

YEAR 1 and 2 CURRICULUM MAP – 2021-22

		Autumn – All About Me (S)	Spring – Where I Live (G)	Summer – Famous Folk (H)
R e a d i n g	Word reading	Phonic programme e.g. Letters and Sounds		
	Comprehension	Texts include: poetry, key stories, traditional stories, fairy stories and nonfiction (NC p 21)		
W r i t i n g	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		Animals, including humans (Y1) Seasonal Changes (Y1) (Autumn Winter)	Everyday Materials (Y1) Forces (Y1)	Plants (Y1) Seasonal Changes (Spring/ Summer)
		Working scientifically - on going across the year		
Computing		Computer Science - understand simple algorithms. Create simple programs Digital Literacy - keeping safe online IT Sound - use technology purposely Create/store/ retrieve	Computer Science - use digital devices to program simple journeys .Make sets of simple instructions. Correct obvious errors (debug). Digital Literacy - keeping personal information private IT - use technology purposely Create/store/retrieve	ICT - use technology purposely Digital Literacy Use technology safely Computer Science
History		Explorers	Great fire of London	Women in History
Geography		Where I live	Weather	Brazil
		Geographical skills and fieldwork - on going across the year		
D.T.		Mechanisms 1 Moving Storybook: sliders/ Wheels & Axles	Structures Windmills 1/ Baby Bear's Chair 2	Textiles Puppets / Pouches
Art and Design		Introduce sketchbooks Drawing / Painting Exploring Human Form	Use of sketchbooks Textiles / Collage	Use of sketchbooks 3D Form Structure Comic and Superheroes
Music		Listening and Singing - using my body to keep the beat - circle/action dances, songs and rhymes with animal puppets	Playing Instruments - sorting percussion instruments by material and sound quality/timbre, songs for playing together in the band – adapted: London Bridge – Killhope Wheel...	Experimenting with Sounds - stories and descriptive ideas e.g. using sounds to represent ideas for George Stephenson's engine, tuned percussion: responding to high and low sounds – e.g. Jack going up the Beanstalk
		Music Education Hub: Key Stage 1 Programme Opportunities e.g. 'Little Fingers' - integration on curriculum delivery (Durham Music Service)		
P.E.		Games & Gymnastics Games & Dance	Dance & Gymnastics Games & Gymnastics	Games & Dance Athletics
R.E.		BEGINNINGS - God is present in every beginning Year 2 - Shabbat SIGNS AND SYMBOLS - Signs and symbols in Baptism PREPARATIONS - Advent:	BOOKS - The books used in Church Year 2 – Prayer at home THANKSGIVING - Mass, a special time to thank God OPPORTUNITIES - Lent: an	SPREAD THE WORD - Pentecost: a time to spread the Good News RULES - Reasons for rules in the Christian family TREASURES - God's treasure; the world

	preparing to celebrate Christmas	opportunity to start anew	

Additional information relating to Computing

Computing	<p>Computer Science Understand Simple algorithms. Create simple programs e.g. (Beebot) – forward / backwards – use pictures of ourselves/ animals/plants</p> <p>Digital Literacy SWGFL http://www.digital-literacy.org.uk/Curriculum-Overview.aspx#yr1 Keeping safe online. Finding ourselves sites safely</p> <p>IT Sound – Use technology purposely 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 Create/store/retrieve</p>	<p>Computer Science – Use digital devices e.g. Beebot to program simple journeys - use map / photos of local area. Make sets of simple instructions – fd/bk left/right. Correct obvious errors (debug)</p> <p>Digital Literacy Keeping personal information private. Look at local environment for common uses of ICT outside school</p> <p>IT Use technology purposely - Simple branching database - materials Cameras – take photos of local area Add to simple photo story/IPhoto - record thoughts IPAD/Easispeak – playback /use in writing Create/store/retrieve</p>	<p>ICT Use technology purposely – 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>Digital Literacy Use technology safely - Real and fictional characters – what is real? Lee & 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>Computer Science - iPad apps writing precise and unambiguous instructions. – Daisy the dinosaur/Kodables/Beebot app</p>
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