Hainford Curriculum Map 2018/2019 - Class 1 (Reception / Year 1)

Please note that due to our desire to respond to the children's needs and interests, this plan is flexible and very liable to change.

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Inquiry	Fairy tale village – sorting rubbish problem.	WW1 Hospital	Garage to build and fix cars.	Post office	Farm	Setting up a restaurant
English	Letter formation - handwriting Form digits 0-9 Sentence writing Information posters Inquiry Based Learning - Traditional tales - Little red riding hood, Three little pigs, Goldilocks. Dinosaurs / fossils Story Scribing Name writing Rhyming pattern	Stretching sentences - using 'and' Forming capital letters Identifying narrative and non-fiction texts Inquiry Based Learning - Remembrance / World war 1. (Cross curricular History) Letter writing People who help us - ID Cards Story Scribing Name writing Labelling Phonic books - letter formation	Cursive handwriting (start once children are ready) Poetry Factual writing - 'cars wheels transport' (cross curricular History/Science) Inquiry Based Learning - Garages, Instructions. Check lists. Story Scribing Caption writing Phonic books - letter formation	Positional language, writing - algorithms, maps (cross curricular) Story writing - forming short narratives Adding expression within writing Inquiry Based Learning Writing addresses, Story Scribing Word books - Spellings	Comprehension focus - inferences and predictions Written answers to comprehension questions Inquiry Based Learning Descriptions of animals, reading of non-fiction animal books, Story Scribing Half term diaries Word books - Spellings	Revision and Recap Inquiry Based Learning TBC
Philosophy		TBC	TBC			
Grammar, Vocabulary Punctuation, Spelling (Phase 6 Phonics)	Capital letters, finger spaces, full stops High frequency word spellings (Phase 3 and 4 Letters and Sounds)	Capital letters, Nouns, verbs, adjectives Question marks, exclamation marks High frequency word spellings (Phase 5 Letters and Sounds) Sounds and letters at the start of words.	Plurals -s -es Suffixes -ing -ed -er - est Prefixes -un Spellings - days of the week, numbers in words Phase 2 Letters and Sounds Spellings	Contractions - I'm, I'll,	Application of Nouns, verbs, adjectives Punctuation ?! Spellings - Personalised to children Phase 4 Letters and Sounds Spellings	Application of Plurals -s -es Suffixes -ing -ed -er - est Prefixes -un Contractions - I'm, I'll, I've Spellings - Personalised to children
Phonics	Phase 4 & 5 Letters and	Phase 5 Letters and	Phase 5 Letters and S	ounds - Sound Families	Phonics Screening	Phase 5/6 Letters and

	Sounds Recap Phase 1 Letters and Sounds	Sounds - Sound Families Phase 2 Letters and Sounds (Jolly Phonics Actions)	Phase 3 Letters and Sounds (Jolly Phonics Actions)		Phase 5 Letters and Sounds Recap (Alien Words) Phase 4 Letters and Sounds	Sounds - Alternate Pronunciations Phase 5 Letters and Sounds
Maths	Counting forwards and backwards to 50 (and beyond) Writing numbers to 20 Place value - tens and units 1 more/less Maths symbols + - = Number bonds and subtraction facts within 10 then 20 Missing number problems Counting in 2s, 5s, 10s 100 days of school Counting forwards and backwards to 20 Matching quantities to numerals. Numbers and shapes in the environment Days of the Week Months of the Year Birthdays	Counting forwards and backwards to 100 Reading numbers to 100 Maths symbols +-= Adding and subtracting one digit and two digit numbers Missing number problems Measure - recording heights and temperatures. Telling the time - o'clock/half past Measure - practical problems ½ and ½ of objects and shapes 2D and 3D shape Counting forwards and backwards to 20 Matching numerals to quantities Ordering numbers to 5, then 10 Repeating patterns Nurses role play -, (weight, measure, temperatures), "Magic number"	Place value - writing numbers to 100 Number patterns Place value - tens and units Maths symbols x/ Measure - standard and non-standard - beginning to record Missing number problems Position and direction (see PE) Ordering numbers to 20 Adding and subtracting using objects Bonds to 5 - "Number sentences" Counting forwards and backwards to 50 "Magic number" Garage role play - (measure speeds, size, weight)	Counting forwards and backwards to 100 (and beyond) 10 x table facts Position and direction (see PE) British coins and notes 1/2 and 1/4 of quantities Missing number problems 2D and 3D shapes Sequencing events Doubling/halving Counting forwards and backwards to 50 Bonds to 10 - "number sentences" "Magic number"	Counting forwards and backwards to 100 Position and direction (see Computing) Adding and subtracting O Multiplication and division - pictorial representations and arrays (supported by the teacher) Telling the time - drawing hands to show o'clock/half past Counting forwards and backwards to 100 Bonds to 20 - "number sentences" "Magic number"	Revision and recap Counting forwards and backwards to 100 Missing number problems "Magic number" Restaurant role play (Counting food, sorting items)
Science	Seasons - weather patterns Properties of everyday	Senses	Everyday Materials - Seasonal Changes		Animals, including humans – label body	Changes: Plants - identify and name

	materials Bones / animals Rocks / soils etc (mud kitchen) Sieving Sorting materials Classifying materials (hard, heavy etc) The Three Pigs (materials of the 3 houses) Fairy tales Build their own house to withstand the wolf				parts Talk about similarities and differences between themselves and others Identify different types of animals we can have as pets	common wild and garden plants Plants - describe basic structure of common flowering plants, including trees
Geography	Simple fieldwork and observational skills to study geography of our school - draw picture and label materials - use geographical vocabulary Talk about features of own immediate environment and how other environments may vary	Ariel photographs of Norwich. Looking at changes since WW1. Landmarks Bird's eye view		Comparison to a contrasting non- European country using maps and atlases	Habitats / farming / land use	
History/People and Communities		Significant people: nurses, doctors, fireman etc. History of hospitals and technology	History of vehicles (beyond living memory).		Historical events, people and places in own locality.	
Art	3d materials. Make houses out of straw (Spaghetti), Sticks and bricks. Weaving? Fabric materials	3D Clay work Sculptures etc	Printing with different tools (Wheels, potatoes)	Real/still life drawings of fruit / flowers etc	Pictures using different materials – chalk, paint, textiles, collage.	Painting: landscape
DT	The Three Pigs (materials of the 3 houses) Fairy tales Build their own house to withstand the wolf Design a dustbin. Drawing in the sand	Playdough making	Design, Make, Evaluate Car	Design, Make, Evaluate Car / Goblin racer	Cooking Farming – using fresh picked ingredients to cook something.	Cooking
Computing/	Recognise common uses of IT		BEE	BOTS		

Technology	beyond school Using technology safely http://www.childnet.com /resources/smartie-the- penguin Selects and uses technology for different purposes		Position and direction - algorithms (cross curricular maths) Sat Nav - changes of how we use maps			
RE	Belonging: What stories did Jesus tell about the kingdom of God/Heaven? Harvest Festival Religious objects	Christianity - Nativity Incarnation: What can we learn about Jesus from the Nativity story?	God: Trinity What words do Christians use to talk about God?	Christianity - Easter Story Salvation - Why is the cross an important symbol to Christians?	Judaism: Shabbat Judaism: Abraham	Creation Gospel: 'Global eye' - Christians in other cultures.
PE/Health and Self-Care	Moving into a space and in different ways Throwing and catching Multiskills? Managing risk safely - using equipment i.e. scissors, blocks etc. Basic hygiene - hand washing glitter demonstration	Perform dances using simple movement patterns Dressing independently Q. Why do we need to have a balanced diet and exercise?	Gym: Position and direction - whole, half turns (cross curricular maths) Gymnastics?	Gym: Position and direction - quarter and three quarter turns (cross curricular maths)	Athletics	Striking / hitting games
PATHS	One Page Profiles Listening Skills Behaviour Expectations Circle Rules	Pupil of the Day Compliments	Naming our Emotions and Feelings	Doing the Turtle	It's okay to feel all emotions	Naming more emotions Transitions What makes a good team player?
Music	Musical instruments Exploring sounds	Performance skills Singing	Tempo and beats	Tempo and beats	Pitch	Beat and rhythm Using our body to steady the beat.