Curriculum Map - KS1
Spring Term 2026– Bright Sparks

Mathematics

White Rose Small Step for Learning

Shape

Addition & Subtraction (within 100)

Multiplication & Division

Length & Height

Statistics

Ozzy's 5-a-day

Numbots/TTRS

Science

Science
Seasons
To observe and describe the changes as we move from winter into spring including day length, temperature and weather patterns. How seasons affect people and animals.
Electricity
Identify everyday appliaances that use electricity and compare these to appliances that don't. Investigating how to build a closed circuit using a diagram and identify the key components. Working safely with electricity and understand the dangers.
Materials

Understand the properties and applications of a range of materials. Investigate the properties of solid, liquid and gases. Explore how shape of materials can be changed.

English

Talk for Writing:

SPAG
Y1: verbs, pronouns, suffix -s & -ed, prefix un-, days of the week
Y2: Noun phrases, homophones, verbs, adverbs, singular and plural, commas

Handwritng
Daily handwriting practice

Phonics: Little Wandle Letters and Sounds Revised
Phonics Y1: Review Phase 3, Phase 4
Phonics Y2: Phonics to Fluency, Bridge to Spelling
Reading groups 3x weekly

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Geography
How does the weather effect our lives?

Learn about weather and build foundation for understanding climate. Explore how weather affects people locally and globally. Investigate extreme environments.

History
What was life like in Kirkoswald during WW1?

To understand life locally and nationally during the First World War, focusing on everyday experiences rather than the events. Explore how the war affected the lives of the children during this time and how this compares to their own life.

Art
Painting and mixed media: Colour Splash!

Learn their primary and secondary colours. Explore colour mixing techniques and apply these skills to their painting or printing.

Computing
Programming A – Moving A Robot

Data and Information – Grouping Data

Music
A Trip to Mars

Finlandia

Design Teachnology
Mechanisms: Fairground Wheel
Design and create a functional fairground wheel by selecting the appropriate materials and shapes so that the wheel rotates.

RE
How do some people belong to their faith family?

Who might be a role model for many people?

Easter

PE
Football
Team building and problem solving
Gymnastics

PSHE & Citizenship
Bullying
Keeping Safe
Growing and Changing

End points of learning:

Science

Building circuits

- Know a range of appliances that need electricity to work.
- Name components and can build closed circuits from circuit diagrams.
- Know the dangers of electricity and can work safely.

Uses of everyday materials

- 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

Seasonal changes

- Observe and describe changes across the four seasons.
- Observe, describe, measure and record weather across the four seasons.
- Observe the sun moving across the sky. Describe changes in day length across the seasons

RE

How do some people belong to their faith family?

- Identify how Christians beliefs impact on their worship and sense of belonging.
- Identify some Christians symbols and artefacts.
- Identify different ways in which Christians show they belong to their faith family.
- Recognise that some people call themselves Christians.

Who might be a role model for many people?

- Explain some characteristics of what a role model should be
- Give reasons why someone is their role model using the word ‘because’
- Give examples of how their role model has influenced their behaviour
- Talk about different religious role models and explain the characteristics that make them a role model for some people

History

What was life like in Kirkoswald during WW1?

- **Identify and describe** against whom Britain was fighting and where many of the battles were taking place in France;
- **Describe** how people communicated at the time of the First World War and **suggest reasons** why messenger pigeons were so important to the military;
- **Describe and give reasons** for these changes;
- **Describe** different ways in which horses were used and **give reasons** why they were so important to the war effort;
- **Compare and contrast** the ways that animals were used during the First World War with how they are used today by rescue and support services;
- **Give reasons** why fireflies were important to a soldier in the trenches during the First World War.

Geography

How does the weather affect our lives?

- **Identify and describe** the main elements of the weather;
- **Observe and record** some elements of daily weather over several days;
- **Describe** how weather conditions change in the UK during the four seasons;
- **Describe** and **observe** the distribution of hot and cold places in the world relative to the Equator;
- **Observe** how the temperature of places decreases with distance from the Equator towards the North and South Pole;
- **Describe** and **compare** these environments;

Art and Design

Painting and mixed media: Colour splash

- Identifies the primary colours and explores coloured materials to mix secondary colours.
- Remembers the primary/secondary colours and how to mix primary colours to make secondary colours.
- Uses a range of colours when printing, being able to apply paint consistently to achieve a print.
- Mixes five different shades of their chosen secondary colour. Using a variety of patterns to decorate their hands.

Design Technology

Mechanisms: Fairground wheel

- Designing and labelling a wheel, considering the designs of others and making comments about their practicality or appeal
- Considering the materials, shape, construction and mechanisms of the wheel and labelling the designs
- Building a stable structure with a rotating wheel and testing and adapting the design as necessary
- Following a design plan to make a completed model of the wheel

Computing

Moving a robot

- Explain what a given command will do
- Act out a given word
- Combine forwards/backwards commands to make a sequence
- Combine 4 direction commands to make sequences
- Plan a simple program
- Find more than one solution to a problem

Grouping data

- Be able to label objects
- Identify that objects can be counted
- Describe objects in different ways
- Count objects with the same properties
- Compare and answer questions about groups of objects

Music

Finlandia

Year 1

- Listen to short pieces of music and describe the dynamics (loud / quiet)
- Walk, move or clap a steady beat with others, changing the speed of the beat as the tempo of the music changes
- Respond to the pulse in live / recorded music through movement / dance
- Create musical sound effects and short sequences of sounds in response to stimuli.
- Recognise how graphic notation can represent created sounds. Explore and invent own symbols

Year 2

- Listen to short pieces of music and describe the dynamics (loud / quiet, crescendo, diminuendo)
- Mark the beat of a listening piece by tapping or clapping and recognising tempo as well as changes in tempo
- Walk in time to the beat of a piece of music
- Recognise dot notation and match it to 3-notes tunes on tuned percussion

A Trip to Mars!

Year 1

- Watch and respond to a musical performance talking about how the music makes them feel, using some musical language.
- Sing simple songs from memory, exploring sounds with their voices.
- Perform short copycat rhythms accurately, keeping in time with a steady beat.

Year 2

- Watch and respond to a musical performance talking about how the music makes them feel, using musical vocabulary.
- Understand that the speed of the beat can change, creating a faster or slower pace (tempo)
- Mark the beat by tapping / clapping.
- Begin to group beats into 2s/3s.

PE

Gymnastics

Year 1

- Balancing: Front support, back support, point and patch balances
- Rolling: Long roll, egg roll, rock in dish, dome and tucked shape, forwards roll
- Jumping: Star, tuck, straight from the floor and low level equipment
- Travel: Hop, skip, jump, leap,

Year 2

- Balancing: Balancing on 1,2,3 and 4 body parts. Point and patch balances.
- Rolling: Long roll, egg roll, teddy roll, forwards roll
- Jumping: Star, tuck, straight from the floor and apparatus
- Travel: Hop, skip, jump, leap, turn
- Linking of skills Clear start, middle and end