



Anlaby Primary School Year 1 - Curriculum map



Planned half term	Year 1	Subject focus	Memorable experience	Innovate challenge	Love to Investigate	English	Art & Design	Computing	D&T	Geography	History	Mathematics	Music	PE	PSHE	RE	Science
Autumn 1 & 2	Fe Fi Fo Fum	English	Pantomime			Stories, instructions, character descriptions, non-chronological reports, letters.	Collaging, sketches	Word processing skills.	Baking	map skills, compass directions.	Kings and Queens/ Monarchs.	Number and place value.	singing	Ball skills/games	New beginnings	Belongings/ harvest	Plants and materials.
Spring 1	Dinosaur Planet	History	Visit a natural history museum/ dinosaur hunt	Dinosaur museum	Whose poo? Why do we have teeth?	Fact files; Poetry and riddles; Non-chronological reports; Narrative; Writing for different purposes	Large and small-scale modelling	Programming a floor robot; Stop-frame animation	Designing and making	Locating continents and oceans	Events beyond living memory; Significant individuals - Mary Anning	Measurement	Percussion	Dance; Tactical games	Discrete	Discrete - 1.2 Caring for the world. How can we keep the world special?	Plants and animals
Spring 2	Superheroes	PE	Superhero hunt	Save the school from Professor Slime	What can our hands do? Can you be a superhero?	Descriptive sentences; Comic strips; Narrative; Fact files; Labels and captions	Drawing and modelling superheroes	Downloading photographs and images; E-safety; Animation	Superfoods; Mask-making	Discrete	Historical heroes/heroines	Discrete	Creating digital superhero sounds	Superhero action Movements; Dance; Agility and strength	Recognising good and bad choices; Keeping safe; Making a positive contribution	Discrete - Easter	Human body-parts and senses; Eating healthy; Working scientifically
Summer 1	Paws, Claws and Whiskers	Art & Design	Visit from an animal owner / Visit a zoo, wildlife park or rescue centre	Look after a mystery animal	Can you leap like a frog? What is camouflage for? What can worms sense?	Recounts; Fables; Booklets and lists; Instructions; Nursery rhymes and poems	Talking about art; Drawing; collage; Model making; Painting; Sculpture; Animal masks and products	Retrieving images; Photography; Using presentation software	Designing labels; Designing and making animal enclosures	Using and making maps; Describing physical features	Discrete	Discrete	Animal songs	Animal movement and dance	Caring for animals	Discrete - 1.3 Worship and Festivals. What happens in a place of worship?	Animals (including humans); Working scientifically
Summer 2	Bright Lights, Big City	Geography	Afternoon tea with the Queen	Marley the meerkat's trip to London	How do you make bread? How does it move?	Recounts, Labels and captions; Adventure narrative; Instructions; Emails; Character study	Discrete	searching the web; Digital images; Algorithms; Logical reasoning; Creating and debugging Programs; Common uses of information technology; Communication; E-safety; Character study	Exploring mechanisms; Constructing moving models; Understanding where food comes from; Design and make souvenirs; Models of London landmarks	Countries and capital cities of the UK (London focus); Using locational language; Using maps; Geographical similarities and differences	The Great Fire of London	Sequencing events	Traditional songs and nursery rhymes	Discrete	Active citizens	Discrete	Everyday materials; Working scientifically

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