

Curriculum maps - Key-Stage 1

The table below shows the areas of coverage in the subjects taught in Key Stage One (years one and two). Teachers will add to this content to suit the needs and interest of individual cohorts. Within and through these areas the children are taught and apply a range of skills, developing progressively across the key stage.

Literacy	Speaking and listening; phonic understanding; reading using a range of strategies to decode and understand texts; writing, involving spelling, handwriting, composition, vocabulary, grammar and punctuation.
Maths	Number and place value, addition and subtraction, multiplication and division, fractions, measurement, properties of shape, position and direction.
Science	All living things and habitats, plants, animals (including humans), everyday materials and their uses, sound, light and seasonal changes.
Personal Social Emotional	Friendship; how do I feel?; how have I changed?; diet; illness and accidents; body parts; TV and me; technology beyond school; learning about money; people who help us; what have I achieved?; the school community.
Religious Education	Christianity and Judaism: believing and belonging, stories and books, teachers and leaders, prayer and worship, symbols and artefacts; festivals from other faiths.
Physical Education	Athletics, gymnastics, team games - competitive and co-operative, dance.
Geography	The school and its surrounding environment, continents and oceans, hot and cold areas of the globe, the UK, countries, capitals, physical and human features, weather patterns, compass directions, making and using maps and plans.
History	Changes within living memory, changes beyond living memory of global and national significance, lives of significant individuals and events or people of local historical significance.
Music	Use voice, play instruments, work creatively, listen to quality live and recorded music.
Art and design	Drawing, painting, sculpture, use range of materials, colour pattern texture line shape form space, work of artists/ craft designers.
Design technology	Design products, create models/ drawings, select materials and equipment, build structures considering strength and stability, explore and use mechanisms, evaluate existing products and own ideas.
Computing	Use technology safely; know where to go for help and support when they have concerns about material on the internet create; organise, store, manipulate and retrieve digital content; create and debug simple programs; use logical reasoning to predict the behaviour of simple programs; understand algorithms.