

Townsend Primary School

Year 1 Curriculum Map

KS1	Autumn(1)	Autumn (2)	Spring (1)	Spring (2)	Summer (1)	Summer (2)
English	Transition Unit: Whatever Next Post card, diary Own version of story Neil Armstrong CC history link - space	Traditional Tales: Little Red Hen	Fairy-tales/Tales Rumpelstiltskin	Toys unit (CC) Non- Fiction (CC) Fact boxes...)Glossary, index	The Smartest Giant Narrative –own version	Narrative: Imaginary worlds Where The Wild Things Are /Monsters
Maths	Number (Number) Number (Addition) Number (Subtraction) Geometry (Properties of shape 2D Position and Direction) Number (Number and place value) Number (Addition and subtraction)	Measurement (Length and Height) Number (Multiplication) Wk 12.Number (Division Fractions) (Time) Number/ Measurement (Addition and subtraction 3 days) (Money 2 days) Wk 12.Number (Division Fractions) Geometry (Properties of 2D/3D shapes)	Number (Number and place value) Number (Addition) Number (Subtraction) Geometry (Properties of shape (3D) (Position and direction) Number (Number and place value 2 days) (Addition and subtraction facts 3 days)	Measurement (Money) Measurement (Weight and capacity) Number (Multiplication/Division) Number Fractions Measurement (Time)	Number (Number and place value) Number (Addition and Subtraction) Number (Multiplication and Division 3 days) (Odd & Even numbers 2 days) Number Fractions Measurement (Time) Geometry (Position and Direction 2 days) (Properties of shapes - 2D and 3D 3 days)	Number (Number and place value) Number (Addition and subtraction) Measurement (Money 2 days) (Length 3 days) Measurement (Weight and Capacity) Number (Multiplication and Division) Fractions
Science	Animals including humans (focus on humans) Seasonal Changes (Autumn)	Everyday materials Seasonal changes (winter)	Animals including humans (focus on animals)	Plants Seasonal changes (Spring)	Seasonal changes (Summer)	Pre experience Light and dark (no assessment)
Art & Design	Colour Creations		Paper Art		Andy Goldsworthy	
DT		Design a Playground		Fruit Salad		Design a Maze
Geography		Where do I live?		Around the World		The Four Seasons
History	Neil Armstrong – Space Explorer		Toys Past and Present		Castles	
Cross Curr ICT	Digital Media (Art)	Digital Publication (Various)	Digital Research (History)	Digital Media (DT)	Digital Publication (History)	Digital Data (Science)
Computing	Using Technology Safely <ul style="list-style-type: none"> • Communicating Online • Personal Information • Staying Safe/Getting Help Coding and Programming <ul style="list-style-type: none"> • Algorithms/Decomposition 	Coding and Programming <ul style="list-style-type: none"> • Programming on screen • Sequence, Repetition and Selection • Programming Languages • De-bugging 	Using Technology Safely <ul style="list-style-type: none"> • Social Networking • Being Responsible • Reporting Concerns Computer Games <ul style="list-style-type: none"> • Playing and analysing games 	Computer Games <ul style="list-style-type: none"> • Creating computer games • De-bugging - Identifying and correcting errors • Problem Solving and improvement 	Understanding Technology <ul style="list-style-type: none"> • Understanding Networks • The Internet Robots Sensors and Control <ul style="list-style-type: none"> • Real world control systems • Impact of tech on society 	Robots Sensors and Control <ul style="list-style-type: none"> • Interacting with technology • Sensors/Data logging • Robots • Build/program physical systems • Flow diagrams
Languages	Spanish - Myself, My family and friends		Spanish – My Home		Spanish – Things I like	
Music	No Music		No Music		Southwark Music Service	
Pe	Football REAL PE (Unit 1)	Gymnastics / Dance REAL PE (Unit 2)	Hockey REAL PE (Unit 3)	Games (run, catching, throwing) REAL PE (Unit 4)	Games (co-op games) REAL PE (Unit 5)	Athletics REAL PE (Unit 6)
Phse	Coverage of topics from PATHS Programme		Coverage of topics from PATHS Programme		Coverage of topics from PATHS Programme	
RE	Christianity Jesus' birth and Christmas		Islam Muslim beliefs	Buddhism The Buddha and Buddhist teaching	No RE	