

Derwent Vale Primary and Nursery School

YEAR 1/2- Curriculum Content (Year A)



Autumn Term	Spring Term	Summer Term
Read Write Inc- Phonics <ul style="list-style-type: none"> Systematic synthetic phonics programme for teaching early reading and writing 	Read Write Inc- Phonics <ul style="list-style-type: none"> Systematic synthetic phonics programme for teaching early reading and writing 	Read Write Inc- Phonics <ul style="list-style-type: none"> Systematic synthetic phonics programme for teaching early reading and writing
Maths No Problem <ul style="list-style-type: none"> Number and place value- Numbers to 100 Calculations- Addition and Subtraction Multiplication and division of 2, 5 and 10 Length Mass Temperature 	Maths No Problem <ul style="list-style-type: none"> Statistics- Picture graphs Word problems Money 2D Shapes 3D Shapes Fractions 	Maths No Problem <ul style="list-style-type: none"> Time Volume Review and revisit topics
CUSP Science <ul style="list-style-type: none"> Living things and their habitats Animals including humans 	CUSP Science <ul style="list-style-type: none"> Revisit Living things and their habitats/ Animals including humans Everyday materials and their properties 	CUSP Science <ul style="list-style-type: none"> Plants Revisit animals including humans
CUSP History <ul style="list-style-type: none"> Events beyond living memory- The great fire of London 	CUSP History	CUSP History <ul style="list-style-type: none"> Significant local people, places and events
CUSP Geography <ul style="list-style-type: none"> Human and physical features, maps and directions Non-European study- Amazon Rainforest 	CUSP Geography <ul style="list-style-type: none"> Comparison of a small part of the UK and a small part of non-European location- London and Nairobi 	CUSP Geography <ul style="list-style-type: none"> Where we live- Map work, compass directions, human and physical features, fieldwork skills
Computing <ul style="list-style-type: none"> Computing systems and networks 1- What is a computer? 	Computing <ul style="list-style-type: none"> Programming 1- Algorithms and debugging Online safety Programming 2- Scratch Jr. 	Computing <ul style="list-style-type: none"> Data handling- International Space Station Creating media- Stop motion
Art and Design <ul style="list-style-type: none"> Formal elements of art Art and design skills 	Art and Design <ul style="list-style-type: none"> Sculpture and mixed media Human form 	Art and Design <ul style="list-style-type: none"> Human form- collage
Design and Technology <ul style="list-style-type: none"> Textiles- Pouches Mechanisms- Making a moving monster 	Design and Technology <ul style="list-style-type: none"> Structures- Baby bear's chair Mechanisms- Fairground wheel 	Design and Technology <ul style="list-style-type: none"> Food- A balanced diet
Music <ul style="list-style-type: none"> African call and response song Orchestral Instruments 	Music <ul style="list-style-type: none"> Musical Me Dynamics, timbre, tempo and motifs 	Music <ul style="list-style-type: none"> On this island-British songs and sounds Myths and legends
RE <ul style="list-style-type: none"> What does it mean to belong to Islam? What are some festivals of light? 	RE <ul style="list-style-type: none"> How did Moses inspire the exodus? What can we learn from visiting a church at Easter? 	RE <ul style="list-style-type: none"> Why do some Muslims stop and pray? What does it mean to belong to Islam?
PE <ul style="list-style-type: none"> Kicking and Dribbling Sending and receiving 	PE <ul style="list-style-type: none"> Dance- Fictional characters Striking for accuracy 	PE <ul style="list-style-type: none"> Movement- Athletics Gymnastics- 2D and 3D
PSHE <ul style="list-style-type: none"> Families and relationships Health and wellbeing 	PSHE <ul style="list-style-type: none"> Health and wellbeing Safety and the changing body 	PSHE <ul style="list-style-type: none"> Citizenship Economic wellbeing