

Curriculum Overview for Year 1

<p>English</p> <p>Reading</p> <ul style="list-style-type: none"> • Match graphemes for all phonemes • Read accurately by blending sounds • Read words with very common suffixes • 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 <p>Writing</p> <ul style="list-style-type: none"> • Name letters of the alphabet • Spell very common 'exception' words • Spell days of the week • Use very common prefixes & suffixes • Form lower case letters correctly • Form capital letters & digits • Compose sentences orally before writing • Read own writing to peers or teachers <p>Grammar</p> <ul style="list-style-type: none"> • Leave spaces between words • Begin to use basic punctuation: . ? ! • Use capital letters for proper nouns. • Use common plural & verb suffixes <p>Speaking & Listening</p> <ul style="list-style-type: none"> • Listen & respond appropriately • Ask relevant questions • Maintain attention & participate 	<p>Art & Design (KS1)</p> <ul style="list-style-type: none"> • Use a range of materials • Use drawing, painting and sculpture • Develop techniques of colour, pattern, texture, line, shape, form and space • Learn about range of artists, craftsmen and designers 	<p>Computing (KS1)</p> <ul style="list-style-type: none"> • Understand use of algorithms • Write & test simple programs • Use logical reasoning to make predictions • Organise, store, retrieve & manipulate data • Communicate online safely and respectfully • Recognise uses of IT outside of school 	
<p>Mathematics</p> <p>Number/Calculation</p> <ul style="list-style-type: none"> • Count to / across 100 • Count in 1s, 2s, 5s and 10s • Identify 'one more' and 'one less' • Read & write numbers to 20 • Use language, e.g. 'more than', 'most' • Use +, - and = symbols • Know number bonds to 20 • Add and subtract one-digit and two-digit numbers to 20, including zero • Solve one-step problems, including simple arrays <p>Geometry & Measures</p> <ul style="list-style-type: none"> • Use common vocabulary for comparison, e.g. heavier, taller, full, longest, quickest • Begin to measure length, capacity, weight • Recognise coins & notes • Use time & ordering vocabulary • Tell the time to hour/half-hour • Use language of days, weeks, months & years • Recognise & name common 2-d and 3-d shapes • Order & arrange objects <p>Fractions</p> <ul style="list-style-type: none"> • Describe position & movement, including half and quarter turns • Recognise & use $\frac{1}{2}$ & $\frac{1}{4}$ 	<p>Design & Technology (KS1)</p> <ul style="list-style-type: none"> • Design purposeful, functional & appealing products • Generate, model & communicate ideas • Use range of tools & materials to complete practical tasks • Evaluate existing products & own ideas • Build and improve structure & mechanisms • Understand where food comes from 	<p>Geography (Y1)</p> <ul style="list-style-type: none"> • Name & locate the four countries and capital cities of the United Kingdom using atlases & globes • Identify seasonal / daily weather patterns in the UK and the location of hot and cold areas of the world • Use basic geographical vocabulary to refer to local & familiar features • Use four compass directions & simple vocab 	
<p>Science</p> <p>Biology</p> <ul style="list-style-type: none"> • Identify basic plants • Identify basic plant parts (roots, leaves, flowers, etc.) • Identify & compare common animals • Identify & name basic body parts <p>Chemistry</p> <ul style="list-style-type: none"> • Distinguish between objects & materials • Identify & name common materials • Describe simple properties of some materials • Compare & classify materials <p>Physics</p> <ul style="list-style-type: none"> • Observe weather associated with changes of season 	<p>History (KS1)</p> <p>Key Concepts</p> <ul style="list-style-type: none"> • Changes in living memory (linked to aspects of national life where appropriate) <p>Key Individuals</p> <ul style="list-style-type: none"> • Lives of significant historical figures, including comparison of those from different periods • Significant local people <p>Key Events</p> <ul style="list-style-type: none"> • e.g. Bonfire night • Events of local importance 	<p>Modern Languages</p> <p>Not required at KS1</p>	<p>Music (KS1)</p> <ul style="list-style-type: none"> • Sing songs • Play tuned & untuned instruments musically • Listen & understand live and recorded music • Make and combine sounds musically
		<p>Physical Education (KS1)</p> <ul style="list-style-type: none"> • Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination • Participate in team games • Perform dances using simple movement • Swimming proficiency at 25m (KS1 or KS2) 	<p>Religious Education</p> <p>Continue to follow locally-agreed syllabus for RE</p>