

This is the Key Stage One Curriculum Map for Galley Common Infant School. The objectives within each half term will be covered in that half term. However, the broad topics will be made more specific each time that they are visited, eg Carnival of Animals could be African Safari animals one year and English farm animals another. This ensures that children receive a different learning experience from Year One to Year Two.

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| <p>AUTUMN 1ST</p> |  <p>A Ticket to Anywhere</p>  | <p>SPRING 1ST</p> |  <p>To Infinity and Beyond</p>  | <p>SUMMER 1ST</p> |  <p>Step Back in Time</p>  |
| <p>AUTUMN 2nd</p> |  <p>Merry Christmas</p> <p>Christmas</p>  | <p>SPRING 2ND</p> |  <p>Carnival of Animals</p>  | <p>SUMMER 2ND</p> | <p>Once Upon A Time...</p>  <p>A Twist in the Tale</p>  |

AUTUMN 2 Y2

Christmas



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| WEEK 1 3.11.25 | History WW1 and Remembrance Look at the lives of significant individuals in the past who have contributed to national and international achievements. Learn about significant historical events, people and places in their own locality. |
| WEEK 2 10.11.25 Anti-Bullying Week Odd Sock Day – 10.11 Class 6 assembly 14.11 Children in Need – 14.11 Class 6 Assembly – 14.11 | COMPUTING Purple Mash - Block 2: The Internet This unit introduces children to the fundamentals of the internet, including its purpose, how we access it, and how to use it safely and effectively. Through engaging activities, learners will explore the roles of browsers and search engines, websites and webpages and develop the skills needed to search for and evaluate information online. (Changed from Unit 1 - coding as it was locked) To understand what an algorithm is, to create a computer program using an algorithm. • To create a program using a given design. • To understand the collision detection event. • To understand that algorithms follow a sequence. • To design an algorithm that follows a timed sequence. • To understand that different objects have different properties. • To understand what different events do in code. • To understand the function of buttons in a program. • To understand and debug simple programs. |
| WEEK 3 17.11.25 | GEOGRAPHY Oceans and Continents Use basic geographical vocabulary to refer to: -key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather -key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop. Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a non-contrasting non-European country. |
| WEEK 4 24.11.25 | SCIENCE Animals Including Humans Notice that animals, including humans, have offspring which grow into adults. Find out about and describe the basic needs of animals, including humans, for survival (water, food and air). Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene. |
| WEEK 5 1.12.25 Christmas jumper day/dinner day – 1.12 Panto trip – 3.12 Class 5 and 6 Christmas Crafts – 4.12 | No Outsiders |
| WEEK 6 8.12.25 Christmas performance dress rehearsal – 8.12 | ART KAPOW -Drawing: Tell a story To develop a range of mark making techniques Explore and experiment with mark-marking to make textures To devolve illustrations to tell a story |

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| Christmas performance 1 – 9.12 Christmas performance 2 - 10.12 | |
| WEEK 7 15.12.25 Attendance award – 15.12 IRock concert – 16.12 Christmas party day/last day of term 19.12 | RE Unit 1.4 – Who is Jesus? Understand the life of Jesus and why he is important to Christians. |