Derwent Vale Primary and Nursery School
YEAR 1/2- Curriculum Content (Year B)

Autumn Term	Spring Term	Summer Term
Read Write Inc- Phonics • Systematic synthetic phonics programme for teaching early reading and writing	**Read Write Inc- Phonics** • Systematic synthetic phonics programme for teaching early reading and writing	**Read Write Inc- Phonics** • Systematic synthetic phonics programme for teaching early reading and writing
Maths No Problem • Number and place value- Numbers to 10 • Calculations- Addition and Subtraction • Position and direction • Number and Place Value- Numbers to 20 • Calculations- Addition and Subtraction within 20	**Maths No Problem** • Calculations- Addition and Subtraction within 20 • Shapes and patterns • Length and Height • Number and place value- Numbers to 40 • Calculations- Addition and Subtraction • Calculations- Multiplication	**Maths No Problem** • Calculations- Multiplication • Calculations- Division • Fractions • Number and place value- Numbers to 100 • Time • Money • Volume and capacity • Mass • Position and direction- Space
CUSP Science • Seasonal changes- daily weather • Plants	**CUSP Science** • Animals including humans	**CUSP Science** • Materials • Revisit previous topics
CUSP History • Changes within living memory	**CUSP History** • Lives of significant individuals- David Attenborough and Mary Anning	**CUSP History**
CUSP Geography • Continents and oceans • UK countries and capital cities	**CUSP Geography**	**CUSP Geography** • Location of hot and cold climates in relation to the Equator
Computing • Computing systems and networks- Improving mouse skills • Programming 1- Algorithms unplugged	**Computing** • Online safety • Programming 2- Bee-bots	**Computing** • Data handling- Intro to data • Skills showcase- Rocket to the moon
Art and Design • Formal elements of art • Art and design skills	**Art and Design** • Art and design skills • Sculpture and Collages	**Art and Design** • Collage • Landscapes using different media
Design and Technology • Mechanisms- Making a moving story book	**Design and Technology** • Structures- Constructing a windmill • Food- Fruit and Vegetables	**Design and Technology** • Mechanisms- Wheels and axles • Textiles- Puppets
Music • Pulse and rhythm • Classical music, dynamics and tempo	**Music** • Musical vocabulary • Timbre and rhythmic patterns	**Music** • Pitch and tempo • Vocal and body sounds
RE • What does it mean to belong to Christianity? • Prayer- Who? What? Where? Why? • Christmas- Giving and Receiving	**RE** • Who is Jesus and why is he inspiring for some people? • Signs and Symbols- What do they mean to a believer? • Why do Christians celebrate Easter?	**RE** • What are some special places and why are some holy for some people? • Why is the prophet Muhammad an inspiration to Muslims?
PE • Throwing and Catching- Invasion games • Gym- Position and direction	**PE** • Dance- Fictional characters and traditional tales • Partner games- Strike and field	**PE** • Gym- Jump into the past • Running and Jumping- Athletics
PSHE • Families and relationships • Health and wellbeing	**PSHE** • Health and wellbeing • Safety and the changing body	**PSHE** • Citizenship • Economic wellbeing