

Alverton Primary School: Curriculum Overview for Year 1

English (Year 1)

Reading

- Speedily read all basic phoneme/graphemes.
- Read unfamiliar words by blending known GPCs.
- Read words of more than one syllable that contain taught GPCs.
- Read common exception words.
- Read familiar endings to words.
- Read aloud books consistent with phonic knowledge and do not require other strategies.
- Listen to a range of stories, poems and non-fiction.
- Talk about a range of stories, books and non-fiction.
- Discuss word meanings and make links with words already known.
- Check reading makes sense and go back and correct if it does not.
- Discuss the significance of features such as the title and events.
- Explain what they think a text is about.
- Begin to make inferences on the basis of what is said and done.
- Make predictions based on reading so far.
- Retell familiar stories and traditional tales; recite some poetry by heart.

Writing

- Compose a sentence orally before writing it.
- Combine words to make sentences independently.
- Write simple texts.
- Use a simple structure (eg beginning, middle, end).
- Read writing out loud to check what they have written makes sense.
- Talk about what they have written with others.
- Use some basic descriptive language.

Grammar

- Leave spaces between words.
- Join words and clauses using 'and'.
- Use a capital letter to start a sentence and a full stop to end it.
- Use a capital letter for names and I.
- Begin to use a question mark and / or an exclamation mark.

Spelling

- Spell words using the standard phonemes.
- Spell common exception words.
- Spell the days of the week.
- Name the letters of the alphabet in order.
- Understand spelling rules for adding 's'.
- Use suffixes -ing, -ed, -er and -est.

Handwriting

- Hold writing implement correctly.
- Write lower-case letters correctly.
- Write capital letters.
- Form digits 0-9 correctly.

Speaking and Listening

- Listen and respond appropriately.
- Ask relevant questions.
- Maintain attention and participate.

Art and Design (KS1)

- Explore the impact of materials including pencils, paper, different paints, ink, chalk, pastels and materials.
- Use a range of materials to design and make products using drawing, painting, printing and sculpture.
- Respond to a range of stimuli.
- Create art from the imagination.
- Begin to give reasons for choices.
- Develop techniques of colour, pattern, texture, line, shape, form and space.
- Use line to represent objects seen, remembered or imagined.
- Experiment and enjoys colour using a variety of tools to spread paint.
- Experiment with different materials, textures and patterns.
- Learn about a range of artists, craftsmen and designers.
- Be able to give opinions.
- Make links to own work.

Computing (KS1)

- Use different font sizes, colours and images to communicate meaning.
- Use appropriate language in an email.
- Understand the use of algorithms.
- Write and test simple programs.
- Use logical reasoning to make predictions.
- Create, organise, store, manipulate and retrieve data.
- Recognise the use of IT outside school.
- Know what to do if they need help because of something online.
- Know what personal information is and why they need to keep it private.
- Use technology safely and respectfully.

Mathematics (Year 1)

Number

- Count to and across 100 from any number.
- Count, read and write numbers to 100 in numerals.
- Count in multiples of 2, 5 and 10.
- Identify "one more" and "one less".
- Use: equal to, more than, less than (fewer), most, least.

Multiplication and Division

- Solve one-step practical problems with multiplication and division.

Fractions

- Recognise, find and name a half.
- Recognise, find and name a quarter.

Addition and Subtraction

- Read, write and use mathematical symbols: +, - and =
- Use number bonds and subtraction facts within 20.
- Add and subtract 1-digit and 2-digit numbers to 20, including zero.
- Solve "missing number" problems (eg 7 + □ = 9).
- Solve one-step problems using addition and subtraction.

Shape

- Recognise and name common 2-D shapes.
- Recognise and name common 3-D shapes.

Measures

- Solve practical problems with measures.
- Measure and begin to record length, mass, volume and time.
- Recognise and know the value of all coins and notes.
- Use language to sequence events in chronological order.
- Recognise and use language relating to dates.
- Tell the time to the half-hour, including drawing clocks.

Science (Year 1 objectives - covered during KS1)

Biology:

- Identify basic plants and their parts.
- Identify and compare common animals.
- Identify and name body parts.

Chemistry

- Distinguish between objects and materials.
- Identify and name common materials.
- Describe simple properties of some materials.
- Compare and classify materials.

Physics

- Observe weather associated with changes of season.

Scientific Enquiry

- Ask questions and know that there are different ways to answer them.
- Perform simple tests.
- Record findings eg as drawings of photographs or in simple prepared formats.
- Use observations and ideas to answer questions.
- Identify and classify.

History (KS1)

- Understand chronology and an awareness of past and present.
- Understand that there are different ways that we find out about the past.
- Ask and answer simple historical questions relating to the topic using stories and other sources.
- Talk about why something happened.
- Identify similarities and differences between ways of life in different periods.
- Use language relating to the passing of time and historical terms.

Pupils will learn about:

- Changes within living memory.
- Events beyond living memory that are significant.
- The lives of significant individuals in the past, comparing aspects of life in different periods.
- Significant historical events, people and places in their own locality.

Design and Technology (KS1)

- Design purposeful, functional and appealing products based on design criteria.
- Generate, model and communicate ideas through talking, drawing, templates and mock-ups.
- Describe what they are making, how it works and what they need to do next.
- Use a range of tools and equipment to complete practical tasks.
- Select from and use a range of materials and components including construction materials, textiles and ingredients.
- Explore and evaluate existing products.
- Talk about developing designs.
- Consider how the finished product could be improved.
- Build and improve structures and mechanisms.
- Explore and use mechanisms in their products.
- Understand where food comes from and prepare healthy dishes.

Modern Languages (KS1)

(Not required at Key Stage 1)

From Key Stage 2 objectives.

- Listen and join in with spoken language.
- Explore patterns and sounds through songs and rhymes.
- Answer simple questions.
- Appreciate stories, songs, poems and rhymes.
- Broaden vocabulary.

Geography (KS1)

- Name and locate the four countries and capitals of the UK and the world's continents and oceans.
- Understand geographical similarities and differences through comparing the human and physical geography of the local area to a non-European country.
- 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 key physical and human features.
- Use maps, atlases and globes.
- Use simple compass directions and locational and directional language to describe the location of features on a map.
- Use aerial images and other models to recognise landmarks.
- Create simple plans and maps using symbols.
- Use fieldwork and observational skills to explore the geography of the school, its grounds and the local area.

Music (KS1)

- Use voices expressively and creatively by singing songs and speaking chants and rhymes.
- Play tuned and untuned instruments.
- Perform to an audience.
- Experiment with, create, select and combine sounds musically.
- Choose and control sounds using the inter-related dimensions of music.
- Listen to and understand live and recorded music.
- Identify some different instruments in a piece of music.

Physical Education (KS1)

- Master basic movements, eg running, jumping, throwing and catching and begin to apply these.
- Develop balance, agility and co-ordination.
- Participate in team games, developing simple tactics.
- Perform dances using simple movements.
- Develop skills towards swimming competently and confidently using a range of strokes.
- Throw, kick and hit a ball in different ways.
- Choose appropriate rolling, kicking and hitting skills within games.

Religious Education (KS1)

- Learn about different aspects of Christianity and Buddhism through learning about their stories, celebrations, symbols and beliefs.
- Explore a range of religious stories and sacred writings and talk about their meanings.
- Identify and suggest meanings for religious symbols and begin to use a range of religious words.
- Reflect on how living in Cornwall is shaped by its religious traditions from the earliest times.
- Identify what matters to them and others, including those with religious commitments.
- Consider "who I am" and their uniqueness as a person in a family and community.
- Visit places of worship focusing symbols and feelings and listening and responding to visitors from local faith communities.
- Explore how religious beliefs and ideas can be expressed through the arts and communicate their responses.