

Bisley Church of England School 2017-18 Curriculum Map						Year 1 and 2	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
<b>OUR TOPIC</b>	Fire! Fire!		A Toy Story		Bisley in Bloom		
<b>SPECIAL EVENTS</b>	Christmas Pantomime Children Perform their Christmas Show		Easter Egg Hunt		Trip to Wellington Country Park		
<b>ENGLISH</b>	<b>Dragon Stories</b> (Tell Me A Dragon by Jackie Morris, Zog by Julia Donaldson)	<b>Great Fire of London</b>	<b>Toy Stories</b> (The Velveteen Rabbit by Margaret Williams, While You Are Sleeping (Alexis Deacon)		<b>Traditional Tales</b>	<b>Jungle Poetry</b>	
<b>MATHS</b>	We will follow a Maths Mastery Program called "Maths No Problem!"	We will follow a Maths Mastery Program called "Maths No Problem!"	We will follow a Maths Mastery Program called "Maths No Problem!"	We will follow a Maths Mastery Program called "Maths No Problem!"	We will follow a Maths Mastery Program called "Maths No Problem!"	We will follow a Maths Mastery Program called "Maths No Problem!"	
<b>TOPIC</b>	<b>Science</b> Year 1 – Animals and senses Year 2 – food chains	<b>History &amp; Geography</b> The Plague The Great Fire of London Knowing local area Hot & cold countries	<b>History &amp; Geography</b> Toys through time Where do toys come from	<b>Science</b> Materials (natural / man-made, suitability of materials for toys; testing strength of materials)	<b>Science</b> Plants and their habitats Watch a seed grow Plant life cycle	<b>Geography</b> Habitats of plants in hot and cold countries	
<b>THE ARTS</b>	<b>Art:</b> Great Fire of London paintings & silhouettes, firework paintings <b>DT:</b> Make a fire engine, make a house from Pudding Lane <b>Music:</b> Using voice and body; Christmas songs		<b>Art:</b> observational skills from the toy museum <b>DT:</b> Make a toy puppet <b>Music:</b> Singing; playing instruments; following simple sheet music		<b>Art:</b> observational art – flowers and plants; nature artists <b>DT:</b> make a bug sponge printer <b>Music:</b> Improvising music; composing music		
<b>PSHEC AND CITIZENSHIP</b>	Zippy's Friends: Feelings.	Zippy's Friends: Communication. 11/11: Remembrance	Zippy's Friends: Making and breaking relationships. Going for Goals	Zippy's Friends: Conflict Resolution.	Zippy's Friends: Dealing with Change and Loss.	Zippy's Friends: We cope. Induction Day and Changes	
<b>COMPUTING</b>	iProgram Year 1 – creating and following algorithms, programming Year 2 – creating simple animations		Year 1 – iWrite – creating and manipulating digital text Year 2 – iSearch – using the web		Year 1 – iSafe – being safe online Year 2 – iAlgorithm – off-computer activities to support understanding of algorithms		
<b>PHYSICAL EDUCATION</b>	Outdoor Games – team building & spatial awareness Dance unit – Colours and Moods		Outdoor Games – applying skills to simple games Gym unit – Finding and using space; partner work Dance unit – The Magic Toys		Outdoor Games – football; Sports Day Gym unit - Body shapes; partner work on apparatus Dance unit – Life Cycles		

<p><b>RELIGIOUS EDUCATION</b></p>	<p>Year 1 – Who is God? What is the Bible about? Why do people give presents at Christmas?  Year 2 – Why is the Bible an important book? What is a Christian? Why did angels announce the birth of Jesus?</p>	<p>Year 1 – Who is Jesus? Is Easter happy or sad?  Year 2 – Why did Jesus tell parables? What is Easter really about?  Pause Day celebrations</p>	<p>Year 1 – Why do Jewish families celebrate Shabbat? What is the Torah and why is it important to Jews? Why do Christians pray? What is a Church  Year 2 – What is important for Muslim children? How do Christians worship God? Why do Christians go to church?  <a href="#">Church Visit</a></p>
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