

Year 1 Subject Curriculum Map – Autumn Term – There's No Place Like Home



Term	Art & Design	Computing		Design & Technology	Geography	History	Music	PE	PSHE	RE	Science	
Autumn 1	Colour Mixing Self Portraits	Algorithms (Textiles)	systems and networks:		Shoreham-by-Sea: Maps and Addresses. Human and Physical Features. Landmarks of Shoreham.		Singing and Recorders	Ball Skills	Zones of Regulation & Empowerment	Who Made the World?	Animals, Including Humans	
								Fitness				
Autumn 2			Algorithms	Christmas Decorations (Textiles)		Landmarks of Shoreham (Short Unit:	Singing and Recorders	Sending & Receiving	Who Is Special To Us?	Why Does Christmas Matter to	Animals, Including Humans	Seasonal Changes
					History focus)		Dance		Christians?			
Year 1 Subject Curriculum Map – Spring Term – On The Move												
Spring	London Night Pictures	Online Safety	Skills showcase: Rocket to the		On the Move: Capital Cities & Landmarks of London Journey of a Cocoa Bean	The Royal Family (Short Unit)	Singing and Recorders	Gymnastics	What Helps us Stay Healthy?	What do Christians Believe God is Like?	Everyday Materials	
1	Camouflage Printing (Jungle Animals)		moon					Invasion				
Spring		Online Safety	Programming 2: Bee-Bot	Design & Make a Chocolate Bar (Food)			Singing and Recorders	Fundamentals	What Is The Same And Different About Us?	What is the good news Jesus brings? Why Does Easter Matter to Christians?	Everyday Materials	Seasonal Changes
2								Target Games				
Year 1 Subject Curriculum Map – Summer Term – Castles and Dragons												
Summer	Clay Model Sage of Clay Model Cla	Safety	Creating media: Digital imagery		Knigh		Singing and	Net and Wall	How do People Show they Care for us?	Judaism	Plants	
1		Online				Knights and Castles	Recorders	Team Building				
Summer		Online Safety	Data handling: Introduction to data	Castles & Drawbridges (Structures)			Singing and Recorders	Athletics	How Can We Look After Each Other And The World?	Islam	Including	Seasonal
2				Dragon Pop-up Books				Striking & Fielding				Changes