













# Curriculum Overview: Years 1 and 2

Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
<b>The Need for Speed!</b> 	<b>Enchanted Tales</b> 	<b>Animal Magic</b> 	<b>Walk of Fame</b> 	<b>Growing and Changing</b> 	<b>Wish you were here!</b> 
<b>Sights of the City</b> 	<b>Once Upon a Time</b> 	<b>Wild and Free</b> 	<b>Great Influences</b> 	<b>Under and Over</b> 	<b>Land Ahoy!</b> 

Throughout the curriculum, we find as many opportunities as possible to teaching the following:

E-safety

Safeguarding

Anti-bullying

British Values

Global Citizenship

Spiritual Development

Social Development

Moral Development

Cultural Development

These symbols appear under 'important links' if the area is specifically addressed through a learning experience in that topic.

# Years 1 and 2 Curriculum Map



## The Need for Speed

<i>Year 1 will</i>		<i>Year 2 will</i>			
<b>Reading: Key Texts</b>		<b>Writing: Genre and Purposes</b>		<b>Maths: Units of work</b>	
<b>Year 1</b> Mrs Armitage on Wheels- Quentin Blake Mr Gumpy's Motor Car- John Burningham Non Fiction Books eg Look inside cars- Usborne The Hare and the Tortoise- Aesop's Fable	<b>Year 2</b> Mrs Armitage Bicycle Mr Gumpys Motor Car Garage  Possibly a book about airplanes or racecars	<b>Year 1:</b> Non- Fiction Recount Story writing	<b>Year 2:</b> Non- Fiction Recount	<b>Year 1</b> Number: Place Value Number: Addition and Subtraction	<b>Year 2</b> Number and Place Value Addition and Subtraction Problem Solving Reasoning
<b>Science</b>					
<b>Year 1 - Everyday materials</b> Distinguish between an object and the material from which it is made; Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock; Describe the simple physical properties of a variety of everyday materials; Compare and group together a variety of everyday materials on the basis of their simple physical properties.			<b>Year 2 - Uses of everyday materials</b> Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses; Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.		
<b>History</b>		<b>Art</b>		<b>Computing</b>	
Learn about events beyond living memory that are significant nationally or globally (for example, the first aeroplane flight).		Develop a wide range of art and design techniques in using colour, pattern, texture, line, form, shape and space.		Y2: ☑Use technology safely and respectfully, keeping personal information private; identify where to go to for help and support when they have concerns about content or contact on the internet or other online	

## Years 1 and 2 Curriculum Map



		technologies. Y1: Use technology safely and respectfully, identify where to go to for help and support when they have concerns about content. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programmes;
<b>RE</b>	<b>Music</b>	<b>PSHE</b>
Why did Jesus tell parables? Yr 2: Church 2: What Happens in a Church? (half of the unit) Yr 1: Church 1: What Makes a Church Different from Other Buildings?	Use their voices expressively and creatively by singing songs and speaking chants and rhymes;	Go-Givers curriculum Values Education - Thoughtfulness and Cooperation
<b>PE</b>	<b>Home Learning Opportunities</b>	<b>Important Links</b>
Y2 Teamwork games (Forest School) Y1: Participate in team games developing tactics for attacking and defending- Invasion Games- Football skills	Y1 and Y2: Gymnastics - master basic movements including balance, agility and coordination	Brooklands Motor Museum West Byfleet Children bringing bikes/scooters in Children bringing kites in

# Years 1 and 2 Curriculum Map



## ENCHANTED TALES

<i>Year 1 will</i>	<i>Year 2 will</i>
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Reading: Key Texts		Writing: Genre and Purposes		Maths: Units of work	
<b>Year 1</b> Cinderella Little Red Riding Hood Poetry	<b>Year 2</b> Cinderella Little Red Riding Hood Poetry	<b>Year 1:</b> Traditional and Fairy Stories Poetry	<b>Year 2</b> Traditional and Fairy Stories Poetry	<b>Year 1</b> Geometry: Shape Number: Place Value Number: Addition and Subtraction Problem Solving Reasoning	<b>Year 2</b> Number and Place Value - link to measure Addition and Subtraction Geometry -Properties of Shape Fractions of shape Multiplication/Division Problem Solving Reasoning

### Design Technology

Design purposeful, functional, appealing products for themselves and other users based on design criteria;  
 Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology;  
 Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing];  
 Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics;  
 Explore and evaluate a range of existing products evaluate their ideas and products against design criteria  
 Build structures, exploring how they can be made stronger, stiffer and more stable explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

Music	Art	Computing
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Use their voices expressively and creatively by singing songs and speaking chants and rhymes;	Use a range of materials creatively to design and make products.	Y2: ☑Use technology safely and respectfully, keeping personal information private; identify where to go to
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# Years 1 and 2 Curriculum Map



		<p>for help and support when they have concerns about content or contact on the internet or other online technologies. Use logical reasoning to predict the behaviour of simple programmes. Create and debug simple programs. ☒</p> <p>Y1: Use technology safely and respectfully, identify where to go to for help and support when they have concerns about content. Use technology purposefully to create, organise, store, manipulate and retrieve digital content; Recognise common uses of I.T. beyond school.☒</p>
<b>RE</b>	<b>PSHE</b>	<b>Science</b>
<p>Yr 2: Church 2: What Happens in a Church? (half of the unit)☒</p> <p>Yr 1: Church 1: What Makes a Church Different from Other Buildings?</p> <p>Christmas Y1: Why is Christmas important to Christians?</p> <p>Christmas Y2: What signs are there in the Christmas story?</p>	<p>Go Givers</p> <p>Values - Patience and Unity</p>	<p><b>Year 1 - Seasonal Changes (Autumn)</b> Observe changes across the four seasons Observe and describe weather associated with the seasons and how day length varies</p> <p><b>Year 2 Seasons Links to Time</b></p> <p><b>Year 1 Materials</b> Describe the simple physical properties of a variety of everyday materials; Compare and group together a variety of everyday materials on the basis of their simple physical properties.</p> <p><b>Year 2 Materials</b> Investigation Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.</p>
<b>PE</b>	<b>Home Learning Opportunities</b>	<b>Trips</b>
<p>Y1 and Y2 Dance - perform dances using simple movement patterns</p>	<p>Y2 Tag rugby - participate in team games developing tactics for attacking and defending</p>	<p>Nower Visit</p> <p>Church visit</p>

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<a href="http://www.dancenotes.co.uk/Lessons/">http://www.dancenotes.co.uk/Lessons/</a>	Y1: Master basic movements including running, jumping, throwing and catching and begin to apply these in a range of activities- Multi Skills		
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