Scotton Lingerfield Primary School YEAR 1 Curriculum Map – Summer 1 2024

English		Maths		PSHE		Science		
As writers we will: Write to entertain – Narrative. Sequence sentences to form short narratives. Use capital letters for names of people and places in our writing. Extend our sentences using 'and' to join clauses. Re-read sentences to check they make sense. Spell most words containing taught phonics correctly, ind days of the week and months of the year. Write consistently in continuous cursive handwriting. In phonics we will: Read and write the phase 5 tricky words taught so far. Consolidate our phonics taught so far – preparing for the Phonics Screening Check As readers we will: Build our reading fluency with our word reading. Continue to develop our phonics. Answer simple questions about a text.		As mathematicians we will: Count, read and write numbers to 20 i words Given a number, identify one more or Identify and represent numbers using representations including the number! Compose and partition numbers 11-19 Reason about the location of numbers linear number system, including comp	less objects, pictoral line. 3. 4 to 20 within the aring using < > wing time (hours, e and 60 minutes and name them ng to dates, nd years. the hour on a	As citizens we will: Learn about where n paid to do a job. Describe different wa there are different w or online payment) Learn that it is impor look after what we h Learn about things th about what to spend	ays to pay for good ays to pay with mo tant to keep mond ave. nat affect the choic	n and that people get ds and services and oney (cash, debit card ey safe and we can	As scientists we w Grow beans and ol Investigate the con Identify the needs such as water, soil. or more of these th	oserve changes over time. Iditions seeds need to grow. Of plants. Plants require things to grow, light and warmth. If they do not have or nings they may stop growing and die. Iccle of flowering plants, including
As sports people we will: Criteria Run with agility and confidence. Run for speed and distance. Learn the best jumping techinques for distance e.g. standing long jump. Throw different objects in a variety of ways. Complete and obstacle course with cotrol and agility, combining running and jumping.	As designer technologists we will: Join fabrics together using pins, staples or glue. Design a puppet and use a template. e e.g. Join two puppets' faces together as one. Decorate a puppet to match the design.		As artists we will: N/A Create a property Talk about memory of Describe past. Identify so the past a lidentify for Describe past.		As historians we Create a persona correctly on a sir Talk about three memory on a tin Describe what pl past. Identify similariti the past and nov Identify features	rsonal timeline by ordering three events in a simple timeline. Ithree holiday memories and place one holiday in a timeline. Ithree holiday in a timeline. Ithree holidays in the holidays in the holidays and differences between holidays in dinow. Ithree holidays in the past. Ithree holidays in the past.		As geographers we will: N/A
Music		Languages	Computing			RE		
As musicians we will: Make plausible descriptions of the music. Identify a few instruments and the sounds of different sections of the orchestra. Explain what is happening in the music using language relating to emotion. Create a piece of music with some appropriate tempo, dynamic and timbre changes.		As linguists we will: N/A	Represent animal-themed data in different ways, using objects and technology. Log in and use mouse and keyboard skills to navigate the computer.			As theologists we will: Think about belonging. Learn about how religious people show they belong to their faith community. Learn about ways babies are welcomed in religions and the promises made at weddings. Think about our own network of belonging and how we all belong to someone.		

represent their data digitally.

database.

Click and drag objects to sort data using a branching

Suggest appropriate musical timbres for each of the characters and

Perform confidently using appropriate instrumental sounds.

tempo changes for the actions.