



Learning Overview/Curriculum MAP Key Stage 1: Years 1,2

Theme: Super Duper You

HISTORY

Yr1 What is History? Who is a Historian?
Yr2 Knowledge Review - Victorians

GEOGRAPHY

Yr1 What is Geography? Who is Geographer?
Yr2 Knowledge Review - Human and Physical Features

RE

Yr1 Who Do Christians Say Made the World?Yr1 Why does Christmas matter to Christians?

Yr2 What is the Good News Christians Say Jesus Brings? Part 1 and Part 2

LITERACY

Yr1: How Do You Feel? Non-Fiction Noah's Seal - local author visit The Little Red Hen - story

Yr2: The Little Red Hen Makes a Pizza - story

LANGUAGE

Maintain attention, participate actively in collaborative conversations, staying on topic, initiating/responding to comments.

COMMUNITY AND CITIZENSHIP

1Decision (PSHE) - Being Responsible and Keeping Safe/ Healthy

CREATIVE AND CRITICAL THINKING

Appraising artwork, taking inspiration from selected artists. Evaluating own and peers work – particularly in DT, art and music.

PERSONAL DEVELOPMENT

Learning Powers: Working Together and Independence Growth Mind-set

DIGITAL DIMENSION

On-line safety: project EVOLVE Health, well-being and lifestyle Managing online information On-line reputation

CREATIVE OUTCOMES

A portrait inspired by Pablo Picasso Design, make and evaluate a pizza An animal themed dance

MUSIC

Yr1: Charanga - Hey You!/ Rhythm in the way you walk Yr2: Charanga - Hands, Feet, heart/ Ho, Ho Ho

ART

Portraits - Pablo Picasso

Drawing - Leonardo Da Vinci

PHYSICAL EDUCATION, DRAMA AND DANCE

Ball Skills (throwing and catching)
Dance (balance, jumping and agility)

MATHS

Yr 1: Place value – 1 more, 1 less
Read, write and recognise numbers to 100.
Addition and subtraction – number bonds
and facts within 20.
Identifying 2D and 3D shapes.
Describe position, direction and
movement.

Yr2: Recognise the place value of each digit in a two digit number.
Add and subtract two 2 digit numbers.
Identify and describe properties of 2D and 3D shapes.

SCIENCE

Yr1 Animals Including Humans

Yr2 Animals Including
Humans/Living Things and
Habitats

COMPUTING

Yr1 Moving a robot Technology around us Yr2 Robot algorithms Information technology around us

DESIGN AND TECHNOLOGY

Design, make and evaluate a pizza.