



Year 1 - Curriculum map



| Planned half term | Year 1                   | Subject focus       | Innovate challenge                  | Love to Investigate  | Art & design  | Computing  | Design & technology  | Geography   | History  | Music                                   | PE                         | Science  |
|-------------------|--------------------------|---------------------|-------------------------------------|--|---|--|--|---|--|---|----------------------------|--|
| 1                 | Dinosaur Planet          | History             | Dinosaur museum                     | Whose poo? Why do we have teeth?   | Large and small-scale modelling   | Programming a floor robot; Stop-frame animation  | Designing and making   | Locating continents and oceans  | Events beyond living memory; Significant individuals - Mary Anning | Percussion                              | Dance; Tactical games      | Plants and animals                                       |
| 2                 | Paws, Claws and Whiskers | Art & design        | Look after a mystery animal         | Can you leap like a frog? What is camouflage for? What can worms sense?                          | Talking about art; Drawing; Collage; Model making; Painting; Sculpture; Animal masks and products | Retrieving images; Photography; Using presentation software  | Designing labels; Designing and making animal enclosures   | Using and making maps; Describing physical features   | Discrete   | Animal songs                            | Animal movement and dance  | Animals (including humans); Working scientifically       |
| 3                 | Moon Zoom!               | Design & technology | Help the alien home                 | What keeps us dry? How does it feel?   | Models of the Solar System  | Drawing software; Algorithms; Email; Photo stories   | Design and make space-themed vehicles; Evaluating toys; Using mechanisms   | Satellite images  | Significant people - Astronauts; Changes within living memory      | Space sounds; Space-themed songs        | Dance                      | Properties of everyday materials; Working scientifically |
| 4                 | The Enchanted Woodland   | Science             | A woodland party for Mr Fox         | Are all leaves the same? Do pine cones know it's raining? What's in a bud? How do leaves change? | Working with natural materials; Drawing and painting  | Sending an email   | Building structures; Making party food   | Making maps   | Discrete   | Discrete                                | Team games                 | Plants and animals; Identifying and classifying          |
| 5                 | Bright Lights, Big City  | Geography           | Marley the Meerkat's trip to London | How do you make bread? How do things move?   | Discrete  | Searching the web; Digital images; Algorithms; Logical reasoning; Creating and debugging programs; Common uses of information technology; Communication; E-safety; Stop-motion animation | Exploring mechanisms; Constructing moving models; Understanding where food comes from; Design and make souvenirs; Models of London landmarks | Countries and capital cities of the UK (London focus); Using locational language; Using maps; Geographical similarities | The Great Fire of London   | Traditional songs and nursery rhymes    | Discrete                   | Everyday materials; Working scientifically               |
| 6                 | Rio de Vida              | Music               | Class carnival                      | What makes the loudest sound?  | Carnival masks and headaddresses; Collage   | Digital animations   | Carnival instruments; Flag making; Recipes   | Locating countries and cities; Comparing areas of UK with Rio   | Discrete   | Carnival music; Percussion; Song lyrics | Dance; Football; Athletics | Discrete   |