

Year 1 Summer Term Curriculum Maps

MATHS

Number – count in 2s, 10s and 5s, half/quarter of an object and shape, count from 50 to 100, tens to 100, partition into tens and ones.

Geometry – describing positions and directions, left, right, forwards, backwards, above, below and ordinal numbers.

Measurement – recognise coins, notes, count in coins, recognise and know the days of the week, months of the year, hours, minutes, seconds, tell the time to the hour and to the half hour.

Key vocabulary – equal groups, arrays, doubles, half, quarter, numbers to 100 and time.

SMSC/RE/RHE

Health and wellbeing – roles within different communities, the right to say no and responding safely to strangers.

Living in the wider world – know how unkind and kind behaviours affect others, responsibilities, looking after people and animals.

Christianity – the creation story from Genesis and how Christians care for others.

Key vocabulary – 999, police, teachers, parents, unsafe, safety, consequences, empathy, wellbeing, creator, universe, prayers, unique.

GEOGRAPHY

Human and physical features – identify features in our local area and compare to a seaside town.

Key Vocabulary – human features, physical, aerial view, town, village, coast, sea.

ENGLISH

Story telling – Segmenting the sounds in words, using finger spaces, remembering full stops, capital letters, ‘holding’ a sentence.

Daily Phonics – Practising Set 2 and 3 sounds, practising common exception words.

Creative writing – poetry, narrative – setting and character descriptions and short stories.

Letters – understand the layout, language and purpose of a letter.

Fact files – gathering facts and creating a file to display them.

Key vocabulary – facts, setting, description, character, poem, rhyming, purpose.

HISTORY

The seaside – recognise how seaside holidays have changed over time.

Key vocabulary – Victorians, Thomas Cook, past, characteristics.

ICT

Creating media: digital writing – using a computer to write, change texts on a computer, compare writing on paper and a computer.

Programming animations – understand algorithms and create simple programs using Sprite.

Key vocabulary – keyboard, keys, letters, spacebar, backspace, font, algorithm, joining, command.

PE

Run, jump, throw – link running and jumping, learn and refine a range of running and develop throwing techniques.

Dance – build simple movement patterns, compose and link actions and respond appropriately to supporting concepts.

Run, jump, throw unit 2 – increase stamina and core strength, extend strength, balance, agility and coordination.

Send and return – develop sending skills with a range of balls, track, intercept and stop objects and select and apply skills to beat the opposition.

Key Vocabulary – pathways, speeds, distance, cannon, levels, twist, turn, curl, hop, skip, backhand, bowl.

MUSIC

Improvisation – use voice expressively, speak, chant and rhyme, play untuned and tuned instruments.

Explore sound – create a story using music, talk about their songs and explore feelings, thoughts and emotions.

Key vocabulary - beat, rhythm, pattern, high, low, long, short, notes, instrument.

SCIENCE

Seasons – names of the seasons, describe seasonal changes.

Plants – identify and name a variety of common plants and their features.

Key Vocabulary – evergreen, deciduous, sunlight, soil, flower, leaves, stem, shrubs, bushes.