

YEAR 1

ART AND DESIGN

Pupils should be taught to:

- Use a range of materials creatively to design and make products.
- Use drawing and painting to develop and share their ideas, experiences and imagination.

COMPUTING

Pupils should be taught to:

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.
- Create and debug simple programs.
- Use logical reasoning to predict the behaviour of simple programs.
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
- Recognise common uses of information technology beyond school.
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

GEOGRAPHY

Pupils should be taught to:

- Name and locate the four countries and capital cities of the United Kingdom and its surrounding areas.

Human and physical geography

- Identify seasonal weather patterns in the United Kingdom.

Geographical skills and fieldwork

- Use simple compass directions (North, South, East and West) and directional language (for example near and far, left and right) to describe the location of features and routes on a map.

HISTORY

- Changes within living memory (Where appropriate, these should be used to reveal aspects of change in national life)
- Events beyond living memory that are significant nationally or globally [for example, the first aeroplane flight].
- Lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods [for example, Elizabeth I, Neil Armstrong and Florence Nightingale].

MUSIC

Pupils should be taught to:

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
- Play tuned and untuned instruments musically.
- Listen with concentration and understanding to a range of high-quality live and recorded music.
- Experiment with, create, select and combine sounds using the inter-related dimensions of music.

PHYSICAL EDUCATION

Pupils should be taught to:

- Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination and begin to apply these in a range of activities.

DESIGN TECHNOLOGY

Pupils should be taught to:

- Design: design purposeful, functional, appealing products for themselves and other users based on design criteria, and generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups.
- Make: select from and use a range of tools and equipment to perform practical tasks, and select from and use a wide range of materials and components, including construction materials, textiles and ingredients.
- Evaluate: explore and evaluate a range of existing products, and their ideas against design criteria.
- Technical Knowledge: build structures, exploring how they can be made stronger, stiffer and more stable, and explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products.
- Cooking and Nutrition: use the basic principles of a healthy and varied diet to prepare dishes, and understand where food comes from.