



## Year 1 Spring 1 Curriculum Map

### Maths

#### Unit coverage:

Place Value within 20

Addition and Subtraction within 20

#### Mental Maths skills:

Mastering Number Programme

#### Times Tables and Number Fluency

Number bonds to 20

#### Support at home:

Times Table Rockstars

<https://trockstars.com/>

Hit the button

<https://www.topmarks.co.uk/maths-games/hit-the-button>

### RE

**Christianity** – Jesus as a friend.

Q: Was it always easy for Jesus to show friendship?

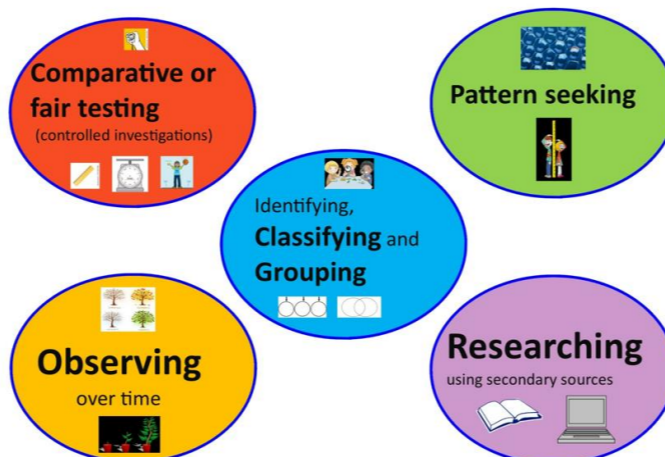
### RSHE/PSHE

**Jigsaw** – Dreams and Goals

### Geography

- We will locate Reading and Whitley on a map.
- We will identify the four UK countries and their capitals.
- We will use fieldwork to explore our school and it's surrounding environment.

### Science



#### **Biology: Seasons and seasonal changes.**

- We will explore the animal and plant species that we share our spaces with.
- We will understand how our space changes over the course of a year.

### Topic – There's No Place Like Home

#### **Big questions**

- What can we find in our local area?
- How can we locate our home on a map?
- How has our local area changed over time?

### PE

#### **Dance**

- We will use simple choreographic devices such as unison, cannon and mirroring.
- We will put a sequence of actions together to create a motif.

### Writing



We will be undertaking the Read Write Inc. 'Get Writing' project which applies step-by-step guidance to help children move from writing simple sentences to extended texts such as invitations, letters, descriptive texts and non-fiction texts whilst incorporating a range of composition, grammar and spelling activities.

### Reading

We will continue learning our phonics sounds in targeted, daily teaching sessions.

Please continue to read daily at home, new books will be allocated weekly.

### Art

- We will use colour mixing to represent seasonal changes.

### Music

- We will consider tempo through the use of fast and slow beats to create a range of music.

### Computing

- We will use simple techniques to programme a robot.