



KEY STAGE I (Year 1) Curriculum

2023-2024	Autumn	Spring	Summer
English Reading (CUSP)	<p>Beegu</p> <p>Where the Wild Things Are</p> <p>The Storm Whale</p> <p>The Owl and the Pussycat Edward Lear</p> <p>Aesop's Fables – The Boy who Cried Wolf</p>	<p>The Tale of Peter Rabbit</p> <p>Look Up!</p> <p>Here We Are</p> <p>Chocolate Cake - Michael Rosen</p>	<p>There's a Rang-Tan in My Bedroom</p> <p>And tango makes three</p> <p>The Lion Inside</p> <p>Aesop's Fables – The Hare and the Tortoise</p> <p>The Proudest Blue</p>

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English Writing (CUSP)	<p>Strong Start Writing</p> <p>Poetry: Pattern and Rhyme</p> <p>Setting descriptions</p> <p>Stories with familiar settings</p> <p>Instructional writing</p> <p>Shape poetry and calligrams</p>	<p>Shape poetry and calligrams</p> <p>Recount from personal experience</p> <p>Informal letters</p> <p>Poetry on a theme</p> <p>Stories with a familiar setting</p> <p>Recount from personal experience</p>	<p>Poetry (pattern and rhyme)</p> <p>Informal letters</p> <p>Setting descriptions</p> <p>Flexible block</p> <p>Flexible block (phonics focus)</p> <p>Poetry on a theme</p> <p>Instructional writing</p> <p>Flexible block</p>



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Maths (Ark Curriculum Plus)	Numbers to 10 Addition and Subtraction within 10 Shape and patterns Numbers to 20 Addition and Subtraction within 20	Time Exploring calculation strategies within 20 Numbers to 50 Addition and Subtraction within 20 Fractions Measures: length and mass	Numbers 50 to 100 and beyond Addition and subtraction Money Multiplication and Division Measures: Capacity and volume



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Science (CUSP)	Seasonal Change and daily weather Introduce animals including humans	Seasonal changes and weather Introduce plants including trees Revisit – Animals including humans	Seasonal changes and weather Everyday materials Revisit: Plants including trees
History (CUSP)	Changes within living memory	Lives of significant people Mary Anning and David Attenborough	More lives of significant people Neil Armstrong and astronauts
Geography (CUSP)	Locational knowledge – continents, oceans, UK, seas (+fieldwork)	Hot and cold locations Human and physical features	Mapping and fieldwork (Human and physical - location, environment and pattern)
Art (CUSP)	Drawing Painting	Printmaking Textiles	3D Collage
DT (CUSP)	Mechanisms Structures	Food and Nutrition Understanding materials	Textiles Food and Nutrition
RE	1.2 CREATION: Who Made the World? Harvest 1.10 What does it mean to belong to a faith community?	1.1 GOD: What do Christians believe God is Like? 1.7 Who is Jewish and how do they live? (PART 1)	1.7 Who is Jewish and how do they live? (PART 2) 1.9 How should we care for the world and for others, and why does it matter?
PE	Gymnastics – Agility / Balance / Coordination Games – Fundamentals of Sport (ball skills) Dance (related to learning/ book) Games – Fundamentals of Sport (ball skills)	Gymnastics – Sequences Games – Fundamentals of Sport (ball skills) Gymnastics – Apparatus OAA – Problem solving / basic maps	Striking games – Tennis Sports Day Preparation Wellbeing – Yoga OAA / Athletics
PSHE (Lifewise)	Being Happy x 2 Being Mindful x 2 First Aid and CPR x 2	A Problem Shared is a Problem Halved x 2 Communication x 2 Trust x 2	Braving the Weather x 2 Emergency Services x 2 Food Safety and What Not to Eat x 2



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	<p>What is Friendship Getting your sleep x 2 Hygiene and Me x 2 Understanding Difficult Feelings x 2 Kind vs Unkind</p>	<p>What Makes A Family My Growing Body Respecting Others x 2 Water Safety x 2</p>	<p>Wildlife Road Safety x 2 Safety Symbols x 2 Signalling & Sign Language x 2</p>
<p>Music (CUSP)</p>	<p>Singing - Being together in music Untuned percussion - Introducing rhythm and pulse</p>	<p>Singing - Introducing pitch Untuned percussion - Introducing tempo and dynamics</p>	<p>Singing - Exploring emotions through music Tuned percussion - Experimenting with sounds</p>
<p>Computing (Teach Computing)</p>	<p>Computing systems and networks - Technology around us Creating media - digital painting</p>	<p>Creating media - digital writing Data and information - grouping data</p>	<p>Programming A - Moving a robot Programming B - Introduction to animation</p>