		Year 1 Curriculum Map	
	Autumn	Spring	Summer
	Guided and individual reading Skills: read using phonics, HFW, CEW, blend, read contractions, read for meaning & self-correct, build fluency and confidence, recognise & join in predictable phrases, discuss word meanings, participate in discussion, identify some features of non-fiction texts	Guided and individual reading Skills: read using phonics, HFW, CEW, blend, read contractions, read for meaning & self-correct, build fluency and confidence, recognise & join in predictable phrases, discuss word meanings, participate in discussion, identify some features of non-fiction texts	Guided and individual reading Skills: read using phonics, HFW, CEW, blend, read contractions, read for meaning & self-correct, build fluency and confidence, recognise & join in predictable phrases, discuss word meanings, participate in discussion, identify some features of non-fiction texts, recite familiar poems by heart
	Write captions and labels, stories & recounts based on personal experience Write reports & recounts, information texts Skills: learn correct letter formation, spell using phonics & CEW knowledge, begin to use capital letters, finger spaces & full stops, sentences composed orally before writing Exposed to language rich environment to	Traditional fairy tales Descriptive writing, narratives & recounts Write information texts, recounts, instructions Skills: learn correct letter formation, spell using phonics & CEW knowledge, begin to use capital letters, finger spaces & full stops, sentences linked with 'and', simple conjunctions, dictation learn simple spelling	Write information texts & instructions Explanations Poems, rhymes with pattern, reports, information texts, retelling familiar stories Skills: learn correct letter formation, spell using phonics & CEW knowledge, learn simple spelling
English	develop vocabulary/listening Skills: Developing listening skills & sustaining concentration -Discussion – talking/describing/ retelling	rules, form upper & lower case, combine sentences to form short narratives, prefixes & suffixes	rules, use capital letters, finger spaces & full stops, question and exclamation marks, use simple conjunctions, dictation
	/imagining/pretending Cooperative play – negotiating/sharing /listening to others/discussion/ questioning Texts:	Exposed to language rich environment to develop vocabulary/listening Skills: Developing listening skills & sustaining concentration	Exposed to language rich environment to develop vocabulary /listening Skills: Developing listening skills & sustaining concentration
	Plenty of love to go round- Emma Chichester Clarke Farmer Duck- Martin Waddell	-Discussion – talking/describing/ retelling /imagining/pretending Cooperative play – negotiating/sharing /listening to others /discussion/ questioning	-Discussion –talking /describing/retelling /imagining/pretending Cooperative play – negotiating/sharing /listening to others /discussion/ questioning
	Man on the Moon S. Bartram Where's My Teddy? J. Alborough	Texts: Cinderella (traditional fairy tale) The 3 Little Pigs (traditional fairy tale) Little Red and the Very Hungry Lion Alex T	Texts: Magical Mystery of Trees – Jen Green Jim and the Beanstalk R. Briggs The Tiny Seed E. Carle
	Twas the Night Before Christmas- Claire Fennell	.Smith Beegu- Alexia Deacon	Katie In London – James Mayhew Giraffes Can't Dance G.Andrea The Snail and the Whale J. Donaldson
		The Easter story	

Subitising 1-6, exploring loose parts as manipulatives for calculation, exploring numbers 0-10 - sorting, counting, representing, comparing, 1 more/less within 10, addition and subtraction within 10, problem solving, part-whole for single objects & groups of objects, odd & even, ordinal numbers, recording mathematical thinking, number bonds within 10 (addition & subtraction), finding the difference, recognising 2D & 3D shapes, patterns, numbers 0-20, teen numbers (11-20), tens and ones, compare & order numbers

Skills: patterns & counting 0-20, estimate, order & regroup 1-20, part & whole addition & subtraction, problem solving, understand teen numbers as ten and some more, estimating & ordering 1-20, identify 1 more/less, odd & even, represent numbers and mathematical thinking pictorially, use cherry diagrams and whole/part bar models, understand magnitude 0-10 and then 0-20, know and recall number bonds to 10, use + -=, name & describe shapes & patterns

Texts:

Mathematics

One Duck Stuck (1-10)
One Ted Falls Out of Bed (1-10)
Ten in the Bed (1-10)
Ten Little Ladybirds (counting back from 10)
One Humpy Grumpy Camel (1-20)
One to Twenty, Animals Aplenty (1-20)

Songs:

1,2,3,4,5 once I caught a fish alive (counting to 10) There were 10 in the bed & the little one said... (counting back from 10)

10 Green Bottles (counting back)

5 Green Apples (counting back)

5 Currant Buns (counting back)

1 Little Mouse (counting up)

Adding by counting on within 20, adding using number bonds, subtraction not crossing 10/crossing ten, comparing number sentences, counting to 50 by making 10s, counting forwards & backwards within 50, representing, comparing and ordering numbers to 50, counting in 2s, doubling & halving, counting in 5s, comparing and measuring lengths & heights, problem solving with addition/subtraction of lengths, measure and compare weight & mass, problem solving with weight & mass, compare and measure capacity & volume

Skills: add & subtract no.s 0-20, identify part & whole, equality & balance no.s 0-20, use language of comparison & problem solve, count in 2s, 5s & 10s, represent numbers and mathematical thinking pictorially, using cherry diagrams and whole/part bar models, understand magnitude 0-50, know and recall number bonds to 20, use + - =, use standard & nonstandard measures

Texts:

One Duck Stuck (1-10)
One Ted Falls Out of Bed (1-10)
Ten in the Bed (1-10)
Ten Little Ladybirds (counting back from 10)
One Humpy Grumpy Camel (1-20)
One to Twenty, Animals Aplenty (1-20)

Songs:

1,2,3,4,5 once I caught a fish alive (counting to 10) There were 10 in the bed & the little one said... (counting back from 10)

10 Green Bottles (counting back)

5 Green Apples (counting back)

5 Currant Buns (counting back)

1 Little Mouse (counting up)

Counting in 2s, 5s and 10s, equal groups, arrays, doubles & halves, sharing, making & finding $\frac{1}{2}$ and whole, making and finding 1/4, describing turns & position, counting to 100, counting forwards & backwards within 100, 100 squares, partitioning, comparing and ordering numbers, 1 more/less, recognising and counting coins, time, before & after, dates and days, o'clock and half past, writing and comparing time

Skills: counting in 2s, 5s and 10s, equal or unequal groups & remainders, multiplication as repeated addition & array, sharing, problem solving, understand place value, estimate, order & compare, count up to and beyond 100, use + - x =, using positional language, read o'clock & half past on analogue clocks, sharing into equal groups, identify coins, sequence events in time,

	5 Little Men in a Flying Saucer (counting back)		5 Little Men in a Flying Saucer (counting back)			
	Everyday Materials	Everyday Materials	Seasonal changes -	<u>Animals</u>	<u>Plants</u>	<u>Ourselves</u>
	<u>Marvellous Materials</u>	<u>Let's build</u>	<u>Winter</u>	I can identify and	What's growing in	I can identify, name,
	I can distinguish	I can describe the		name a variety of	our gardens?	draw and label the
	between an object and	simple physical	I can observe changes	common animals	I can identify and	basic parts of the
	the material from	properties of a variety	across the four	including fish,	name a variety of	human body and say
	which it is made.	of everyday materials.	seasons	amphibians, reptiles,	common wild and	which part of the
	I can identify and name	I can compare and	I can observe and	birds and mammals.	garden plants,	body is associated
	a variety of everyday	group together a	describe weather	I can identify and	including deciduous	with each sense
	materials, including	variety of everyday	associated with the	name a variety of	and evergreen trees.	Senses investigation
	wood, plastic, glass,	materials on the basis	seasons and how day	common animals that	I can identify and describe the basic	
	metal, water, and rock. Lego man ice block	of their simple physical	length varies.	are carnivores, herbivores and	structure of a	
	investigation	properties. 3 pigs materials		omnivores	variety of common	Skills: Work Scientifically,
	investigation	investigation	Weather	I can describe and	flowering plants,	ask simple questions and
			investigation –	compare the structure	including trees.	recognise that they can
			measure	of a variety of	I can begin to	be answered in different
			temperature, rainfall	common animals (fish,	explore what plants	ways, observe closely using simple equipment,
Science			& weather	amphibians, reptiles,	need to survive.	perform simple tests,
				birds and mammals,	Bean plant	identify and classify
	Skills: Work Scientifically,	Skills: Work Scientifically,	Skills: Work Scientifically,	including pets)	investigation	using their observations
	ask simple questions and recognise that they can be	ask simple questions and	ask simple questions and			and ideas suggest
	answered in different	recognise that they can be	recognise that they can	Sorting & classifying	Skills: Work	answers to questions, gathering and recording
	ways, observe closely using	answered in different ways, observe closely using simple	be answered in different	& explaining choices.	Scientifically, ask simple questions and recognise	data to help answer
	simple equipment, perform	equipment, perform simple	ways, observe closely	Investigating food	that they can be	questions
	simple tests, identify and	tests, identify and classify	using simple equipment, perform simple tests,	chains in workshop	answered in different	
	classify using their observations	using their observations	identify and classify		ways, observe closely	
	and ideas suggest answers	and ideas suggest answers	using their observations	Visit to Shepreth	using simple equipment, perform simple tests,	
	to questions, gathering	to questions, gathering and recording data to help	and ideas suggest	Wildlife Park Skills: Work Scientifically,	identify and classify	
	and recording data to help	answer questions	answers to questions, gathering and recording	ask simple questions and	using their observations	
	answer questions	·	data to help answer	recognise that they can	and ideas suggest	
			questions	be answered in different	answers to questions,	
				ways, observe closely	gathering and recording data to help answer	
				using simple equipment,	questions	

				perform simple tests, identify and classify using their observations and ideas suggest answers to questions, gathering and recording data to help answer questions		
RE	God What do Christians believe God is Like? Creation Who made the world? Harvest festivals and giving thanks Skills: -Notice and respond sensitively to some similarities between different religionsExplore and develop their knowledge and understanding of religions and worldviews, recognising their local, national and global contextsUse appropriate vocabulary to think, talk, ask and answer big questions about religion and beliefBegin to articulate key beliefs, practices and experiences at the heart of the religions and between communities.	Incarnation Who was Jesus? Why does Christmas matter to Christians? Festivals of light Skills: -Notice and respond sensitively to some similarities between different religionsExplore and develop their knowledge and understanding of religions and worldviews, recognising their local, national and global contextsUse appropriate vocabulary to think, talk, ask and answer big questions about religion and beliefBegin to articulate key beliefs, practices and experiences at the heart of the religions and between communitiesReflect on and respond to some of the big questions	Gospel What is the good news Jesus brings? Skills: -Notice and respond sensitively to some similarities between different religionsExplore and develop their knowledge and understanding of religions and worldviews, recognising their local, national and global contextsUse appropriate vocabulary to think, talk, ask and answer big questions about religion and beliefBegin to articulate key beliefs, practices and experiences at the heart of the religions and between communitiesReflect on and respond to some of the big questions about life, such as 'why do we	Salvation What was the message from God when Jesus died? Why does Easter matter to Christians? Skills: -Notice and respond sensitively to some similarities between different religionsExplore and develop their knowledge and understanding of religions and worldviews, recognising their local, national and global contextsUse appropriate vocabulary to think, talk, ask and answer big questions about religion and beliefBegin to articulate key beliefs, practices and experiences at the heart of the religions and between communities.	Islam Who was Mohammed (PBUH)? What is the Qu'ran? Relate to the Bible, how are the similar/different? Why are they both so important? Pillars of Islam. Prayer & pilgrimage 'hajj'. Visit from member of Muslim community. Charity 'sawm' Skills: -Notice and respond sensitively to some similarities between different religionsExplore and develop their knowledge and understanding of religions and worldviews, recognising their local, national and global contexts.	Special Books Who reads them, when and why? Bible, Qu'ran & Torah Faith stories Naming ceremonies Christening/baptism, Bat & Bar Mitzvah, Aqiqah Skills: -Notice and respond sensitively to some similarities between different religionsExplore and develop their knowledge and understanding of religions and worldviews, recognising their local, national and global contextsUse appropriate vocabulary to think, talk, ask and answer big questions about religion and beliefBegin to articulate key beliefs, practices and

	-Reflect on and respond to some of the big questions about life, such as 'why do we celebrate certain things?'	about life, such as 'why do we celebrate certain things?'	celebrate certain things?'	-Reflect on and respond to some of the big questions about life, such as 'why do we celebrate certain things?'	-Use appropriate vocabulary to think, talk, ask and answer big questions about religion and beliefBegin to articulate key beliefs, practices and experiences at the heart of the religions and between communitiesReflect on and respond to some of the big questions about life, such as 'why do we celebrate certain things?'	experiences at the heart of the religions and between communitiesReflect on and respond to some of the big questions about life, such as 'why do we celebrate certain things?'
	<u>We are Treasure</u> <u>Hunters</u>	<u>We are TV Chefs</u> Use iPad to video a	<u>We are Digital</u> <u>artists</u>	We are Publishers Use Book Creator to	We are rhythmic Pupils to use	We are detectives Use data to solve
	Input a sequence of	recipe	Use iPad to create	create a multimedia	ScratchJr and	clues
	instructions to control a programmable toy	Skills:	paintings inspired by the work of famous	eBook about what they enjoy and have	GarageBand to create patterns of	<i>Skills</i> : Know how data can be
	Skills:	Break down a process	artists.	achieved.	sounds.	structured as
	Know what an algorithm	into simple clear steps	Skills:	Skills:	Skills:	records with fields,
	is, know that programmes are made up of a sequence	as in an algorithm, use a	Know how to select	To decide on content	To record audio on	know how data can be
	of codes, use instructions	video camera to capture moving images, develop	and set brushes and colours, to create	to include in their eBook , add titles to	the iPad, to playback audio they have	organised into groups and Subgroups, know
Computing	(algorithms) to control devices or objects on	collaboration skills,	artwork in a range of	the pages of their	recorded, to	how
	screen, solve problems	discuss their work and	styles on iPads, to use	eBook, add images to	program sprites in	data can be
	with instructions on and off screen	think about how it can	the undo function if	their	ScratchJr to play	structured as a tree,
	00.001	be improved, take photographs/videos on	they make mistakes and to encourage	eBook, record audio commentary for their	audio, to play a sequence of sounds	know how data can be organised into a
		cameras and other	experimentation, to	eBook, copy images	in ScratchJr, to	table, know how data
		digital devices	use multiple layers in	from elsewhere for	apply filters to audio	in a table can be
			their art.	their eBook, change	they have recorded,	filtered and
				the colour or font for	to create a	searched.
				text.	repeating sequence	

					of drum or other	
	I can use role play & pictures to retell stories from the past. I can find out about the lives of significant individuals who have contributed to	Chronology Toys - now and then Skills: I can learn about changes in living memory & how everyday life has changed. I can sequence events (introduction of technology) from engaging with toys. I can identify the differences between now & then. I can match objects to Chronology History of loc area-looking of Buntingford Skills: I can leas significant places in my own I can differences between the past of the past using picture. I can find answer the past using picture.	Skills: I can learn about significant historical places in my own locality. I can identify differences between now & then. I can ask questions about	Continuity and Change My history - who am I? Skills: I can talk about changes in my lifetime. I can identify some ways in which my parents', grandparents' & great grandparents lives were different to mine.	of drum or other percussion sounds. Lives of significant individuals Chronology Story of St George Skills: I can find out about the lives of significant individuals who have contributed to national international achievement I know and recount episodes from stories about the past I can use stories to distinguish between fact and fiction.	
History	contributed to international achievement.	I can match objects to people of different ages placing them in chronological order. I can handle artefacts properly & carefully sequencing 3 or 4 artefacts from different periods of time. I can read artefacts & find answers about the past. I can ask questions and compare memories about the past. I can find information about the past from range of sources.				
		Visitors - History Off the Page day				

	The UK		Maps & geographical/h	uman features	Buntingford & Mexico	!
Geography	Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas. Use world maps, atlases and globes to identify the United Kingdom and its countries. Identify the location of hot and cold areas of the world in relation to the Equator and the North and South Poles		FS: focus on key physical & human features as well as directional language FS: use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.		Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country using class bear. Focus on key human features, including: city, town, village, factory, farm, house, office.	
	FS: identify seasonal and daily weather patterns in the United Kingdom. Skills: create simple map, develop geographical vocabulary, identify seasonal and daily weather patterns name countries in UK, capital cities in UK, surrounding seas of UK, use atlases and globes		Skills: identify compass points NSEW to describe directions and routes on map, create simple maps with key, Fairy tale maps — LRRH journey through wood, develop geographical vocabulary develop fieldwork skills to study school and its grounds,		Skills: use aerial photographs, recognise key human and physical features, develop geographical vocabulary	
Art	Giuseppe Arcimboldo Drawing & painting fruit & veg using different media Pencil (lines, marks, shape, tone & texture) Paint (colour, texture) Printing using fruit/veg Skills: Use a range of materials creatively, draw, pain & sculpt to develop ideas & imagination, develop wide range of art & design techniques, learn about a range of artists	Firework pictures Pastel, chalk & glitter Xmas cards and 3D decorations- Paint (colour, texture) Pastel, chalk & glitter Printing using kitchen rolls Light and dark. Skills: Use a range of materials creatively, draw, pain & sculpt to develop ideas & imagination, develop wide range of art & design techniques	Colour Mixing Primary & secondary colours Frida Kahlo Drawing in pencil Pencil (lines, marks, shape, tone & texture) Paint (colour) Skills: Use a range of materials creatively, draw, pain & sculpt to develop ideas & imagination, develop wide range of art & design techniques, learn about a range of artists	Picasso Self-portraits in cubist style Developing vocab to talk about art Pencil (lines, marks, shape, tone & texture) Wax Crayon (colour, texture) Skills: Use a range of materials creatively, draw, pain & sculpt to develop ideas & imagination, develop wide range of art & design techniques, learn about a range of artists	Heather Knight Clay tile work with plant imprint & texture - link to Forest School 3D & sculpture Colour mixing paint (colour, texture) Skills: Use a range of materials creatively, draw, pain & sculpt to develop ideas & imagination, develop wide range of art & design techniques, learn about a range of artists	Camouflage Collage Colour & pattern. Create camouflage background for animal using fabric & paper, 3D Skills: Use a range of materials creatively, draw, pain & sculpt to develop ideas & imagination, develop wide range of art & design techniques

DT

Design and make a moving toy History off the Page

Projects on a Page: <u>Freestanding structures</u> - design, make and evaluate equipment for a playground Designing

- Generate ideas based on simple design criteria and their own experiences, explaining what they could make. Look at and discuss examples. Sketch out some ideas
- Develop, model and communicate their ideas through talking, mock-ups and drawings.
 Making
- · Plan by suggesting what to do next.
- Select and use tools, skills and techniques, explaining their choices.
- Select new and reclaimed materials and construction kits to build their structures. First attempt at creating structure.
- Use simple finishing techniques suitable for the structure they are creating.

Evaluating

- Explore a range of existing freestanding structures in the school and local environment
- Evaluate their product by discussing how well it works in relation to the purpose, the user and whether it meets the original design criteria.

 Create finished product.

Skills: generate design ideas, develop models and explain using talk, mock ups and drawings, plan making, selecting tools and new/recycled materials, use finishing techniques, explore existing free standing structures, evaluate their products against original criteria, know about strengthening structures.

Projects on a Page: <u>Mechanisms</u>
Sliders and levers - Whole class moving book
(frog lily pad...)

Designing

- Generate ideas based on simple design criteria and their own experiences, explaining what they could make.
- Develop, model and communicate their ideas through drawings and mock-ups with card and paper.

Making

- · Plan by suggesting what to do next.
- Select and use tools, explaining their choices, to cut, shape and join paper and card.
- Use simple finishing techniques suitable for the product they are creating.

Evaluating

- Explore a range of existing books and everyday products that use simple sliders and levers.
- Evaluate their product by discussing how well it works in relation to the purpose and the user and whether it meets design criteria.

Skills: generate, model and communicate ideas, plan, make, and select tools, use finishing techniques, explore books and products, evaluating own product against original criteria, explore sliders and levers, understanding types of movement & technical vocabulary.

Projects on a Page: Food: <u>Preparing fruit</u> and vegetables. Fruit kebab, Fruit smoothie/Fruit kebab

Designing

- Design appealing products for a particular user based on simple design criteria.
- Generate initial ideas and design criteria through investigating a variety of fruit and vegetables.
- Communicate these ideas through talk and drawings.

Making

- Use simple utensils and equipment to e.g. peel, cut, slice, squeeze, grate and chop safely.
- Select from a range of fruit and vegetables according to their characteristics e.g. colour, texture and taste to create a chosen product.

Evaluating

- Taste and evaluate a range of fruit and vegetables to determine the intended user's preferences.
- Evaluate ideas and finished products against design criteria, including intended user and purpose.

Skills: understand where food comes from, use principles of a healthy & varies diet to prepare dishes

PSHRE	Devising a class charter Getting to know each other Problem-solving Looking after each other and our school environment Happy playtimes Making choices Skills: Develop & maintain healthy relationships, understand how to develop and maintain a healthy lifestyle (physical, emotional & mental wellbeing), manage changes, identify sources of help, develop respect for self & others & be mindful of impact of behaviours, develop respect for environment, rights & responsibilities Mindfulness	Making friends Falling out with a friend & making up Managing anger Anti-bullying Hazards in the home and fire safety Road safety/stranger danger Skills: Develop & maintain healthy relationships, recognise and manage emotions, recognise negative relationships, recognise and respect diversity & equality, develop and maintain a healthy lifestyle (physical, emotional & mental wellbeing), manage risks & keep safe, respond to an emergency, develop respect for self & others & be mindful of impact of behaviours Mindfulness	Our likes and dislikes Feeling proud Being special Recognising worries Staying calm and relaxed Setting a simple personal goal Skills: Develop & maintain healthy relationships, develop and maintain a healthy lifestyle (physical, emotional & mental wellbeing), develop respect for self & others & be mindful of impact of behaviours Mindfulness	SRE: recognising and naming body parts SRE: remembering being a baby SRE: what can I do now I'm bigger? Drugs Ed: how do medicines get into the body? Drugs Ed: how do use medicines to keep us healthy Drugs Ed: how can medicines harm me? Skills: Develop & maintain healthy relationships, develop and maintain a healthy lifestyle (physical, emotional & mental wellbeing), manage risks & keep safe, respond to an emergency, develop respect for self & others & be mindful of impact of behaviours Mindfulness	Asking for help Feeling loved and cared for Managing uncomfortable feelings - anxiety and jealousy Thoughts, feelings and behaviour Dealing with worries Supporting each other Skills: Develop & maintain healthy relationships, recognise and manage emotions, recognise negative relationships, recognise and respect diversity & equality, develop and maintain a healthy lifestyle (physical, emotional & mental wellbeing), manage changes, identify sources of help, develop respect for self & others & be mindful of impact of behaviours	Listening effectively Expressing opinions Knowing right and wrong Needs of living things Developing responsibility - looking after animals Who else looks after animals? Skills: Develop & maintain healthy relationships, understand how to develop and maintain a healthy lifestyle (physical, emotional & mental wellbeing), managing risks & keep safe, manage changes, identify sources of help, develop respect for self & others & be mindful of impact of behaviours, rights & responsibilities Mindfulness
PE -	<u>Tag rugby/ Hockey</u> Learning Intentions:	Basketball Learning Intentions:	<u>Dance</u> Learning Intentions:	Gymnastics	Tennis	Athletics Learning Intentions:
Sport Partnership activities	 Understanding the principles of attack 	Develop bouncing: Introduce sending with control.	 Superheroes: Performing movements in sequence. 	 Introduction to 'big' body parts 	Explore pushing (dribbling) a	Introduce teamwork:Inclusion

- Apply attacking principles into a game
- Understanding the principles of defence
- Applying defending principles into a game
- Consolidate attacking
- Consolidate defending

Skills: master basic movements of running, throwing and catching, develop agility, balance & co-ordination, participate in team games, engage in competitive (both against self and against others) & co-operative activities, develop simple tactics for defence and attack.

Skills: master basic move move jumps jump

- Introduce aiming with accuracy
- Introduce power and speed when sending a ball
- Introduce stopping a ball
- Develop stopping, combining sending skills
- Combine sending and receiving skills

Skills: master basic movements of running, jumping, throwing and catching, develop agility, balance & coordination, participate in team games, participate in team games, engage in competitive (both against self and against others) & cooperative activities, develop simple tactics for defence and attack.

- Character performance: Creating movements that represent superpowers.
- Extending character performance: Creating movements that represent a superhero rescuing/savin g, someone/som
- Villains: Creating their own movements

ething.

- Exploring relationships within our movements.
- Real life heroes: Exploring character movement

Skills: Develop agility, balance & co-ordination. Perform dances using simple movement patterns

- Introduction to 'small' body parts
- Combining big and small with wide, narrow and curled.
- Transition
 between wide
 narrow and
 curled using big
 and small body
 parts
- Adding (linking) movements together
- Creative ways of adding (linking) movements together

Skills: Develop agility, balance & co-ordination.

- ball with a racket:
 Sharing our ideas.
- Develop pushing (dribbling) a ball with a racket: Introducing control.
- Refine
 pushing
 (dribbling) a
 ball with a
 racket:
 Applying
 learning
- Explore
 hitting and
 develop
 pushing a ball
 (with a
 racket)
 towards a
 target
- Explore hitting a ball (with a racket) with power
- Explore hitting a ball (with a

- Develop teamwork
- Building trust and developing communicatio
- Cooperation and communicatio
- Explore simple strategies
- Problem solving:Consolidate teamwo

Skills: master basic movements of running, jumping, skipping, throwing and catching, develop agility, balance co-ordination, participate in team games, participate in team games, engage in competitive (both against self and against others) & co-operative activities, develop simple tactics for defence and

			racket) with accuracy Attack. To be able to perform competently at a mini Olympics (Sports Day)
			Skills: master basic movements of running, throwing and catching, develop agility, balance & co-ordination, participate in team games, participate in team games, engage in competitive (both against self and against others) & co-operative activities, develop simple tactics for defence and attack
	Travelling	Stories and Fairytales	<u>Farms</u>
	Pulse, rhythms and body percussion	Selecting instruments	Descriptive sounds and pitch
	Harvest	Around the World	<u>Animals</u>
	<u>Toys</u>	Samba, Calypso, Africa	Soundscapes and Carnival of the animals
	Exploring music through movement -	Easter	Skiller
	The Nutcracker Suite Christmas		Skills: Use their voices expressively and creatively by
	Skills:	Skills:	singing songs and speaking chants and rhymes, play
Music	Use their voices expressively and creatively by singing	Use their voices expressively and creatively by singing	tuned and untuned instruments musically, listen
	songs and speaking chants and rhymes, play tuned and	songs and speaking chants and rhymes, play tuned	with concentration and understanding to a range of
	untuned instruments musically, listen with concentration	and untuned instruments musically, listen with concentration and understanding to a range of high	high quality live and recorded music, experiment with, create, select and combine sounds using the
	and understanding to a range of high quality live and recorded music, experiment with, create, select and	quality live and recorded music, experiment with,	inter-related dimensions of music
combine sounds using the inter-related dimensions of		create, select and combine sounds using the inter-	
	music	related dimensions of music	