		Autumn	Spring	Summer
Reading	Word reading	Phonic programme - Read, Write Inc. Name letters of the alphabet. Match graphemes for all phonemes. Read accurately by blending sounds. Read contractions & understand purpose.		
	Comprehension	Texts include: poetry, key stories, traditional stories, fairy stories and nonfiction Link reading to own experiences. Join in with predictable phrases. Discuss significance of title & events. Make simple predictions. Read phonics books aloud. Read stories in the woods. Woodland setting to inspire writing.		
Writing	Transcription	Phonics / Spelling programme Words split into syllables. Compound words. Prefix 'un-' Adding '-s' or '-es'. Suffixes '-ing', '-ed', '-er' and '-est'. Spell very common 'exception' words. Spell days of the week.		
	Composition	Short narratives- writing narratives with beginning, middle and end based on familiar stories, drawing on some key narrative language (traditional, fairy and stories with familiar settings). Recounts – based on experience, events or visits, writing events in chronological order. Also a wide range of other writing opportunities. Form lower case letters correctly. Form capital letters & digits. Compose sentences orally before writing. Read own writing to peers or teachers.		
	VGP	Leave spaces between words. Begin to use basic punctuation: full stop, question marks, and exclamation marks. Use capital letters for proper nouns. Use common plural & verb suffixes.		
Speaking and Listening		Poetry – to perform simple list poems. Listen & respond appropriately. Ask relevant questions. Maintain attention & participate. Present learning clearly to an audience.		
Maths		Number/Calculation Count to / across 100. Count in 1s, 2s, 5s and 10s. Identify 'one more' and 'one less' . Read & write numbers to 20. Use language, e.g. 'more than', 'most'. Use +, - and = symbols. Know number bonds to 20. Add and subtract one-digit and two-digit numbers to 20, including zero. Solve one-step problems, including simple arrays Geometry & Measures Use common vocabulary for comparison, e.g. heavier, taller, full, longest, quickest. Begin to measure length, capacity, weight. Recognise coins & notes. Use time & ordering vocabulary. Tell the time to hour/half-hour. Use language of days, weeks, months & years. Recognise & name common 2-d and 3-d shapes. Order & arrange objects. Describe position & movement, including half and quarter turns. Use maps of school grounds to follow directions. Fractions Recognise & use $\frac{1}{2}$ & $\frac{1}{4}$.		
Science		How do the season impact on what we do? (link to Geography – Where to the leaves go in Winter?) - Observe changes across the four seasons. - Observe and describe weather associated with the seasons and how day length varies. Observe changes in the school grounds. Trees, plants and flowers, animals		
		Which materials should the Three Little Pigs have used to build their house? - Distinguish between object and materials used. - Name everyday materials. - Describe properties of materials. - Compare and group materials based on simple properties. Use the forest area to build houses for the three little pigs/a den for the wolf. Look at brick work around school	Why are humans not like tigers? - Identify and name common animals. - Identify and name common carnivores, herbivores and omnivores. - Compare the structure of common animals. - Identify, name, draw and label the basic parts of the human body. Look for animals/minibeasts in the school grounds	Which birds and plants would Little Red Riding Hood find in our park/school grounds? - Identify and name common plants. - Describe basic structure of flowering plants. Use the school grounds to identify birds, flowers and plants Article 29: Your education should help you to use and protect the environment.
		Working scientifically - on going across the year		
Computing		Computing systems & Networks Improving mouse skills 1-3 Online safety 1	Creating media Digital imagery 1-3 Online safety 2 Online safety 3	Programming 1 Algorithms 1,2,3,4 Online safety 4 Programming 2 Beetbots 1,3,4,5
		E-Safety		

