

Maths

- Read write an interpret mathematical statements involving addition, subtraction and equal signs.
- Represent and use number bonds and related subtraction facts within 20.
- Add and subtract 1 digit and 2 digits numbers to 20, including 0.
- Solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \quad - 9$

English

- Recounts
- Labels and Captions
- Adventure Narrative
- Instructions
- Emails
- Character Study

Geography

- Name, locate and identify characteristics of the four countries and capital cities of the UK and its surrounding seas.
- Use simple compass directions and locational and directional language to describe the location of features and routes on a map.
- Use basic geographical vocabulary to refer to key human features, including city, town, village, factory, farm, house, office, port, harbour and shop.
- Understand geographical similarities and differences through studying the human and physical geography of a small area of the UK, and a small area in a contrasting non-European town.

P.E

- Team games.
- Dance - Streamer and Conkers
- Real P.E Agility - Ball chasing
- Static Balance – Floor Work

Year 1 Curriculum Map Bright Lights, Big City

Spring 1 2017

Overview of Learning

This term we will be

Computing

- Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.
- Use logical reasoning to predict the behaviour of simple programs.
- Create and debug simple programs.
- Recognise common uses of information technology beyond school.

Music

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.

History

- Learn about events beyond living memory that are significant nationally or globally.

Science

- To distinguish between an object and the material from which it is made.
- Use their observations and ideas to suggest answers to questions.

Design & Technology

- Explore and use mechanisms (E.g leavers, sliders, wheels and axels), in their products.
- Build structures, exploring how they can be made stronger, stiffer and more stable.
- Design purposeful, functional, appealing products for themselves and other users based on a design criteria.
- Select and use a wide range of materials and components, including construction materials, textiles and ingredients.

PSHE

Theme – Going for goals

R.E

Theme – The family in Judaism.