1 <sup>ST</sup> GRADE CURRICULUM OVERVIEW – SEMESTER I (2022- 2023) Ms. Funmi Afolabi										
Q1	Math	English (Grammar)	English (Writing)	Reading comprehension	Spelling & vocabulary	Science	Social studies	ICT/Coding	Music	
1.1	Routines & procedures	Routines & procedures	Routines & procedures	Routines & procedures	Assessment	Introduction to science	Routines & procedures	Routines & procedures	Routines & procedures	
1.2	Number concepts & patterns	Sentences	Note making & outlines	Assessment Use table of contents	How to use a dictionary	Introduction to science	Maps & globes	Routines & procedures	Pitch & sound	
1.3	Number concepts & patterns	Sentences	Note making & outlines Public speaking	Choose appropriate level texts	How to use a dictionary	Engineering & technology	The oceans of the world	Basic computer operations	Pitch & sound	
1.4	Place value through hundreds	Nouns & verbs (intro)	Writing paragraphs from notes	Use punctuation to enhance reading	Dictionaries, thesauruses & glossaries	Living & non living things Animals	The continents of the world	Identifying hardware & applications	Music writing -Treble clef	
1.5	Place value through thousands	Singular & plural nouns	Writing from notes	Adjust & apply different reading rates to match text	Initial /fl/ words	Animals	Continents and major countries	Launching computer programs	Pitch level -loud and quiet	
1.6	Writing numbers in different ways	Possessive nouns	Writing from notes	Identify genre	Initial /fr/ words	Mammals	Parts of the globe	Keyboard & key functions	Music writing Bass clef	
1.7	Writing numbers in different ways	Possessive nouns	Writing from notes Public speaking	Identify genre	Initial /gl/ words	Mammals	Parts of the globe	Personalize computer	Pitch level 2 -high & low	
October 24-28 FALL BREAK										
1.8	Compare & order numbers	Collective nouns	Letter writing	Identify the elements of fiction	Initial /gr/ words	Fish & birds	Introduction to maps	Gaming	Kinds of voices	
1.9	Probability	Homophones	Letter writing	Make connections	Initial /sc/ words	Fish & birds	Types of maps	Typing & Storing	Singing patterns	
1.10	Collect & organize data	Homographs	Letter writing Public speaking	Make connections	Initial /sl/ words	Fish & birds	Types of maps	Typing & Storing	Singing patterns	

Q2	Math	English (Grammar)	English (Writing)	Reading comprehension	Spelling & vocabulary	Science	Social studies	ICT/Coding	Music
2.1	Create, read & interpret graphs	Verbs	Retelling (intro)	Analyze character	Initial /sm/ words	Plants	Martin Luther King Jr. (introduction)	Keyboarding	
2.2	Create, read & interpret graphs	Tenses	Retelling (key word outlines)	Analyze character	Initial /sw/ words	Plants	Martin Luther King Jr. (MLK) on the map (political)	Proper finger placement	Rhythmic values: whole,half & quarter note
2.3	Range, median & mode	Tenses	Retelling (first draft)	Identify problem & solution	Initial /tr/ words	Life science (connect & design)	Me on the map	Proper finger placement	Rhythmic values: whole,half & quarter note
2.4	American money	Helping verbs	Retelling (revising & editing)	Identify problem & solution	Initial /tw/ words	Movement	MLK (cultural background)	Typing drill	Rhythm arithmetic
2.5	Nigerian money Using money	Contractions	Retelling from key word outlines	Sequence events	Use context clues	Sound	MLK (biography)	Typing drill	Music writing: half note
2.6	Round numbers	Articles & adjectives	Retelling (first draft)	Sequence events	Use context clues	Movement & sound	MLK (biography)	Typing drill	Music writing: quarter note
2.7	Estimate sums & differences	Comparing with adjectives	Retelling (revising)	Classify information	Digraph /gh/	Light	MLK (impact on human rights & government policies)	Imitating typing activities	Music writing: Whole note
2.8	Addition & subtraction facts	Coordinating conjunctions	Retelling (editing)	Classify information	Digraph /ph/	Light	MLK (impact on human rights & government policies)	Imitating typing activities	Clapping rhythm & beat
2.9	Relate addition & subtraction	Pronouns	Retelling (final draft & public speaking)	Context clues	Digraph /wh/	Physical science (connect & design)	MLK (conflicts & resolutions)	Imitating typing activities	