




# BPS Year 1 Curriculum Map



Humanities- History and Geography					
<p>Autumn 1 Kentish Town High Street</p> <p>Historical and Geographical Local Area Study Changes within Living Memory</p>	<p>Autumn 2 Explorers and Their Transport</p> <p>Significant events, individuals and places. Comparison.</p>	<p>Spring 1 Migration- Moving to Thrive Geographical Skills and Knowledge Stud</p>	<p>Spring 2 Monarchy Globally historically significant people and events</p>	<p>Summer 1 Science-led unit Everyday materials Plants Seasonal changes STEAM</p>	<p>Summer 2 Castles - Powerful Homes of the Past Comparative Historical Study</p>
English					
<p><u>Autumn 1</u></p> <p><u>Stimulus</u> Geography: Kentish Town High Street</p> <p><u>Key texts</u></p>     <p><u>Outcomes</u></p> <ul style="list-style-type: none"> <li>List</li> <li>Letter</li> <li>Oral retelling</li> </ul>	<p><u>Autumn 2</u></p> <p><u>Stimulus</u> Science: Explorers:</p> <p><u>Key texts</u></p>     <p><u>Outcomes</u></p> <ul style="list-style-type: none"> <li>Label</li> <li>Non-chron. report</li> <li>Adventure story - writing a missing chapter</li> </ul>	<p><u>Spring 1</u></p> <p><u>Stimulus</u> Geography: Migration</p> <p><u>Key texts</u></p>    <p><u>Outcomes</u></p> <ul style="list-style-type: none"> <li>Explanation text</li> <li>Story from a different culture</li> <li>Poetry - assonance</li> </ul>	<p><u>Spring 2</u></p> <p><u>Stimulus</u> Science: seasonal changes History: Monarchy</p> <p><u>Key texts</u></p>    <p><u>Outcomes</u></p> <ul style="list-style-type: none"> <li>Instructions text</li> <li>Stories from a familiar setting</li> <li>WBD narrative</li> </ul>	<p><u>Summer 1</u></p> <p><u>Stimulus</u> Science: Plants</p> <p><u>Key texts</u></p>     <p><u>Outcomes</u></p> <ul style="list-style-type: none"> <li>Information text</li> <li>Narrative - characterisation</li> <li>Poetry - onomatopoeia</li> <li>STEAM outcome</li> </ul>	<p><u>Summer 2</u></p> <p><u>Stimulus</u> History: Castles</p> <p><u>Key texts</u></p>   <p><u>Outcomes</u></p> <ul style="list-style-type: none"> <li>Playscript</li> <li>Traditional Tale</li> </ul>



# BPS Year 1 Curriculum Map



- Poetry - nature inspired

## Maths

Autumn 1- Place Value (within 10)- Sort, Count and represent objects, Recognise numbers as words, 1 more and 1 less, Compare groups and numbers, order

Addition and Subtraction -Part-whole model, Write number sentences, Fact families - addition facts, Number bonds within 10

Autumn 2 Addition and Subtraction -Number bonds to 10, Addition - add together, add more, Subtraction-find a part, Fact families - the eight facts  
Subtraction - take away/crossing out, number line, Add or subtract 1 or 2

Shape-Recognise, name and sort 3-D shapes and 2-D shapes, Patterns with 2-D and 3-D shapes

Spring 1 Place Value (within 20)-Count forward and backwards and write numbers to 20 in numerals and words, Numbers to 11 - 20, Tens and Ones, Count one more one less, Compare groups of objects, Compare objects, Order groups of objects, Order numbers

Addition and subtraction (within 20)-Add by counting on, Find and make numbers, Add by making 10, Subtraction -not crossing and crossing 10

Spring 2 Place Value (within 50)-Numbers, objects, order, count in 2s and in 5s to 50, Tens and Ones, One more one less

Length and Height - Compare and measure lengths and heights

Mass and Volume -Measure, compare mass and capacity

Summer1 - Multiplication and Division Count in 2s, 5s, 10, make and add equal groups, make arrays, doubles, sharing and grouping

Fractions- half and quarters

Position and direction - Describe turns and position



## BPS Year 1 Curriculum Map



Summer 2- Place Value (within 100)- Counting forwards and backwards within 100, partitioning, comparing, ordering, one more and one less

Money-Recognising coins & notes, Counting in coins

Time-Before and after, Dates, Time to the hour and half hour, Writing and Comparing time

### Science

<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
Animals including humans Seasonal changes	Animals including humans Seasonal changes	Everyday materials Seasonal changes	Plants Seasonal changes	Everyday materials Seasonal changes  STEAM	Plants Seasonal changes

### Computing

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing systems and networks- Technology around us	Creating Media- Digital Painting	Programming A -Moving a Robot	Data and Information -Grouping Data	Creating Media- Digital Writing	Programming B-Programming animations

### Physical Education

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Look, Run, Avoid Jump, Shape, Create	Duel, Win, Lose Agility, Balance, Coordination	Run, Jump, Throw Inspire, Create, Perform	Throw, Prepare, Catch Accuracy, Power, Distance	Strike, React, Rally Hands, Feet, Equipment	React, Roll, Retrieve Fair, Share, Dare

### RE Living Difference

<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
Concept: symbol Bread as a symbol The harvest loaf at Harvest celebrations Christianity	Concept – Celebration Christmas – Jesus' birthday Christians remember Jesus' birth Christianity	Concept - change People Jesus met Jesus changed people's lives Christianity	Concept – symbol of darkness to light Easter – Paschal candle How the candle is used Christianity	Concept – special Special books Pupils' special books, Bible, Torah Judaism	Concept- Creation Creation stories Different ideas about how and why the world was made Multifaith



# BPS Year 1 Curriculum Map



## Personal Social Health Economic

Autumn 1 Class charters and goal setting Health Education/ World Health Week Black History Season	Autumn 2 Parliament Week Anti -Bullying Week Mental Wellbeing	Spring 1 RELATIONSHIPS EDUCATION Online Safety Being Safe	Spring 2 Mental Health Drug Education Basic First Aid	Summer 1 Friendships To identify the qualities of a good friend	Summer 2 Being Safe Science/Growth and Development Lifting Limits
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## Art & Design and Design Technology

<u>Autumn 1</u> Link: Science (Animals including Humans) Key Artists Michele Reader Choi Jeong Hwa Key skills - Sculpture	<u>Autumn 2</u> DT: Mechanisms Link: History (Explorers and their transport) Design, Tools and assemble	<u>Spring 1</u> Link: Geography (Moving to Thrive) Key Artists Yves Klein (body prints) David Hammons (body prints) Lynda Heines (printing with found objects) Key skills - Printing	<u>Spring 2</u> Link: Science (Plants) David Hockney Yayoi Kusama (tree wrapping) Key skills - Drawing	<u>Summer 1</u> Everyday materials Plants STEAM	<u>Summer 2</u> John Martin and Paul Klee - castles painting DT: Food Link: History (Monarchy and castles Globally historically significant people and events)
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## Music

<u>Autumn 1</u> Unpitched percussion Singing: simple melody	<u>Autumn 2</u> Unpitched percussion Singing: simple melody	<u>Spring 1</u> Playing ostinatos Singing: melody & ostinato	<u>Spring 2</u> Playing ostinatos Singing: melody & ostinato	<u>Summer 1</u> Music tech (rhythm) / Singing: rounds	<u>Summer 2</u> Music tech (rhythm) / Singing: rounds
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