

Year 1 curriculum planning 2018/2019

Subject	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
R.E	Neighbours	Mary, Mother of God	Families and Celebrations	Following Jesus	Resurrection	Miracles/EPR
Topic	Great Explorers		Australia and Under the Sea		Dinosaurs	Our Country
Science	Seasonal Change: Autumn Winter Everyday Materials		Animals including humans	Scientists and Inventors		plants
English	Phonics(phase 5a) Phase 3 revision Speaking & Listening Stories with familiar settings Labels, lists & captions writing leaving spaces between words, capital letters & full-stops	Phonics(phase 5b) Phase 3 revision Speaking & Listening Reading comprehension Traditional Tales capital letters & full stops Question & exclamation marks Joining sentences with 'and'	Phonics(phase 5c) Speaking & Listening Information texts capital letters & full stops using bullet points Joining sentences with 'and' and 'because' Producing short narratives	Phonics (phase 5c) Speaking & Listening Our favourite author - Julia Donaldson Grammar: capital letters for names and places, question marks and exclamation marks Beginning to edit own work to improve	Phonics (phase 5c). Speaking & Listening Poetry- pattern and rhyme. Fantasy stories. Producing short narratives to include all grammar work covered so far. Editing own text to make improvements	Phonics. (phase 5d). Speaking & Listening Stories with familiar settings. Humorous poems. punctuating questions with question marks & sentences with full stops & exclamation marks, using grammatical terminology
Maths Mastery	. Numbers to 10 • Addition and subtraction within 10	. Shapes and patterns • Numbers to 20 . Addition and subtraction within 20	• Time • Exploring calculation strategies within 20 Numbers to 50	• Adding and subtracting within 50 • Fractions • Measures - Length and weight	. Measures - Length and weight Numbers to 100 and beyond . Money . Adding and subtracting within 100	• Multiplication and division • Measures, capacity and volume

Computing	Computer Skills	coding	Word processing skills	Painting	Programming using Scratch	Programming Toys
P.E	Master basic movements running, jumping, throwing, catching, balance, agility and co-ordination Team games/Dance-simple movements	Master basic movements running, jumping, throwing, catching, balance, agility and co-ordination Team games/Dance-simple movements	Master basic movements running, jumping, throwing, catching, balance, agility and co-ordination Team games/Dance-simple movements	Master basic movements running, jumping, throwing, catching, balance, agility and co-ordination Team games/Dance-simple movements	Master basic movements running, jumping, throwing, catching, balance, agility and co-ordination Team games/Dance-simple movements	Master basic movements running, jumping, throwing, catching, balance, agility and co-ordination Team games/Dance-simple movements