

Curriculum Framework Overview Year 1

Curriculum Drivers

Culture — growth mindset, high standards, aspirational Diversity — celebrating the diversity of the community with strong PSHE and SMSC curriculums Environment — independent learning, extensive vocabulary, incidental learning, developing cultural capital

Term	Autumn	Spring	Summer	
PSHE	Dreams & Goals	Healthy Me	Relationships	
	Being me in my World	Celebrating Difference	Changing Me	
School Values and	Being the best you can be	Open Minded	Independent	
Attributes	Law Abiding	High Expectations	Caring & Understanding	
		We are a telling school	Helpful & Respectful	
Employer	Doctor	Author	Poet	
encounters links to	Nurse	Zookeeper	Farmer	
topic	Builder	Mechanic	Chef	
•	Graphic Designer	Ecologist	Animator	
	Historian	Vet	Town Planner	
	Artist	Statistician	Athlete	
	Dancer	Urban Planner	Agricultural Scientist	
	Gymnast	Civil Engineer	Dietician	
Topic Titles	Childhood	Bright Lights, Big City	School Days	
Reading	A Little Bit Brave	Pilly and the Peast	Hugless Douglas	
Whole Class Text		Billy and the Beast Six Dinner Sid	Hugless Douglas The Giant Jam Sandwich	
	Cops and Robbers	Six Dinner Sia	The Glant Jam Sanawich	
Mathematics	Place Value (within 10)	Place Value (within 20)	Multiplication and Division	
	(sort objects, count objects, represent objects, numbers	(count within 20, understand numbers between 10 and	•	
Number	as words, count on from any number, 1 more, count	20, 1 more and 1 less, the number line to 20, use the		

Measurement Shape Statistics	backwards within 10, 1 less, compare groups by matching, fewer, more, same, less than, greater than, equal to, compare numbers, order objects and numbers, the number line) Addition and Subtraction (within 10) (introduce parts and whole, part-whole model, write number sentences, addition facts, number bonds within 10, number bonds to 10, add together, add more, addition problems, find a part, the eight facts, take away/cross out, how many left, subtraction on a number line, add or subtract 1 or 2) Shape (recognise and name 3-D shapes, sort 3-D shapes, recognise and name 2-D shapes, name 2-D shapes, patterns with 2-D and 3-D shapes)	number line to 20, estimate on a number line, compare numbers to 20, order numbers to 20) Addition and Subtraction (within 20) (add by counting on within 20, add ones using number bonds, find and make number bonds to 20, doubles, near doubles, subtract ones using number bonds, counting back, finding the difference, related facts) Place Value (within 50) (count from 20 to 50, 20, 30, 40, 50, count by making groups of tens, groups of tens and ones, partition into tens and ones, the number line to 50, estimate on a number line to 50, 1 more, 1 less) Length and Height (compare lengths and heights, measure length using objects, measure length in centimetres) Mass and Volume (heavier and lighter, measure mass, compare mass, full and empty, compare volume, measure capacity, compare capacity)	(count in 2s, 10s and 5s, recognise equal groups, add equal groups, make arrays, make doubles, make equal groups, grouping, sharing) Fractions (recognise half of an object or shape, find half of an object or shape, recognise a half of a quantity, find a half of a quantity, recognise a quarter of an object or a shape, find a quarter of an object or shape, recognise a quarter of a quantity) Position and Direction (describe turns, describe position, left or right, forwards and backwards, above and below, ordinal numbers) Place Value (within 100) (count from 50 to 100, tens to 100, partition into tens and ones, the number line to 100, 1 more, 1 less, compare numbers with the same amount of tens, compare any two numbers) Money (unitising, recognise coins, recognise notes, count in coins) Time (before and after, days of the week, months of the year, hours, minutes and seconds, tell the time to the hour, tell the time to the half hour)
Science	The Human Body	Animals	Plants
	(name and identify parts of the human body, draw and label parts of the human body, sight, sound, taste, touch, smell)	(mammals, birds, fish, amphibians, reptiles, compare and group animals, carnivores, herbivores, omnivores)	(plant parts, tree parts, wildflowers and garden plants, plants in my local area, deciduous trees, evergreen trees, trees in my local area)
		Caring for the Planet	
	Seasonal Changes - Autumn (changes in autumn, collect and record data)	(Why is it important to care for our planet? How can we care for our planet?)	Growing and Cooking (Where does my food come from? What have I planted
	Materials (explore materials, wood, plastic, glass, metal, rock,	Seasonal Changes - Spring (changes in spring, collect and record data)	and grown this year? Can I cook with what I have grown?)
	objects and materials, melt and freeze, float or sink, does it absorb water, investigate materials)		Seasonal Changes - Summer (changes in summer, collect and record data)
	Seasonal Changes - Winter		

	(changes in winter, col	lect and record data)				
Computing	Computing Systems and Networks Technology Around Us	Creating Media Digital Painting	Programming Moving a Robot	Data and Information <i>Grouping Data</i>	Creating Media Digital Writing	Programming Programming Animations
History /	Childl	rood	Bright Ligh	ts, Big City	Schoo	ol Days
Geography	(stages of human life, timelines, important events, family trees, how long ago were the 1950s, everyday life in the 1950s, childhood in the 1950s, Elizabeth II's coronation, changes over time, childhood past and present)		(the United Kingdom, physical features of the UK, what is a city, human features in locality, weather in the UK, this is London, London landmarks, drawing from memory, a landmark's story, London's burning, giving directions, tourism, comparing capital cities)		(our school's history, important events, our school fieldwork, our locality, litter, special people in school, the Victorian era, Victorian schools, a day in a Victorian school, Victorian classroom artefacts, Victorian lessons, Samuel Wilderspin, what was our community like in Victorian times?)	
	Our Wonde (what is geography, may language, continents and oc four countries of the UK, dij aerial photographs, woo mead	os, location, directional leans, hot and cold places, iferent types of settlement, dlands, hedgerows and				
Art & Design /	Mix It		Taxi		Streetview	
Design and Technology	(let's mix, the colour wheel, carousel, primary and	same or different, colour	(investigating wheels, axles and chassis, experimenting, exploring axles, designing taxis, making taxis, vehicle movement) ES join, (weather symbols, exploring line and shape, exploring texture, exploring collagraphy, printing, creating a motif)		(exploring street views, similar or different, James Rizzi, exploring colour, exploring form, 3-D murals)	
	Funny Faces and F (exploring portraits, funny exploring p Shade and (investigating shelters, proper shelters, building p	faces, cut, stick and join, ortraiture) d Shelter ties of materials, designing			Chop, Slice and Mash (investigating sources of food, preparing fruits and vegetables, exploring salads, peeling, tearing, slicing, chopping, mashing and grating, developing a supermarket sandwich)	
Religious Education	How do we Say The (big questions about the wor creating something that I an and Jewish stories about th God making the world, wher how do Jewish people and G	ld around us, the feeling of n really proud of, Christian ne beginning of the Earth, e did the Earth come from, Christians say thankyou to	(what objects are special for do Sikh people love to ren Chand and the needle, why	earn from Sikhs or Sikh people, what stories nember, the story of Dunni y is there a kitchen in a Sikh h, Sikh values)	(What special times do v celebrate a special time? ' What happens at a Christ What other celebrations	rate Special Times? we celebrate? How do you What is a birthday special? cian baptism or christening? is to people have? How do velcome a new baby?)
	What Can we Lear prayers o (who is a powerful person, what does the Lord's prayer through prayer, what did d	f Jesus? what is the Lord's prayer, mean, did Jesus find power				

Physical Education	Orienteering	Gymnastics	Athletics
	(develop simple map skills, following instructions closely, follow simple maps of school grounds, match symbols to pictures)	(continue to practise and develop fundamental movement skills including tuck, straddle, stretch, star and half twist jumps, learn a variety of individual balances on different body parts including arabesque)	(develop speed, endurance and ability to change direction, children will practise running jumps and using their arms to generate movement, develop standing throws using push, overarm throw and sling techniques)
	Gymnastics (develop fundamental movement skills, learn a variety of balances focusing on correct posture; pointed toes and arm extension, develop a range of jumps including tuck and half twist jumps, develop different ways to travel, high and low, fast and slow) Dance (learn the names and simple definitions of the 6 dance actions, turn, fall, jump, gesture, freeze, accurately copy the 6 dance actions) Fitness (develop fundamental skills of coordination, endurance, balance and agility, jogging on the spot, 2-footed jumps, learn about the heart and what happens to heart rates when we exercise)	Invasion Games 1 (practise fundamental skills through invasion games, develop passing, both sending and receiving, learn how to throw, catch and kick a ball correctly, dribble a ball and develop an awareness of space) Tennis / Pickleball (learn the correct grip and how to drop / bounce the ball on the ground and hit it, how to push a ball across the floor with a racket, how to hit and return the ball when a partner hits it towards them) Invasion Games 2 (continue practising fundamental skills through a variety of invasion games, develop passing both sending and receiving with a partner, develop the ability to dodge and get away from a defender)	Sports Day (text) Multi-skills (text) Striking & Fielding (practice striking and fielding skills playing games similar to rounders and cricket, practise throwing overarm, underarm and catching using cupped hands, develop batting skills including correct grip and posture, learn rules to simple games)
Music	Hey You! (Old-school Hip Hop)	In The Groove (Joanna Mangona)	Your Imagination (Joanna Mangona)
	Rhythm in the Way (Joanna Mangona)	Round and Round (Bossa Nova Latin Style)	Reflect, Rewind and Replay (Consolidation)