Curriculum Overview for Year 1

Reading

- Matching graphemes for all phonemes
- Read accurately by blending
- •Read words with very common
- •Read contractions & understand purpose
- •Read phonics books aloud
- •Link reading to own experiences
- •Join in with predictable phrases
- •Discuss significance of title & events
- Make simple predictions

Number and Calculation

•Count in 1s, 2s, 5s and 10s

•Identify 'one more' and 'one less'

Identify, use language and represent

numbers using objects and pictoral

•Use language, e.g. 'more than', 'most'

two-digit numbers to 20, including zero •Solve one-step problems, including

Count to / across 100

representations

•Use +, - and = symbols

•Know number bonds to 20 •add and subtract one-digit and

•Read & write numbers to 20

Writing

Name letters of the alphabet Spell very common 'exception' words

- Spell days of the week
- Use very common prefixes &
- •Form lower case letters correctly
- •Form capital letters & digits
- Compose sentences orally before writing
- •Read own writing to peers or teachers. Begin to self-correct own sentence structure.

Grammar

Leave spaces between words

Begin to use basic punctuation: . ?!

- •Use capital letters for proper nouns.
- •Use common plural & verb **Speaking & Listening**
- •Listen & respond appropriately
- Ask relevant questions
- Maintain attention & participate

Describe position & movement,

including half and quarter turns

Art & Design

- Use drawing, painting, sculpture, printing and textiles
- Develop a wide range of techniques in using colour, pattern, texture, line, shape, form and space
- Learn about a range of artists, craftsmen and designers
- Use a range of materials creatively to design and make products
- Use the language of art, craft and design when analysing and evaluating their own work and the work of others.

Communicate online safely and respectfully

• Use logical reasoning to make predictions

Organisa, store, retrieve & manipulate data

• Write & test simple programs

- Recognise uses of IT outside of school
 - Understand use of algorithms

Design & Technology

- Evaluate existing products & own ideas
- Build and improve structure & mechanisms
- Understand where food comes from

Design purposeful, functional & appealing products

Use a range of tools and materials to teach practica •Recognise & use ½ & ¼ of an object, shape

Generate, model and communicate ideas

Geography

name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas

Computing

- Similarities and differences of a small area of the UK
- Seasonal weather patterns
- Simple compass directions
- Use maps of the UK
- Draw simple maps with basic symbols and a key The geography of the school grounds and local facilities in the surrounding area

Music

- Sing songs
- Play tuned & untuned instruments usically
- sten & understand live and recorded music
- Make and combine sounds musically

Mathematics

Geometry and Measures

- Use common vocabulary for comparison, e.g. heavier, taller, full, longest, quickest
- •Begin to measure length, capacity, weight and compare, describe and solve simple problems
- Recognise coins & notes
- Use time & ordering vocabulary
- •Tell the time to hour/half-hour
- •Use language of days, weeks, months &
- •Recognise & name common 2-d and 3-d
- Order & arrange objects

History

Fractions

or quantity

- Develop an awareness of the past using common words and phrases relating to the passing of time
- Know where people/events they study fit within a chronological framework
- Identify differences and similarities between ways of life in different periods
- a wide vocabulary of everyday historical terms
- Choose and use parts of stories and other sources to show know and understand key features of events_
- nderstand some of the ways in which we find out abou the past
- Identify different ways the past is represented

Themes

- Changes in living memory and in national life
- Significant national and global events beyond living memory (festivals/anniversaries)
- Lives of significant individuals
 - Significant historical events, people/places own locality

Physical

Education

- Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and coordination
- Participate in team games
- Perform dances using simple movement

Religious

Education

- Creation Story
- stivals of light Christmas and Hanukah
- The church visit to a local church
- Symbolism of the cross and candles in Christianity.
- Discuss the Lord's prayer.

Science

simple arrays

Working scientifically

Asking questions and carrying out si (see science subject description for further detail)

Knowledge

- Name basic plants and their parts (root, leaves, flowers, etc.)
- How plants grow
- Compare common animals & their habitats
- Name basic body parts & our senses
- Distinguish between objects & materials
- Identify & name common materials Describe simple properties of some
- Describe movement using pushes & pulls
- Seasonal changes including weather

Template created by Michael Tidd 2013