



Explorers 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 Upper Primary - On sudden Hill All - Traditional stories; Little red riding hood and other stories, 3 billy goats gruff</p>	<p>Lower Primary - Pet goldfish Upper Primary - Hungry hen All - Poetry: The puffin book of first poems</p>	<p>Lower Primary - Aaaaargghh, spider! and Hooray for fish Upper Primary - The Gigantic turnip and A brave bear</p>
Vocabulary	<p>go, stop, forward, backwards on, off, my turn, your turn past verbs now, next schedule, today, yesterday, tomorrow days of the week, months of the year</p>	<p>grow, plant, seed, water, sun, rain, change, new, life cycle</p>	<p>animal names, big, small, loud, quiet, habitat, move, eat, sleep</p>
Communication, Language and Literacy	<p>Focus on Speech & Language, Reading, and Writing. Develop listening, expressive communication, and comprehension through traditional stories, rhymes, and non-fiction texts. Encourage mark-making, sentence building, and storytelling using sensory and symbol-supported resources.</p>	<p>Develop descriptive vocabulary through sensory exploration of plants and growth. Use sequencing cards to retell stories like 'Jasper's Beanstalk'. Encourage writing simple sentences about planting activities using symbols and Colourful Semantics.</p>	<p>Explore animal stories and create fact files. Use descriptive language to write about favourite animals. Engage in shared reading of 'Dear Zoo' and 'The Lion Inside'.</p>
Problem Solving & Reasoning	<p>Focus on Number and Using & Applying. Develop counting, number recognition, and simple calculations using concrete resources. Apply maths in real-life contexts such as cooking, shopping, and classroom routines.</p>	<p>Measure plant growth using rulers and non-standard units. Count seeds and leaves, sort by size and colour. Use number lines and ten frames to support addition and subtraction in gardening contexts.</p>	<p>Count and sort animals by attributes. Use Venn diagrams and pictograms. Explore size comparisons and positional language through animal-themed activities.</p>
Science	<p>Explore forces, motion, and materials through sensory experiments and hands-on activities. Encourage observation, prediction, and classification using visual aids and practical investigations.</p>	<p>Plant seeds and observe changes over time. Record findings in growth diaries. Explore life cycles using visual aids and interactive models. Conduct simple experiments on what plants need to grow.</p>	<p>Classify animals by habitat, diet, and features. Create simple food chains. Explore animal movements and sounds through observation and role play.</p>

ICT	Develop sorting, matching, and recording skills using digital tools. Encourage use of technology for communication, learning, and creative expression.	Use tablets to take photos of plant growth. Create digital books or slideshows about spring changes. Sort and label images of plants and animals using educational software.	Create digital animal fact files. Use interactive games to sort and label animals. Record animal sounds and match to images.
Art/Music/DT	Explore shape, pattern, and texture through manipulation of materials. Encourage creativity and self-expression through structured and free-form activities in art, music, and design.	Create collages using natural materials. Explore spring-themed music and rhythms. Design and build simple garden models using recycled materials.	Make animal masks and puppets. Explore rhythms and sounds inspired by animals. Build models of animal habitats using various materials.
Food Tech	Focus on sensory exploration of ingredients and processes. Develop understanding of food preparation, hygiene, and healthy choices through hands-on cooking activities.	Prepare fruit salads and vegetable snacks. Explore textures and tastes of seasonal produce. Discuss healthy eating and hygiene routines.	Prepare snacks inspired by animal habitats (e.g., jungle fruit kebabs). Discuss food preferences of different animals. Explore textures and tastes.
Understanding the World	Explore history and geography through familiar contexts such as toys, daily routines, and local environments. Encourage sequencing, comparison, and storytelling.	Compare spring celebrations around the world. Explore maps to locate countries with different climates. Discuss changes in the local environment.	Explore animals in different cultures. Use maps to locate habitats. Discuss roles of animals in daily life and traditions.
PSHE	Develop social skills, emotional understanding, and self-awareness through structured play, discussion, and role play. Promote sharing, cooperation, and personal responsibility.	Discuss caring for living things. Role play sharing responsibilities in a garden. Explore emotions linked to change and growth.	Discuss empathy and caring for pets. Role play caring routines. Explore needs of living things and how we meet them.
RE	Explore spirituality, festivals, and celebrations from diverse cultures. Encourage reflection, respect, and participation in shared experiences.	Learn about Easter and Holi through stories, crafts, and sensory activities. Discuss themes of renewal and celebration.	Explore stories involving animals in religious texts. Discuss respect for all creatures. Create symbolic animal crafts.
Drama	Encourage imaginative play, role play, and turn-taking. Develop expressive communication and confidence through performance and storytelling.	Role play planting and growing. Use movement to express growth and change. Create short performances based on spring stories.	Role play animal behaviours. Use movement and sound to express animal traits. Create short performances based on animal stories.
PE	Focus on physical development through games, swimming, and movement activities. Promote coordination, balance, and teamwork.	Engage in outdoor games that mimic plant growth (e.g., stretching, reaching). Go on nature walks to observe seasonal changes.	Animal-themed movement games (e.g., slithering like snakes, hopping like frogs). Create obstacle courses and expressive dance routines.