

# YEAR 1 and 2 CURRICULUM MAP

## Cycle B 2021

		Autumn Who lived in our castles? (H) What can we discover around the UK? (G)	Spring Toys and technology (H) Why is my world wonderful? (G)	Summer Famous Folk (H) What can I find? (G)
Reading	Word reading	Phonic programme- Read Write Inc		
	Comprehension	Texts include: poetry, key stories, traditional stories, fairy stories and nonfiction (NC p 21)		
Writing	Transcription	Phonics / Spelling programme ( NC Appendix 1)		
	Composition	Short narratives (NC p 24)		
	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		
Science		Seasonal changes - across the four seasons/weather		
		Animals including Humans	Plants	Uses of Everyday Materials  Living Things and Their Habitats
		Working scientifically - on going across the year		
Computing		<p>IT <a href="#">Key Computer Skills</a> Use key basic computer skills (appropriate to their year group)</p> <p><a href="https://www.j2e.com/jit5#">https://www.j2e.com/jit5#</a> Typing Skills</p> <p><a href="https://www.topmarks.co.uk/Christmas/ChristmasGames.aspx">https://www.topmarks.co.uk/Christmas/ChristmasGames.aspx</a> - mouse skills linked to Christmas.</p> <p><b>Digital Literacy – Expressing Online Worries</b> Know that they should tell a trusted adult if they are upset or worried about anything on a device.</p> <p><b>Keeping it Private</b> Know what personal information is and that they should never share this with anyone they don't know.</p>	<p><b>Computer Science – Programming Toys – Bee Bots</b> Program a robot to follow a simple sequence or instructions, make simple predictions about an algorithm and be able to debug the program. (Y1)</p> <p>Program a robot to achieve a set goal and be able to debug more complex problems. (Y2)</p> <p><b>Digital Literacy Internet Safety Day</b></p> <p>IT – <b>PowerPoint</b> Use technology purposely to create a PowerPoint Presentation.</p> <p>Typing Skills Game</p> <p><a href="http://primarygamesarena.com/Play/Keyboard-2030">http://primarygamesarena.com/Play/Keyboard-2030</a></p>	<p><b>Computer Science – Programming- Scratch Junior</b> Make a simple sequence of instructions/algorithm and begin to be able to fix errors (debug) in the program. (Y1)</p> <p>Begin to use block programming to complete a simple program, be able to debug more complex problems and use logical reasoning to predict the behaviour of simple programs (Y2)</p> <p><b>IT -use technology purposely Using and applying skills</b> <i>Use the knowledge and skills taught throughout the year to create a final piece of work.</i></p> <p><b>Digital Literacy Searching</b> With support from an adult be able to find information on the internet.</p>
History		Events from beyond living memory Who lived in our castles?	Changes within living memory Toys and technology	Significant Individuals – <b>Local/National/International</b> Famous Folk – - John & Josephine Bowes/Hannah Hauxwell - Florence Nightingale/Mary Seacole - Christopher Columbus/Neil Armstrong

<b>Geography</b>	NESW. UK mountains, islands, lakes, rivers, forests. What can we discover around the UK? Focus: locations, map skills, basic atlas use.	Simple world Maps and features, <b>Equator, Poles</b> Why is my world wonderful? Focus: continent, oceans, mountains, rivers. Direction from UK. Use of GIS, simple world maps, atlases	<b>Me and my corner of the world- Local area</b> What can I find? Focus: Fieldwork and observational skills, basic maps, use and labelling of photographs, geographical language
	<b>Geographical skills and fieldwork</b> - on going across the year		
<b>D.T.</b>	<b>Mechanism</b> Design, make and evaluate a model of castle with moving parts – drawbridge / moat <i>(sliders / levers)</i>	<b>Textiles</b> Design, create and evaluate their own glove puppets.	<b>Famous Folk DT Project Local/National/International</b>
<b>Art and Design</b>	<b>Form (3D work, clay, dough, boxes, wire, paper sculpture)</b> <u>All about Me</u> Ideas: Children can use clay to make their face, learning to handle clay, roll balls and make textures. Children can use mirrors to look at themselves to make observational drawings. Children to use objects to make shape faces.	<b>Colour &amp; Collage (painting, ink, dye, textiles, pencils, crayon, pastels)</b> <u>Buildings</u> Ideas: Make city-sky lines, country sky lines and landscapes. Monet's cityscapes. Visit churches -look at stained glass windows Use everyday objects to make prints -bungalows, houses, farm buildings.	<b>Drawing &amp; Collage (pencil, charcoal, inks, chalk, pastels, ICT software &amp; materials)</b> <u>Famous Folk/Me and my corner of the world- Local Area</u> Ideas:
<b>Music</b>	<b>Charanga-</b> Hey you!	<b>Charanga-</b> In the groove	<b>Charanga-</b> Your imagination
	<b>Charanga-</b> Ho, ho, ho  Christmas Production	<b>Charanga-</b> Zoo Time	<b>Charanga-</b> Reflect, rewind and replay
<b>P.E.</b>	<b>Games &amp; Gymnastics</b> Ten Point Hoops (CT) EDS KS1 Unit 1 Task 1 <b>Games &amp; Dance</b> Multi Skills (SSSP) Themes and Dreams EDS KS1 Unit 1	<b>Gymnastics, Dance &amp; Swimming</b> Families of Actions (CT) Moving Along (CT) <b>Games &amp; Swimming</b> Football (SSSP)	<b>Athletics &amp; Dance</b> Honey Pot (CT) Round The Clock (CT) <b>Athletics &amp; OAA</b> Honey Pot (CT) Gone Fishing! EDS KS1 Unit 2 Task 2
<b>French</b>			
<b>R.E.</b>	Why is the Bible special to Christians?  What can we learn from the story of St Cuthbert?  <b>Christmas Unit:</b> How and why is light important to Christians?	What does it mean to belong in Christianity?  <b>Easter Unit:</b> How do Christians celebrate Easter?	How do Buddhists show their beliefs?  What can we learn about our local faith communities?
	<b>Statutory subject in all year groups</b> <b>Curriculum must be based on Durham Agreed Syllabus 2012 for all maintained schools</b>		