Curriculum Overview for Year 1

English Reading Writing •Match graphemes for all phonemes •Name letters of the alphabet Read accurately by blending sounds

•Read words with very common

•Read contractions & understand

•Link reading to own experiences

•Join in with predictable phrases

•Discuss significance of title &

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

•Use language, e.g. 'more than',

•add and subtract one-digit and

two-digit numbers to 20, including

•Solve one-step problems, including

•Identify 'one more' and 'one less'

•Read phonics books aloud

suffixes

purpose

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

• Design purposeful, functional & appealing products

Mathematics

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 ½ & ¼

Modern

Languages

Evaluate existing products & own ideas

Art & Design (KS1)

• Develop techniques of colour, pattern, texture,

Learn about range of artists, craftsmen and

Design & Technology (KS1)

• Generate, model & communicate ideas

complete practical tasks

Build and improve structure & mechanisms

Understand where food comes from

• Use range of tools & materials to

Use drawing, painting and sculpture

line, shape, form and space

Use a range of materials

designers

Not required at KS1

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

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

Music (KS1)

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

Physical

Education (KS1)

- 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)

Religious

Education

Continue to follow locallyagreed syllabus for RE

Science

simple arrays

'most'

Biology

zero

•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

Created by Michael Tidd 2013