

# Curriculum Overview for Year 1

## English

### Reading

- ☑ 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

### Writing

- ☑ 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

### Grammar

- ☑ Leave spaces between words
  - ☑ Begin to use basic punctuation: . ? !
  - ☑ Use capital letters for proper nouns.
  - ☑ Use common plural & verb suffixes
- ### Speaking & Listening
- ☑ Listen & respond appropriately
  - ☑ Ask relevant questions
  - ☑ Maintain attention & participate

## Art & Design (KS1)

- ☑ 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

## Computing (KS1)

- ☑ 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

## Mathematics

### Number/Calculation

- ☑ 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

### Geometry & Measures

- ☑ 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

☑ Describe position & movement, including half and quarter turns

### Fractions

- ☑ Recognise & use  $\frac{1}{2}$  &  $\frac{1}{4}$

## Design & Technology (KS1)

- ☑ 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

## Geography (Y1)

- ☑ 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

## Modern

## Languages

Not required at KS1

## Music (KS1)

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

## Science

### Biology

- ☑ Identify basic plants
- ☑ Identify basic plant parts (roots, leaves, flowers, etc.)
- ☑ Identify & compare common animals
- ☑ Identify & name basic body parts

### Chemistry

- ☑ Distinguish between objects & materials
- ☑ Identify & name common materials
- ☑ Describe simple properties of some materials
- ☑ Compare & classify materials

### Physics

- ☑ Observe weather associated with changes of season

## History (KS1)

### Key Concepts

- ☑ Changes in living memory (linked to aspects of national life where appropriate)

### Key Individuals

- ☑ Lives of significant historical figures, including comparison of those from different periods
- ☑ Significant local people

### Key Events

- ☑ e.g. Bonfire night
- ☑ Events of local importance

## Physical

- ☑ 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)

## Education

## Religious

Continue to follow locally-agreed syllabus for RE

## Education





