

English

Phonics

- Apply phonic knowledge and skills as the route to decode words.
- Respond speedily with the correct sound to graphemes.
- Read accurately by blending sounds in unfamiliar words containing sounds that have been taught.
- Read and spell common exception words, e.g. said, have, she.

Reading

- Listen to and discuss a wide range of traditional stories from around the world.
- Recognise and join in with predictable phrases.
- Discuss word meanings, linking new meanings to those already known.
- Sequence stories correctly.
- Identify the beginning, middle and end of a story.
- To know the difference between factual and fictional sentences.

Writing

- Leave spaces between words.
- Begin to punctuate sentences using a capital letter and a full stop.
- Use a capital letter when writing the days of the week and for names of people and places.
- Join words and clauses using words such as and, but, so, because.
- To know how to write the days of the week.
- To say out loud what they are going to write about.
- To compose a sentence orally before writing it.
- To sequence sentences to write their own versions of traditional stories.
- To create character profiles.
- To write conversations using speech bubbles.
- To write descriptive sentences using adjectives.
- To write factual sentences to create a non-fiction fact file about a country.

Physical and Mental Development

Indoor PE - Dance

- To develop balance, agility and co-ordination.
- Perform dances using simple movement patterns.

Outdoor PE - Games

- To master basic movements including running, jumping, throwing and catching.
- To participate in team games, developing simple tactics for attacking and defending.

Mental Development

- Participate in Mental Health Week activities

Curriculum Enrichment

Puppet making Class Assembly Class Mass
Chinese New Year Celebrations

Expressive Arts and Design

Music

- Use their voices expressively by singing songs.
- Listen with concentration and understanding to recorded music from around the world.

Design Technology-Puppet Making

- To design purposeful, functional, appealing products for themselves based on a design criteria.
- Generate, develop, model and communicate their ideas through talking and drawing.
- Select from and use a range of tools and equipment to make a finger puppet.
- Select from and use a wide range of materials and components, including textiles, according to their characteristics.
- To evaluate their ideas and products against design criteria.

Art

- Use a range of materials creatively to design and make products.
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

Y1 Creative Curriculum Planner



Spring 1 - Stories From Around the World

Religion

The Way the Truth and the Life: Families and Celebrations

- Understand what we celebrate during the Feast of the Epiphany.
- To know about the Baptism of the Lord.
- To have the opportunity to reflect on what it feels like to be a member of a family; at home, at school and at church.
- To know that Jesus belonged to a family called The Holy Family.
- To know that God is our Father in heaven.
- Hear about some special occasions that Jesus celebrated during his lifetime.
- To know about some special occasions that we celebrate at church.
- To continue with Laudato Si work

Other Faiths:

- To have the opportunity to hear about how Buddhists celebrate Nirvana Day.
- To know about the 5 K's of Sikhism.

Understanding of the World

Science

- Distinguish between an object and the material from which it is made.
- Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock.
- Describe the simple physical properties of a variety of everyday materials.
- Compare a variety of everyday materials on the basis of their simple physical properties.
- Make observations about materials. Identify and classify materials.
- Make predictions and perform simple tests.
- Gather and record data to help in answering questions.

Geography

- Name and locate the 4 countries and capital cities of the UK, and surrounding seas.
- Name and locate the city of Manchester as home.
- Name and locate countries from which stories originate.
- Use basic geographical vocabulary to describe the characteristics of countries.
- Use digital images, world maps, atlases and globes.
- Name and locate the world's 7 continents and 5 oceans.
- Locate hot and cold areas of the world in relation to the equator and the North and South Poles.

History

- To know the history of Chinese New Year.

Computing

- To create a simple programme.
- To predict the behaviour of simple programmes.
- To understand that objects perform actions by following precise instructions.
- To understand the word algorithm and how they are used to make computers perform actions.
- Participate in Safer Internet Day.

Mathematics

- Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.
- Count in multiples including 2s, 5s and 10s.
- Read and write numbers from 1-20 in numerals and words.
- Identify and represent numbers using concrete objects and pictorial representations including the number line and use the language of: equal to, more than, less than (fewer), most, least.
- Read, write and interpret mathematical statements involving +, -, = signs.
- Represent and use number bonds and related subtraction facts within 20.
- Add and subtract 1 digit and 2 digit numbers to 20, including 0.
- Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations and missing number problems.
- Compare, describe and solve practical problems for length and height, and mass/weight.