### **Curriculum Overview: Year 1**

### Reading

- \*Match graphemes for all phonemes
- \*Read accurately by blending
- \*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

Number/Calculation

\*Count to / across 100

\*Use +, - and = symbols

\*Know number bonds to 20

\*Count in 1s, 2s, 5s and 10s

\* Read & write numbers to 20

\*Identify 'one more' and 'one less'

\* Use language, e.g. 'more than',

\*Add and subtract one-digit and

two-digit numbers to 20, including

\*Solve one-step problems, including

## **English**

# Writing

- \*Name letters of the alphabet
  \*Spell very common 'exception
- \*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

\*Describe position & movement,

including half and quarter turns

**Fractions** 

\*Recognise & use ½ & ¼

### **Art & Design**

- 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

### **Topics**

- \* Painting and Mixed Media:
  \* Sculpture and 3D:
- \* Sculpture and 3D:

Colour Splash Paper Play Clay Houses

### Computing

\*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

#### Topics

- \* We are Treasure Hunters: Using programmable toys
- \* We are TV Chefs: Filming the steps of a recipe
- \* We are celebrating: Creating a card digitally

## **Design & Technology**

Developing, planning and communicating ideas

\*Draw on own experiences to help generate ideas.

Working with tools, equipment, materials

and components to make quality products

(inc food)

\*Make a design using appropriate Techniques.

**Evaluating processes and products** 

\*Evaluate own product by discussing how well it works in relation to the purpose.

Topics- Stable Structures – Eat More Fruit – Moving Mini beasts

### Geography

- \* Use map skills, simple ficildwork and observational skills to study the geography of our school/r founds and key human and physical features of its surrounding environment.
- \*Use simple compass directions (N,S,E,W) and locational language.
- \*Identify seasonal and weather patterns in the UK
  \*Name and locate the seven continents and five oceans on
- world map and identify hot and cold areas of the world.
   Enquiry Questions: Where can Naughty Bus take us in school? What do we mean by the UK? How is our local area the same or different to Formby?

## Music

- Sing songs
- Play tuned & untuned instruments musically

\*Listen & understand live and recorded music

\* Make and combine sounds musically

# Science

simple arrays

'most'

### 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

Topics – Humans – Everyday Materials – Plants – Seasonal change – Animals and their Habitats

# comparison, e.g. heavier, taller, full, longest, quickest

**Mathematics** 

**Geometry & Measures** 

\*Use common vocabulary for

- \* 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

## History

\* Develop an awareness of the past, using common words and phrases relating to the passing of time. Learn about some of the ways in which we find out about the past.

\*Learn about changes beyond living memory:

What should we remember in the UK?

The Great Fire of London, The Gunpowde Plot and Remembrance Day

Learn about changes within living memory:

How has shopping changed since my grandparents were five or six?

\* Where did our local heroes come from?

# Physical Ed

# Education

\*Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination

- \* Participate in team games
  - Perform dances using simple movement
  - Gymnastics rolling, travelling, jumping and balancing.

# Religious

Come and See

Education

Topics:

\*Family/Baptism/Advent

\*Community/Eucharist/Lent

\*Holy Days and Holidays/ Reconciliation/ Neighbours

The children will learn about other faiths.

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