



Discoverers Curriculum
Cycle - Year 1 – Primary year 3-6

Curriculum Map: 2025-26

Year 1	Autumn	Spring	Summer
Topic	Toys	Spring and Growth	Creatures Great and Small
Power of Reading	<p>Lower Primary - I like trains</p> <p>Upper Primary - On sudden Hill</p> <p>All - Traditional stories; Little red riding hood and other stories, 3 billy goats gruff</p>	<p>Lower Primary - Pet goldfish</p> <p>Upper Primary - Hungry hen</p> <p>All - Poetry: The puffin book of first poems</p>	<p>Lower Primary - Aaaarrgghh, spider! and Hooray for fish</p> <p>Upper Primary - The Gigantic turnip and A brave bear</p>
Vocabulary	<p>go, stop, forward, backwards on, off, my turn, your turn past verbs</p> <p>now, next schedule, today, yesterday, tomorrow days of the week, months of the year</p>	<p>grow, plant, seed, water, sun, soil, tall, short, change, new, again, first, next, last</p> <p>Introduce and reinforce vocabulary through interactive games, flashcards, and nature walks where students identify and label items.</p>	<p>animal names, habitats, big, small, loud, quiet, fast, slow, fur, feathers, scales, paws, claws</p> <p>Expand vocabulary through animal classification games, descriptive writing, and interactive quizzes.</p>
English	<p>Develop listening and attention through shared story and rhyme sessions.</p> <p>Explore traditional tales and rhymes using sensory props, sequencing, and repetition.</p> <p>Support mark-making and emergent writing using sensory materials and tracing activities.</p>	<p>Sequencing growth stories, writing instructions (how to plant a seed), describing changes in nature</p> <p>Focus on instructional writing and descriptive language. Students write step-by-step guides for planting seeds and describe seasonal changes.</p>	<p>Descriptive writing (animals), animal fact files, creating animal stories and poems</p> <p>Write animal fact files, create imaginative stories featuring animals, and explore poetry with animal themes.</p>
Mathematics	<p>Counting & Recognition: Recognise, count, and order numbers (e.g., 1–10, 1–20 depending on ability).</p> <p>Number Formation: Practice writing and forming numbers using sensory materials.</p> <p>One-to-One Correspondence: Match objects to numbers in practical contexts (e.g., snacks, toys).</p> <p>Problem Solving: Apply number skills in everyday contexts (e.g., setting the table, sharing items).</p>	<p>Measurement (height of plants), Time (days/weeks), Number (counting seeds, petals), Patterns in nature</p> <p>Use real-life contexts such as measuring plant growth and tracking days. Incorporate pattern recognition using leaves and flowers.</p>	<p>Sorting animals by size, counting legs/tails, comparing weights, creating animal graphs</p> <p>Use animal data for graphing and sorting. Compare sizes, weights, and speeds of different animals.</p>

	Practical Maths: Use numbers in cooking, shopping, routines, and games.		
Science	Pushes & Pulls - Forces & Motion Materials-grouping	Life cycles (plants and animals), What plants need to grow, Observing seasonal changes Hands-on experiments with planting seeds, observing growth, and recording changes. Explore the life cycle of plants and insects.	Animal groups (mammals, birds, reptiles), habitats, food chains, senses and body parts Investigate animal habitats, diets, and adaptations. Conduct simple experiments on senses and movement.
ICT	Sorting & Recording Date: Sorting, matching, labelling & Classifying	Creating a digital diary of plant growth, sorting images of plants/animals, using simple apps to simulate growth Create digital journals using tablets to record plant growth. Use sorting software to classify plants and animals.	Creating animal presentations, using apps to explore habitats, sorting and classifying animals digitally Design animal presentations using multimedia tools. Use classification software to group animals.
Art/Music/DT	Shape- solid forms, Manipulation of materials Pattern	Collage of spring scenes, making flower prints, creating growth-themed music, designing plant pots Create spring-themed art using natural materials. Compose simple melodies inspired by nature. Design and build plant containers.	Animal masks, textures (fur, feathers), jungle soundscapes, designing animal homes Create animal masks and textures. Compose jungle soundscapes. Build models of animal homes.
Food Tech	Bread, packaging, sandwich snacks Sensory properties of dough & pastry	Preparing simple fruit salads, exploring seasonal fruits and vegetables, planting herbs Prepare healthy snacks using seasonal produce. Learn about food origins and plant herbs in classroom gardens.	Exploring foods from animal origins (milk, eggs), making themed snacks (e.g., animal-shaped biscuits) Explore foods from animals (e.g., dairy, eggs). Make themed snacks and discuss food chains.
Humanities	History: Toys- old and new - Daily Routines / Activities	Geography – Weather and seasons History – Farming then and now Compare seasonal changes across regions. Study historical farming practices and their evolution.	Geography – Where animals live (continents, habitats) History – Famous explorers and discoveries Study global habitats and animal distribution. Learn about explorers and their discoveries.
PSHE	Sharing Playing & Learning Together	Caring for living things, teamwork in planting, understanding change and growth in ourselves Discuss personal growth and emotions. Engage in collaborative planting projects to foster teamwork.	Respecting animals, caring for pets, understanding differences and similarities Discuss empathy and care for animals. Role play scenarios involving pet care and wildlife protection.
RE	Spirituality, Festivals & Celebrations	Spring festivals – Easter, Holi, Passover; themes of renewal and celebration Explore spring festivals and their meanings. Create artwork and stories related to renewal and celebration.	Animals in religious stories (e.g., Noah's Ark, Ganesh's elephant head), symbolism of animals Explore animals in religious stories and symbolism. Create reflective art and stories.
Drama	Taking Turns Imaginative Play (role play)	Role play – planting and growing, acting out life cycles, expressive movement as growing plants	Animal role play, movement and sound exploration, storytelling through animal characters

		Use role play to act out plant growth and seasonal changes. Encourage expressive movement and storytelling.	Act out animal behaviors and habitats. Use movement and sound to express animal traits.
PE	Games Swimming Jumping	Movement and growth – stretching, yoga, nature walks, games that mimic growth Incorporate nature-themed movement activities. Practice yoga poses inspired by plants and animals.	Animal-themed movement games (e.g., leap like a frog), obstacle courses, outdoor exploration Engage in animal-themed obstacle courses and movement games. Encourage outdoor exploration.

