**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. |
| 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. |
| 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. |
| 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. |
| 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. |
| 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. |
| 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. |
| 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. |
| 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. |
| 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. |