

Year 1 Curriculum map: Autumn 1

Ourselves and other animals	
English	<p>Phonics/Reading:</p> <p>To follow Essential Letters and Sounds scheme- Year 1 Autumn 1: - Recognise read and write words with the following sounds- ay, ou, oo, ie, ea, oy, ir, ue, aw, wh, ph, ew, oe.</p> <p>-Read and spell the following hard to read words- I, the, no, put, of, is, to, go, into, pull, as, as, his, he, she, buses, we, me, be, push, was, her, my, you, they, all, are, ball, tall, when, what, said, so, have, were, out, like, some, come, there, little, one, do, children, love, oh, their, people, Mr, Mrs, your, ask, should, would, could, asked, house, mouse, water, want, very.</p> <p>Writing:</p> <ul style="list-style-type: none"> • To write simple sentences using finger spaces. • To join in with stories with repeated phrases. • To make simple predictions of what may happen next. • To answer questions about texts read to show a good understanding of the story.
Maths	<p>Number and Place Value:</p> <ul style="list-style-type: none"> • To estimate count, read, write and compare numbers up to at least 20. • To count on and back in ones up to at least 20. • To count in 2s up to 24 with even numbers and supporting doubles. • To count in multiples of 10 in order up to 120. <p>Calculation - Addition:</p> <ul style="list-style-type: none"> • To work out the number 1 more or 1 less up to 20. • To read, write and interpret mathematical statements involving addition to 10. • To represent and use number bonds within 10. • To add numbers up to 10. • To solve one step problems that involve addition using concrete objects, pictorial representations and missing numbers up to 10.

	<ul style="list-style-type: none"> To recognise coins and find totals of sets of coins of small amounts. <p>Measurement</p> <ul style="list-style-type: none"> To compare describe and solve practical problems for lengths and heights (for example long/short, longer/shorter, tall/short, double/half <p>Geometry</p> <ul style="list-style-type: none"> To know the names of common 2D shapes and know their properties.
Science	<ul style="list-style-type: none"> To be able to name key body parts. To name the 5 senses and what sense is associated with what body part. To know the terms mammal, reptile, amphibian, fish, bird and name some. To be able to classify different animals into these groups.
P.E	<p><u>Games:</u></p> <ul style="list-style-type: none"> To confidently use space to play games. To control a ball when rolling. To accurately hit/roll through a target when rolling a ball. To recognise how their body changes when they exercise.. <p><u>Gymnastics:</u></p> <ul style="list-style-type: none"> To safely travel using step, jump, hop, hopscotch, gallop, skip, tiptoe, bunny hop and run and begin to do so in different levels and speeds. To learn to step onto benches, travel on it (list of travels above) and jump safely onto mats/the ground from equipment. To jump and roll into different shapes jump into a wide, thin or curled shape and roll in a curled or long, thin shape and can put contrasting movements together to make sequences that they remember, repeat and perform.
History	Not covered this half term

Geography	<ul style="list-style-type: none"> • To know that they live in Bromsgrove. • To know that Bromsgrove is a town. • To be able to name features of a town. • To accurately create a simple map with features on a familiar route.
R.E	<ul style="list-style-type: none"> • To understand what it means to 'belong'. • To understand what belonging means to a faith community. • To know what is good about being in a community, religious or non-religious.
Music	<ul style="list-style-type: none"> • To be able to clap or play the beat. • To understand how the tempo (speed) can change in music and therefore the beat is quicker. • To play basic rhythms in a song. • To know the names of some basic instruments - drum, maracas, triangle, tambourine.
P.S.H.E	<ul style="list-style-type: none"> • To know how to make others feel welcome. • To be able to discuss belonging to the class and how that makes them feel. • To discuss how to work with others and how to make them feel valued.
Art	<ul style="list-style-type: none"> • To experiment with a range of mark making techniques. • To produce a drawing that displays observational skill, experimenting with a range of lines and mark making.
Design and Technology	Not covered this half term
Computing	<ul style="list-style-type: none"> • To be able to log on to the computer. • To know the names of the key parts of the computer - monitor, keyboard and mouse. • To use the mouse to click on items and move an item around the screen by dragging and dropping.