

# YEAR 1&2 CURRICULUM MAP - Cycle A

		Autumn – Walk the Plank (Geography/DT Focus)	Spring – King of the Castle (History Focus)	Summer – Famous Folk (Geography History Focus)
Reading	Word reading	Phonic programme e.g. Letters and Sounds		
	Comprehension	Texts include: poetry, key stories, traditional stories, fairy stories and nonfiction (NC p 21)		
Writing	Transcription	Phonics / Spelling programme ( NC Appendix 1)		
	Composition	Short narratives (NC p 24)		
	VGP	NC Appendix 2		
Speaking and Listening		12 Statutory statements (NC p 17)		
Maths		Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions, Measures, Geometry: properties of shape, Geometry: position, direction and motion		
Science		Seasonal changes - across the four seasons/weather		
		Everyday Materials Treasure Island Polar Adventures	Everyday Materials– Material Monsters Plants - Young Gardeners	Move It Little Masterchef – Healthy Foods
		Working scientifically - on going across the year		
Computing		We Are treasure Hunters - using Programmable toys. We Are Painters – illustrating an e-book.	We TV Chefs – Filming the steps of a recipe. We Are Collectors- Finding images using the web.	We Are Storytellers – creating a talking book We Are Celebrating – creating a greeting card electronically.
History		Lives of significant people. Christopher Columbus.	Significant places locally – Raby/Witton/Barnard and Auckland Castles. Their histories and chronology.	Significant people/events locally Lives of Grace Darling and George Stephenson
Geography		7 Continents/5 Oceans Hot and cold areas Human and Physical Geography Polar Adventures	Human and physical geography- Castles, features of and locality. Human and physical features, town developments	Location and place knowledge - Coasts and Seas. Railway map and key. Observations on trip.
		Geographical skills and fieldwork - on going across the year		
D.T.		Mechanism – Making a Battleship	Sculpture, recycled Making a Castle	Structure - make a lighthouse/ Stephenson’s Rocket
Art and Design		Printing – Seascapes Drawing using texture lines/tech Islands/ Seas	Painting – Colour and pattern Food and Nutrition – Castle Banquet	Collage – e.g. rail, sea scene
Music		Sea Shanties - Chanting and repeating. Play percussion instruments. Travel songs.	Listening and Singing. Castles / Knights songs .	Experimenting with Sounds - Train noises using sounds.
		Music Education Hub: Key Stage 1 Programme Opportunities e.g. ‘Little Fingers’ - integration on curriculum delivery (Durham Music Service)		
Special Events		Hartlepool Marina Visit - HMS Trincomalee Harvest Festival Assembly Christmas Performances Parent’s Evening Diwali Assembly Hannukah Assembly	Castles Visit – Raby, Witton, Barnard and Auckland. ExpoChef Visit World Book Day Easter Assembly Spring Lambing Event – Piercebridge Artist Day Author Day Picture Writing to Tanzania Nirvana Assembly Lenten Assembly Passover Assembly Sally Landon (Control Technology) Durham County Cricket Club.	Seaside Visit Parent’s Evening Summer Fair Ramshaw’s Got Talent Sports Day Summer Performance Leaver’s Assembly Ramadan Assembly Wesak Assembly
P.E.		Games & Gymnastics Games & Dance	Dance & Gymnastics Games & Gymnastics	Games & Dance Athletics

R.E.	What can we learn about Christianity from visiting a church? Why are gifts given at Christmas?	Why is Jesus special to Christians? What is the Easter story? Symbols.	Special places, objects, music, people. Church – baptism. Synagogue
	Statutory subject in all year groups Curriculum must be based on Durham Agreed Syllabus 2012 for all maintained schools		

## Additional information relating to Computing

Computing	<p><b>Computer Science Understand Simple algorithms. Create simple programs</b> e.g. (Beebot) – forward / backwards – use pictures of ourselves/ animals/plants</p> <p><b>Digital Literacy SWGFL</b> <a href="http://www.digital-literacy.org.uk/Curriculum-Overview.aspx#yr1">http://www.digital-literacy.org.uk/Curriculum-Overview.aspx#yr1</a> <b>Keeping safe online.</b> Finding ourselves sites safely</p> <p><b>IT Sound – Use technology purposely</b> Using IPADS/Easispeaks to record/ playback (talk about me/retell stories) Use cameras (Me) – looking at family photos/old photos Graphics – me/ my family. Beginnings of WP – All about me <b>Create/store/ retrieve</b></p> <p><b>Computer Science – Use digital devices</b> e.g. Beebot to <b>program simple journeys</b> - use map / photos of local area. <b>Make sets of simple instructions</b> – fd/bk left/right. <b>Correct obvious errors (debug)</b></p> <p><b>Digital Literacy Keeping personal information private.</b> Look at local environment for common uses of ICT outside school</p> <p><b>IT Use technology purposely</b> - Simple branching database - materials Cameras – take photos of local area Add to simple photo story/IPhoto - record thoughts IPAD/Easispeak – playback /use in writing <b>Create/store/retrieve</b></p> <p><b>ICT Use technology purposely</b> – nonfiction texts - George / animals. Use photos from visit e.g. Shildon in WP / book Book creator IPAD – WP software on PC - Create/store/ retrieve Talk about animals/famous person to camera/video</p> <p><b>Digital Literacy</b> <b>Use technology safely</b> - Real and fictional characters – what is real? Lee &amp; Kim resources – animal masks. Communicating with real people. Who do we tell if concerned? Teacher led email – for a purpose e.g. arrange a visit</p> <p><b>Computer Science</b> - iPad apps writing precise and unambiguous instructions. – Daisy the dinosaur/Kodables/Beebot app</p>
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