

YEAR 1 and 2 CURRICULUM MAP

Cycle A (Even Year Start e.g. 2014)

		Autumn – Animals (S)	Spring – Exploring (G)	Summer – Famous Folk (H)
Reading	Word reading	Phonic programme e.g. Letters and Sounds		
	Comprehension	Texts include: poetry (contemporary and classic), traditional stories, fairy stories, nonfiction texts (NC p 28)		
Writing	Transcription	Phonics / Spelling programme (NC Appendix 1)		
	Composition	Writing : Narratives about personal experiences and those of others (real and fictional); about real events; poetry and for different purposes (NC p 31)		
	VGP	NC Appendix 2		
Speaking and Listening		12 Statutory statements (NC p 17)		
Maths		Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions, Measures, Geometry: properties of shape, Geometry: position, direction and motion, Statistics		
Science		Animals, including humans	Uses of Everyday Materials	Plants - structure Everyday Materials
		Working Scientifically – on going across the year		
Computing		Computer Science - understand that algorithms are implemented as programs on digital devices Make routes using precise instructions Debug simple programs Digital Literacy IT Database	Computer Science - understand that algorithms are implemented as programs on digital devices Digital Literacy IT - use technology purposely to organise & manipulate digital content	ICT - use technology purposely Digital Literacy Use technology safely Computer Science
History		Events from beyond living memory - Who was here before me?	Lives of significant individuals national/international, possible comparison of aspects of life – Who made history?	Significant people/events locally - Who/what made my corner of the world special long ago?
Geography		Geographical skills and fieldwork– opportunities to use simple compass directions and simple maps	Human and physical geography- exploring hot and cold areas (Equator, North & South Poles.) Locational Knowledge – 7 continents and 5 oceans	Location and place knowledge - me and my UK – countries, capitals and seas
		Geographical skills and fieldwork – on going across the year		
D.T.		Textiles - make an animal puppet	Mechanism - make a vehicle with wheels – based on exploring	Structure - make a lighthouse/ Stephenson's Rocket
Art and Design		Sculpture and painting – 2D & 3D animals Artists	Printing – linked to exploration Drawing – texture and line	Printing - from observation / imagination using different print techniques Collage – e.g. rail, sea scene
Music		Listening and Singing - animal songs and rhymes using descriptive language. Animal word-rhythm grids Experimenting with Sounds - descriptive weather sequences: using sounds to represent ideas: I hear thunder...	Listening and Singing - travelling songs – adapted; Wheels on Bus / train...jungle trail, movement and actions/ pulse and rhythm Listening and responding - to music representing 'The Sea and Space': creating musical structures	Experimenting with Sounds - stories and descriptive ideas e.g. using sounds to represent ideas for George Stephenson's engine, tuned percussion: responding to high and low sounds – e.g. Jack going up the Beanstalk
		Music Education Hub: Key Stage 1 Programme Opportunities e.g. 'Little Fingers' - integration on curriculum delivery. (Durham Music Service)		
P.E.		Games & Gymnastics Games & Dance	Dance & Gymnastics Games & Gymnastics	Games & Dance Athletics
R.E.		Why is the Bible special to Christians? What can we learn from the story of St Cuthbert How and why is light important at Christmas?	Y2 What does it mean to belong in Christianity? How do Christians celebrate Easter? Y1 Why is Jesus special to Christians? What is the Easter story?	Y2 How do Buddhists show their beliefs? Y1 What can we find out about Buddha?
		Statutory subject in all year groups Curriculum must be based on Durham Agreed Syllabus 2012 for all maintained schools		

Additional information relating to Computing

<p>Computing</p>	<p>Computer Science - Understand that algorithms are implemented as programs on digital devices- send Beebot to match animal cards/identify families of animals /make routes using precise instructions - animals/ weather symbols/ oceans continents – using sets of arrow cards to make instructions Debug simple programs – did it reach the right place? Use of Probot for more complex instructions and programs</p> <p>Digital Literacy SWGFL Staying safe online - choosing appropriate websites. Leaving a digital trail/footprint</p> <p>IT Database Branching database/database sorting and identifying animals</p>	<p>Computer Science - Understand that algorithms are implemented as programs on digital devices – use of programming IPAD apps - Catos Hike Hopscotch ALEX- Using direction / map symbols (G) – treasure map</p> <p>Digital Literacy – Cyberbullying – using technology respectfully. Effective searching</p> <p>IT - Use technology purposely to organize & manipulate digital content Database of solids / liquids and gases. Publisher/WP Advert for a job as an explorer/astronaut/- poster to advertise job. Hot seating as e.g. Christopher Columbus/Neil Armstrong – use easispeaks to prepare – video to record</p>	<p>Y2 Computer Science – Use logical reasoning to predict the behavior of simple programs – use food chain pictures/geographical features/holiday pictures – predict sets of instructions – did it reach the correct place? If not debug. Use of Probot for more complex instructions and programs</p> <p>Y1 Computer Science - iPad apps writing precise and unambiguous instructions. – Daisy the dinosaur/Kodables/Beebot app</p> <p>Digital Literacy Use technology safely - Hectors World safety button – who to tell? Privacy</p> <p>Digital Literacy Y1 Use technology safely - Real and fictional characters – what is real? Lee & Kim resources – animal masks. Communicating with real people. Who do we tell if concerned? Teacher led email – for a purpose e.g. arrange a visit</p> <p>Y2 ICT - Use technology purposely to manipulate digital content WP – nonfiction texts / posters / information leaflets - habitats - publisher/PowerPoint/ photo story - physical geography/ living memories</p> <p>Y1 ICT Use technology purposely – nonfiction texts - George / animals. Use photos from visit e.g. Shildon in WP / book Book creator IPAD – WP software on PC - Create/store/ retrieve Talk about animals/famous person to camera/video</p>
-------------------------	--	--	---