

## Year 1 Curriculum map: Autumn 1

Ourselves and other animals	
English	<p>Phonics/Reading:</p> <p>To follow Essential Letters and Sounds scheme- Year 1 Autumn 1: - Recognise read and write words with the following sounds- ay, ou, ou, ie, ea, oy, ir, ue, aw, wh, ph, ew, oe.</p> <p>-Read and spell the following hard to read words- I, the, no, put, of, is, to, go, into, pull, as, as, his, he, she, buses, we, me, be, push, was, her, my, you, they, all, are, ball, tall, when, what, said, so, have, were, out, like, some, come, there, little, one, do, children, love, oh, their, people, Mr, Mrs, your, ask, should, would, could, asked, house, mouse, water, want, very.</p> <p>Writing:</p> <ul style="list-style-type: none"><li>• To write simple sentences using finger spaces.</li><li>• To join in with stories with repeated phrases.</li><li>• To make simple predictions of what may happen next.</li><li>• To answer questions about texts read to show a good understanding of the story.</li></ul>
Maths	<p>Number and Place Value:</p> <ul style="list-style-type: none"><li>• To estimate count, read, write and compare numbers up to at least 20.</li><li>• To count on and back in ones up to at least 20.</li><li>• To count in 2s up to 24 with even numbers and supporting doubles.</li><li>• To count in multiples of 10 in order up to 120.</li></ul> <p>Calculation - Addition:</p> <ul style="list-style-type: none"><li>• To work out the number 1 more or 1 less up to 20.</li><li>• To read, write and interpret mathematical statements involving addition to 10.</li><li>• To represent and use number bonds within 10.</li><li>• To add numbers up to 10.</li><li>• To solve one step problems that involve addition using concrete objects, pictorial representations and missing numbers up to 10.</li></ul>

	<ul style="list-style-type: none"> <li>• To recognise coins and find totals of sets of coins of small amounts.</li> </ul> <p>Measurement</p> <ul style="list-style-type: none"> <li>• To compare describe and solve practical problems for lengths and heights ( for example long/short, longer/shorter, tall/short, double/half</li> </ul> <p>Geometry</p> <ul style="list-style-type: none"> <li>• To know the names of common 2D shapes and know their properties.</li> </ul>
Science	<ul style="list-style-type: none"> <li>• To be able to name key body parts.</li> <li>• To name the 5 senses and what sense is associated with what body part.</li> <li>• To know the terms mammal, reptile, amphibian, fish, bird and name some.</li> <li>• To be able to classify different animals into these groups.</li> </ul>
P.E	<p><u>Games:</u></p> <ul style="list-style-type: none"> <li>• To confidently use space to play games.</li> <li>• To control a ball when rolling.</li> <li>• To accurately hit/roll through a target when rolling a ball.</li> <li>• To recognise how their body changes when they exercise..</li> </ul> <p><u>Gymnastics:</u></p> <ul style="list-style-type: none"> <li>• To safely travel using step, jump, hop, hopscotch, gallop, skip, tiptoe, bunny hop and run and begin to do so in different levels and speeds.</li> <li>• To learn to step onto benches, travel on it (list of travels above) and jump safely onto mats/the ground from equipment.</li> <li>• To jump and roll into different shapes jump into a wide, thin or curled shape and roll in a curled or long, thin shape and can put contrasting movements together to make sequences that they remember, repeat and perform.</li> </ul>
History	Not covered this half term

Geography	<ul style="list-style-type: none"> <li>• To know that they live in Bromsgrove.</li> <li>• To know that Bromsgrove is a town.</li> <li>• To be able to name features of a town.</li> <li>• To accurately create a simple map with features on a familiar route.</li> </ul>
R.E	<ul style="list-style-type: none"> <li>• To understand what it means to 'belong'.</li> <li>• To understand what belonging means to a faith community.</li> <li>• To know what is good about being in a community, religious or non-religious.</li> </ul>
Music	<ul style="list-style-type: none"> <li>• To be able to clap or play the beat.</li> <li>• To understand how the tempo (speed) can change in music and therefore the beat is quicker.</li> <li>• To play basic rhythms in a song.</li> <li>• To know the names of some basic instruments - drum, maracas, triangle, tambourine.</li> </ul>
P.S.H.E	<ul style="list-style-type: none"> <li>• To know how to make others feel welcome.</li> <li>• To be able to discuss belonging to the class and how that makes them feel.</li> <li>• To discuss how to work with others and how to make them feel valued.</li> </ul>
Art	<ul style="list-style-type: none"> <li>• To experiment with a range of mark making techniques.</li> <li>• To produce a drawing that displays observational skill, experimenting with a range of lines and mark making.</li> </ul>
Design and Technology	Not covered this half term
Computing	<ul style="list-style-type: none"> <li>• To be able to log on to the computer.</li> <li>• To know the names of the key parts of the computer - monitor, keyboard and mouse.</li> <li>• To use the mouse to click on items and move an item around the screen by dragging and dropping.</li> </ul>