**Year 1 Curriculum map: Spring 1**

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| Fairy tales and traditional stories |
| English | * To read and spell words from phase 4 and 5.
* To become very familiar with key stories, fairy stories and traditional tales, retelling them and considering their particular characteristics.
* To recognise and join in with predictable phrases.
* Listen to and discuss a wide range of non-fiction texts at a level beyond that at which they can read independently.
* To discuss word meanings, linking new meanings to those already known.
* To compose a sentence orally before writing it.
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| Maths | * To compare and order numbers using the related vocabulary.
* To read and write numerals from 0 to 100 and beyond using knowledge of place value.
* To know 1 more or 1 less than any given number, and 10 more or 10 less for multiples of 10, up to and over 100.
* To subtract numbers up to 20.
* To describe simple patterns and relationships involving numbers or shapes.
* To name common 2-D shapes and 3-D solids and describe their features.
* To recall the doubles of all numbers to at least 10.
* To estimate, measure, weigh and compare objects, choosing and using suitable uniform non-standard or standard units and measuring instruments.
* To answer a question by recording information in lists and tables; present outcomes using practical resources, pictures, block graphs or pictograms.
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| Science | * To know what the weather is like in Winter.
* To record the weather over a weekly period in Winter.
* To measure the weather in a variety of different ways.
* To find out about animals that migrate.
* To identify and record signs of Spring.
* To compare Spring with Autumn and Winter.
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| P.E | Games:* To dribble around cones.
* To show control when kicking a ball.
* To kick the ball with increasing control and accuracy.
* To kick the ball accurately to another person.
* To kick the ball into/at a target.
* To defend a target.
* To learn how to tackle.
* To use the skills of dribbling, passing, striking and tacking to play a football match.

Gymnastics:* To explore gymnastic actions and shapes.
* To find spaces confidently and safely.
* To create wide and narrow shapes on apparatus.
* To find spaces confidently and safely on apparatus.
* To perform different jumps.
* To take off and land safely.
* To balance on different parts of their body.
* To be able to perform a rocking movement.
* To create a sequence of movements together.
* To be able to perform balances, jumps and traveling movements.
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| History | * To learn that people live in different sorts of homes.
* To recognise common external features of modern houses.
* To identify the key features of a home built a long time ago.
* To identify differences between old and new houses.
* To recognise household objects from a long time ago and identify what they are and what they were used for.
* To identify how daily life today in a modern home is different from life in an old home.
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| Geography | Not covered this half term |
| R.E | * To learn how Jesus was able to help other people in special ways because he was God.
* To learn how Jesus was a friend to all people.
* To learn how Jesus was a healer and how he supported those who helped others.
* To show understanding of Jesus’ character.
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| Music | * To understand what is meant by pitch.
* To change voices according to the change in pitch.
* To identify whether how the pitch moves in music.
* To sing a variety of pitches.
* To recognise pitch movement.
* To relate sounds to symbols.
* To change the melody of a tune.
* To follow and create a visual score.
* To create and choose sounds in response to stimulus.
* To make improvements to their own work.
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| P.S.H.E | * To think about dangers around the house.
* To know that all household objects including medicine could be harmful.
* To know about how to keep safe near water.
* To know about dangers in the world.
* To know how to act safely in certain situations and places.
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| Art | Not covered this half term |
| Design and Technology | * To make a moving picture by making a lever or slider.
* To create a moving picture to tell the story of Goldilocks and the Three Bears.
* To select a suitable place for your character to move.
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| Computing | * To use a program to add text, delete/ backspace, change font and size.
* To use technology to combine text, sound and drawings.
* To start to understand that messages can be sent electronically over a distance.
* To send an email.
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