Term 1a	Term 1b	Term 2a	Term 2b	Term 3				
	English							
Fiction: Lost and Found  Spoken language: Listen and respond Ask relevant questions Build vocabulary Participate in discussions, presentations, performances, role play, improvisations and debates  Reading comprehension: Retell stories and consider their particular characteristics Discuss words meanings, lining new meanings to those already known	Fiction: Nibbles the Monster  Spoken language:  Listen and respond  Ask relevant questions  Build vocabulary  Participate in discussions, presentations, performances, role play, improvisations and debates  Reading comprehension: Become familiar with key stories, fairy stories and traditional tales  Retell stories and consider their particular characteristics	Fiction: The Lion Inside  Spoken language:  Build vocabulary  Give well-structured descriptions, explanations and narratives  Participate in discussions, presentations, performances, role play, improvisations and debates  Reading comprehension:  Link what is read or heard to own experiences	Non-Fiction: The Curious Case of the Missing Mammoth  Spoken language:	Fiction: The Toys in Space  Spoken language: Build vocabulary Articulate and justify answers Give well-structured descriptions, explanations and narratives Participate in discussions, presentations, performances, role play, improvisations and debates  Reading comprehension: Learn to appreciate rhymes and poems Recite some rhymes and poems by heart	Fiction: Goldilocks and Just the One Bear  Spoken language: Listen and respond Ask relevant questions Build vocabulary Participate in discussions, presentations, performances, role play, improvisations and debates  Reading comprehension: Become familiar with key stories, fairy tales and traditional tales			

- Discuss the significance of the title and events
- Make inferences on the basis of what is being said and done
- Predict what might happen on the basis of what has been read so far
- Participate in discussion about what has been read to them Writing Composition:
- Compose a sentence orally before writing it
- Sequence sentences to form short narratives
- Re-read what they have written to check that it makes sense
- Discuss what they have written with the teacher or other pupils

- Make inferences on the basis of what is being said and done
- Predict what might happen on the basis of what has been read so far
- Participate in discussion about what has been read to them

Writing Composition:

- Compose a sentence orally before writing it
- Sequence sentences to form short narratives
- Re-read what they have written to check that it makes sense
- Discuss what they have written with the teacher or other pupils

- Retell stories and consider their particular characteristics
- Discuss word meanings, linking new meanings to those already known
- Draw on what they already know
- Discuss the significance of the title and events
- Make inferences on the basis of what is being said and done
- Predict what might happen on the basis of what has been read so far
- Participate in discussion about what has been read to them
- Explain clearly understanding of what is read to them

Writing composition:

- Recite some rhymes and poems by heart
- Draw on what they already know
- Check that the text makes sense
- Make inferences on the basis on what is being said and done
- Predict what might happen on the basis of what has been read so far

Writing composition:

- Say out loud what is going to be written about
- Compose a sentence orally before writing it
- Sequence sentences to form short narratives
- Re-read what they have written to check that it makes sense

- Discuss word meanings, linking new meanings to those already known
- Make inferences on the basis of what is being said and done
- Predict what might happen on the basis of what has been read so far
- Participate in discussion about what has been read to them
- Explain clearly understanding of what is read to them

Writing composition:

- Say out loud what is going to be written about
- Sequence sentences to form short narratives
- Re-read what they have written and check that it makes sense

- Retell stories and consider their particular characteristics
- Make inferences on the basis of what is being said and done
- Predict what might happen on the basis of what has been read so far
- Participate in discussion about what has been read to them

Writing composition:

- Re-read what they have written and check that it makes sense
- Discuss what has been written with the teacher or other pupils
- Read writing aloud clearly enough to be heard by peers and the teacher

 Read aloud their writing clearly enough to be heard by their peers and the teacher

#### Writing outcome:

To write an adventure story based on the structure of 'Lost and Found' with a new animal

# Greater depth writing outcome:

To write an adventure story based on the structure of 'Lost and Found' with two new characters and details about the setting

 Read aloud their writing clearly enough to be heard by their peers and the teacher

#### Writing outcome:

To write a diary entry in the first person (Nibbles) based on Nibbles' adventures in the story

# Greater depth writing outcome:

To write a diary entry in the first person (Nibbles) based on Nibbles' adventures in the story To add a new adventure based on a previous text i.e. Lost and Found, Naughty bus, The Gingerbread Man.

- Say out loud what is going to be written about
- Compose a sentence orally before writing it
- Sequence sentences to form short narratives
- Re-read what they have written to check that it makes sense
- Discuss what has been written with the teacher or other pupils
- Read writing aloud clearly enough to be heard by peers and the teacher
- Spell words containing phonemes already taught
- Spell common exception words
- Writing outcome:

- Discuss what has been written with the teacher or other pupils
- Read writing aloud clearly enough to be heard by peers and the teacher
- Spell words containing phonemes already taught
- Spell common exception words

#### Writing outcome:

To write a story based on the structure of 'The Curious Case of the Missing Mammoth' with a change of character.

# Greater depth writing outcome:

- Discuss what has been written with the teacher or other pupils
- Read writing aloud clearly enough to be heard by peers and the teacher
- Spell words containing phonemes already taught
- Spell common exception words

#### Writing outcome:

To write a fantasy story about some toys who are taken onto a spaceship. They will be changing the characters in the story.

# Greater depth writing outcome:

- Spell words containing phonemes already taught
- Spell common exception words

#### Writing outcome:

To write a new version of the story with a new character or new setting.

# Greater depth writing outcome:

To write a new version of the story with a new character and a new setting.

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		To write a story about a small animal (mouse) who befriends a large animal in the African savannah.  Greater depth writing outcome: To write a story about a small animal who befriends a large animal in the African savannah, including two new animals (small animal and large animal).	To write a story based on the structure of 'The Curious Case of the Missing Mammoth' with a change of character and setting.	To write a fantasy story about some toys who are taken onto a spaceship. They will be changing some of the characters and the settings in the story.	
		Mo	ıths		
Place Value  Count to 50, forwards and backwards	Addition and Subtraction  Use the language and symbols for addition, subtraction and equality	Measurement  Compare lengths/heights, masses/weights, capacities/volumes and times	Repeating Patterns  Recognize and continue patterns with number and shapes	Multiplication and Division  Count in multiples of 2, 5, 10 and other small multiples	Money  Recognize and know the value of notes and coins  Geometry: Position and Direction

Read and write	Recognize the	Measure and record	Find missing terms in	Use grouping and	Use positional and
numbers to 50 in	relationship	lengths/heights,	sequences and	sharing as an	directional language
numerals and to 20	between addition	masses/weights,	calculations, and	introduction to	to describe objects
in words	and subtraction	capacities/volumes	represent missing	multiplication and	
		and times	numbers with empty	division	Explore and describe
Compare numbers	Add and subtract		boxes		half, quarter and
and quantities to 50,	numbers to 20	Solve practical	BOXES	Double and halve	three-quarter turns
including the use of	including 0	problems involving	Addition and	simple numbers and	tinee quarter turns
pictorial		lengths/heights,	Subtraction	quantities	Statistics
•	Recognize and use	masses/weights,	Subtraction	quantities	Sort numbers into
representations	number bonds to 20		Use the Ispanias	Calva simple	
Find one make or loss	number bonds to 20	capacities/volumes and times	Use the language	Solve simple	groups
Find one more or less	Han and Adams	and times	and symbols for	multiplication and	Sort shapes and
than a given number	Use part-whole		addition, subtraction	division problems	objects into groups
	reasoning	Place Value	and equality	using objects or	
Order numbers to 50	l			pictorial	
	Solve simple	Count to 50,	Recognize the	representations	
Shape	addition and	forwards and	relationship between		
	subtraction	backwards	addition and	Fractions	
Recognize, name and	problems using		subtraction		
sort common 2D	objects or pictorial	Read and write		Understand the	
shapes	representations	numbers to 50 in	Add and subtract	relationship between	
		numerals and to 20	numbers to 20	whole numbers and	
Recognize, name and		in words	including 0	parts of numbers	
sort common 3D					
shapes		Compare numbers	Recognize and use	Know and apply the	
•		and quantities to 50,	number bonds to 20	fact that half is one	
Understand how 2D		including the use of		of two equal parts	
shapes are		pictorial	Use part-whole	and one quarter is	
connected to 3D		representations	reasoning	one of four equal	
shapes				parts	
3.14763				P 4. 65	

		Find one more or less than a given number  Order numbers to 50	Solve simple addition and subtraction problems using objects or pictorial representations	Double and halve simple numbers and quantities  Time  Chronologically order events Use the language of time Tell the time to the half hour Know the days of the week and months of the year	
		Globo	ıl Skills		
Global Skills Developr	ment	Global Skills Developn	nent	Global Skills Development	
Notice when others are left out. Know how to be kind and make new friends. Ask questions about causes and consequences. Model respect and courtesy to classmates.		Know how to be kind and make new friends. Reflect on their emotional reactions to information. Feel able to share their ideas with others and listen to their ideas. Model respect and courtesy to classmates.		Solve puzzles. Ask questions about causes and consequences Feel able to share their ideas with others and listen to their ideas. Notice when others are left out.	

Follow simple instructions, such as a simple

recipe or game instructions.

Model respect and courtesy to classmates

Plan a simple individual project, such as a

meal.

Discuss likes and dislikes of certain

activities.

Solve puzzles.

Plan a simple individual project, such as a meal.

Participate in free play.

#### Project: Creating a Class Recipe Book

Ask questions about causes and consequences.

Model respect and courtesy to classmates. Plan a simple individual project, such as a meal.

Choose a simple project to follow, such as a recipe to follow from a selection.

Feel able to share their ideas with others and listen to their ideas.

Follow simple instructions, such as a simple recipe or game instructions.

Participate in free play.

Know how to be kind and make new friends.

Ask questions about causes and consequences.

Participate in free play.

Discuss likes and dislikes of certain activities. Feel able to share their ideas with others and listen to their ideas.

Notice when others are left out.

#### Project: Presenting a Rainforest Performance

Feel able to share their ideas with others and listen to their ideas.

Notice when others are left out.

Ask questions about causes and consequences.

Discuss likes and dislikes of certain activities. Follow simple instructions, such as a simple recipe or game instructions.

Choose a simple project to follow, such as a recipe to follow from a selection.

Participate in free play.

Follow simple instructions, such as a simple recipe or game instructions.

Know how to be kind and make new friends. Discuss likes and dislikes of certain activities. Choose a simple project to follow, such as a recipe to follow from a selection.

Reflect on their emotional reactions to information.

#### Countries Over the World

Solve puzzles.

Ask questions about causes and consequences.

Feel able to share their ideas with others and listen to their ideas.

Notice when others are left out.

Model respect and courtesy to classmates. Follow simple instructions, such as a simple recipe or game instructions.

Choose a simple project to follow, such as a recipe to follow from a selection

Plan a simple individual project, such as a meal.

Discuss likes and dislikes of certain activities.

#### Wellbeing

Taking Care of the Body: I Eat, I Move, I

Taking Care of the Mind: I Notice How I

Taking Care of Relationships: My

Taking Care of the Self and the World:

Taking Care of the Body: I Eat, I Move, I Taking Care of Relationships: My

Sleep	Feel	Friends and Family	My Special Places and Things	Sleep	Friends and Family			
Understand what helps them get to sleep.  Discuss the foods they like to eat.  Move their bodies in different ways.	Start to name common feelings.  Share the activities that make them feel good.  Identify people that they trust and who help them feel safe.	Understand what a family is, and explain who is in their family.  Practise taking turns and sharing in games.  Describe the qualities they like about their friends.	Discuss activities that are important to them. List which things in life they wouldn't want to be without. Name the natural settings they enjoy visiting.	Understand what helps them get to sleep. Discuss the foods they like to eat. Move their bodies in different ways.  Taking Care of the Mind: I Notice How I Feel  Start to name common feelings.  Identify people that they trust and who help them feel safe.	Understand what a family is, and explain who is in their family. Practise taking turns and sharing in games.  Taking Care of the Self and the World: My Special Places and Things Discuss activities that are important to them.  List which things in life they wouldn't want to be without.  Name the natural settings they enjoy visiting.			
	Sustainability							
Caring for our Commons		Exploring Life in my Co	Life in my Community  Materials Cycle					

Identify the commons they can care for in
their classroom and define what a
commons is.
Describe their role and responsibility for
taking care of our commons.
Predict what happens when agreements
they make are kept, and what might
happen when they are not kept.
Record strategies, with their classmates,
that will help them remember what they
have learned

Describe the relationships among the different elements that support life in their community.

Draw a picture of a place where all living things (including people) help each other live together.

Predict what happens when living things get too much or too little of what they need: Plant something and give it what it needs to grow. Sort the materials they are given into two categories: 'made by nature' and 'made by people.

Understand the difference between materials that get composted, recycled, reused, and repurposed, and materials that need to be redesigned.

Recognize the effect their thinking has on their behaviour.

Create a solution, with their classmates, to address waste in their class.

	Humanities Humanities						
My School and Me  Explore the international school setting; integrate Thai signs/labels. Build models using local materials.	All About Me: My Timeline  Personal timelines. Changes in toys, homes, school life. Time-related vocabulary.	People and Places  Emphasise Thailand's landmarks and Bangkok. Use bilingual vocabulary cards and real-life connections	Our Place in Time: History in Thailand  Cultural traditions. Thai kings and queens. Historical buildings. Changes in community life.	Hot and Cold Places Include tropical Thai weather as a reference. Highlight differences with polar/desert climates.	Inspiring Leaders Around the World  Learning about the following figures: Malala Yousafzai, King Rama IX and Nelson Mandela. Contributions and impact.		
	Science						
Plants	Using Materials	Animals and Humans	Weather and Seasonal Change	Plants and Animals	What is it made of?		

Identify and name a variety of common wild and garden plants.  Identify and describe the basic structure of a variety of common flowering plants.  Ask questions and use simple scientific language to describe what they find.  Record findings using drawings and charts.	Distinguish between an object and the material it is made from.  Identify and name a variety of everyday materials.  Ask questions and use simple scientific language to describe what they find.  Perform simple tests.	Identify and name a variety of common animals.  Describe and compare the structure of a variety of common animals.  Identify, name, draw and label the basic parts of the human body.  Ask questions and use simple scientific language to describe what they find.	Observe changes across the four seasons.  Describe weather associated with the seasons.  Identify and classify information.  Record findings using drawings and charts.	Identify and name a variety of plants and animals in their habitats.  Describe how different habitats provide for the basic needs of animals and plants.  Identify and classify information.  Record findings using drawings and charts.	Identify and name a variety of everyday materials.  Describe the simple physical properties of a variety of materials.  Compare and group materials based on their properties.  Perform simple tests.
		Α	Art		
Drawing & Colour  What is a Self-Portrait? Facial Features Line and Shape Primary Colours My Colourful Portrait Gallery Walk	Painting and Trees  Autumn Colours Painting Trees Textured Backgrounds Adding Leaves Creating a Landscape	Texture and Printmaking  Texture Hunt Texture Rubbings Creating a Pattern Making a Print Block Experimenting with Colour	Drawing and Design  Finding Lines Shape Hunt Line and Shape Creatures Pattern Practice Decorating with Lines Evaluating My Work	Collage and Culture  Exploring Patterns Cutting Shapes Layering a Collage Symbolic Art Finishing Touches World Art Show	Mixed Media and Texture  Sea Life Shapes Ocean Backgrounds Tissue Paper Technique Adding Collage Final Touches

	Evaluating My Work	Print Gallery			Underwater Gallery				
	Physical Education								
Invasion Games  -To practise basic movements including running, jumping, throwing and catching  -To begin to engage in competitive activities.  -To experience opportunities to improve agility, balance and coordination.  -To recognise rules and apply them in competitive and cooperative games.	-Identify and use simple gymnastics actions and shapesTo apply basic strength to a range of gymnastic actionsTo recognise 'like' actions and link them. E.g. Straight jump, broad jump, star jumpTo introduce turn, twist, spin, rock and roll and link these into movement patternsTo perform a variety of basic gymnastics actions showing control.	-To learn a range of running which includes varying pathways and speeds Develop throwing techniques Increase stamina and core strength Cooperate with others to carry out a task To extend strength, balance, agility and coordination.	-Able to send an object with increased confidence using a hand or batMove towards a moving ball to return itSending or returning a variety of objects /balls such as balloons and beach ballsTrack, intercept and stop a variety of objects such as balls and beanbags.	Striking and Fielding games  -Able to hit objects with a hand or bat.  -Track or receive a rolling ball.  -Throw and catch a variety of balls and objects.  -Develop sending and receiving skills  -Distinguish between the roles of batters and fielders.	Outdoor and Adventurous Activities  -Comprehend that one thing can represent another.  -Use thinking skills to follow multi step instructions.  -Solve more challenging problems as an individual.  -Take part in activities with increasing challenges to build confidence.				

<ul> <li>-Use and apply simple strategies for invasion games.</li> <li>-Preparing for, and explaining the reason why we enjoy exercise.</li> </ul>	-To perform longer movement phrases and link with confidence				
		Com	puting		
IT - Mouse and keyboard skills.  1. Move the mouse or trackpad and left click to select an object.  2. Drag and drop with mouse or trackpad to move objects around the screen.  3. Use double click or double tap  4. Find letters or numbers on the keyboard.  5. Begin touch typing with home row keys.	IT - Digital Art.  1. Change the colour of individual pixels to accurately re-create basic artwork.  2. Make changes where required.  3. Change the colour of individual pixels to accurately re-create detailed artwork.  4. Use zoom controls to help fill small shapes.  - Digital Design.	IT - Text and Images.  1. Change the background colour of a page.  2. Add, resize and position images (pictures) on a page.  3. Type and position text on a page, if possible using capital letters and punctuation.  4. Label pictures with text.  5. Use word-banks for writing sentences about pictures.	IT - Comic Creation.  1. Add, resize and organise colour or picture backgrounds.  2. Add, resize, organise characters/objects to different panels.  3. Add narration using text and direct speech using speech bubbles.  4. Save comics with name and title.  - Music Creation.	Computer Science - Intro to Programming. 1. Place instructions into the correct order (sequence) to make something work. 2. Use direction arrows to move an on-screen object (character/sprite) to achieve an objective. 3. Predict a route and sequence direction commands (algorithm) to achieve an objective. Correct the errors if necessary (debug).	Computer Science - Intro to Programming. 4. Predict a route and sequence distance commands to program an on-screen object to achieve an objective. 5. Predict and sequence movement and pen commands to program the drawing of different 2D shapes.

	1. Change the colour and pattern of elements. 2. Position and rotate objects on a design. 3. Position objects in relation to each other. 4. Resize, rotate, flip and arrange objects behind/in front of each other.		1. Understand the advantages and disadvantages of making music on a computer. 2. Understand that different instruments make their own sound and that instruments can be divided into groups 3. Create a rhythm using a pattern of beats 4. Create digital sounds using patterns and shapes 5. Create a simple melody using patterns and adjust tempo		6. Sequence code blocks, including movements and execute (start program) blocks to write a program to achieve an objective.  Digital Literacy - E-Safety.  1.Understand what the internet is and how people use it.  2.Understand what personal information is and why we keep personal information private.  3. Why do websites want personal information.  4. Identify when and where to go for help when concerned.
		Mus	sic		
Introduction to rhythm	Rhythm and percussion	Introduction to tempo	Recognising and implementing tempo changes	Introduction to composition	Performance of a composition within an ensemble

Focus on rhythm and timing - the pupils will be able to clap/play a percussion instrument in time with their classmates - focus on learning through play	Continuing the focus on rhythm and timing - pupils will be able to clap/play a percussion instrument with a different rhythm to their classmates while still staying in time	Pupils will be introduced to the concept of tempo and be able to communicate and demonstrate when a piece of music changes in tempo	Pupils will be able to play at least one rhythm in unison whilst the tempo changes	Pupils will compose their own rhythms in a 4/4 time signature and clap them in time with the beat	Pupils will perform a piece of music using their compositions keeping in time and counting throughout
		TI	hai		
การอ่านออกเสียง / reading aloud	การเขียน /Writing  • คัดลายมือตัว บรรจงเต็ม บรรทัด/Write a full line of calligraphy. • เขียนตัวอักษร ไทย/Write Thai letters • เขียนเลขไทย /Write Thai numbers	การฟัง การดู และการพูด	<ul> <li>บอกและเขียน         พยัญชนะไทย         /Tell and write         Thai         consonants</li> <li>บอกและเขียนสระ         ไทย/Tell and         write Thai         vowels</li> <li>บอกและเขียน         วรรณยุกต์ไทย         /Tell and write         Thai tones</li> </ul>	<ul> <li>เขียนสะกดคำและ บอกความหมาย ของคำ/Write the spelling and tell the meaning of the word.</li> <li>อ่านเป็นคำ/Read in words</li> <li>มาตราตัวสะกดที่ ตรงแม่/The correct spelling section</li> </ul>	<ul> <li>เรียบเรียงคำเป็น         ประโยคง่ายๆ         /Organize         words into         simple         sentences.</li> <li>มาตราตัวสะกดที่         ไม่ตรงแม่         /Incorrect         spellings</li> </ul>

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<ul> <li>บอกความหมาย ของคำและข้อ ความที่อ่าน/ Tell the meaning of the words and text read</li> <li>ตอบคำถามเกี่ยว กับเรื่องที่อ่าน /Answer questions about the reading./</li> <li>เล่าเรื่องย่อจาก เรื่องที่อ่าน Tell a summary of the story you read.</li> <li>คาดคะเน เหตุการณ์จาก เรื่องที่อ่าน/ Predict events from the stories you read.</li> </ul>	lesson • เขียนคำที่ใช้ใน ชีวิตประจำวัน /Write words used in everyday life • เขียนคำ คล้องจอง /Write words	<ul> <li>มีมารยาทในการ พูด</li> </ul>	<ul> <li>บอกและเขียนเลข ไทย/Tell and write Thai numbers</li> </ul>	

<ul> <li>บอกความหมาย</li> <li>ของเครื่องหมาย</li> <li>หรือ สัญลักษณ์</li> </ul>	● มีมารยาทในการ เขียน/Hαve mαnners in							
<ul> <li>สำคัญที่มักพบ</li> <li>เห็นในชีวิตประจำ</li> <li>วัน /Tell the meaning of signs or important symbols that are often seen in daily life.</li> <li>มีมารยาทในการ อ่าน/ Have good manners in reading</li> </ul>	writing							
<ul> <li>สารคดี documentary</li> </ul>								
Mandarin								
<ul> <li>爸爸、妈妈。 (Mum and Dad)</li> <li>哥哥、姐姐。 (Brothers and Sisters)</li> <li>眼睛、鼻子。(Part of the body 1)</li> <li>头和手。(Part of the body 2)</li> </ul>	<ul> <li>猫和狗。(Pets)</li> <li>红色、蓝色。 (Colours)</li> <li>苹果、香蕉。 (Fruits)</li> <li>万圣节文化。 (Halloween festival culture.)</li> </ul>	<ul> <li>二十一到四十。 (Numbers)</li> <li>两个弟弟。(Two younger brothers)</li> <li>好朋友。(Good friends)</li> <li>中国春节文化。 (Chinese spring festival culture.)</li> </ul>	<ul> <li>我的玩具。(My toys)</li> <li>我爱看书。(I love reading)</li> <li>我会穿衣服。(I can dress myself)</li> </ul>	<ul> <li>紫色、橙色。(Colours)</li> <li>复习。(Review)</li> <li>端午节文化。(The dragon boat festival culture.)</li> </ul>				

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● 中国中秋节文化。 (Chinese Mid-Autumn festival culture.)	● 清明节文化。(The tomb sweeping day festival culture.)	
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