Curriculum Overview for Year 1

English Art & Design (KS1) Computing (KS1) Reading Writing Grammar Use a range of materials · Understand use of algorithms •Match graphemes for all phonemes •Name letters of the alphabet Leave spaces between words Read accurately by blending Spell very common 'exception' Begin to use basic · Use drawing, painting and sculpture Write & test simple programs sounds words punctuation: . ?! · Use logical reasoning to make Develop techniques of colour, pattern, texture, Read words with very common Spell days of the week Use capital letters for line, shape, form and space predictions suffixes proper nouns. Use very common prefixes & Use common plural & verb suffixes Learn about range of artists, craftsmen and Organise, store, retrieve & manipulate data suffixes Read contractions & understand designers purpose Form lower case letters correctly Speaking & Listening Communicate online safely and respectfully Listen & respond appropriately Read phonics books aloud Form capital letters & digits Recognise uses of IT outside of school Link reading to own experiences Ask relevant questions Compose sentences orally before Join in with predictable phrases writing Maintain attention & participate Design & Technology (KS1) Geography (Y1) Discuss significance of title & Read own writing to peers or events teachers Design purposeful, functional & appealing Make simple predictions products Name & locate the four countries and capital cities of the · Generate, model & communicate ideas **Mathematics** United Kingdom using atlases & globes Use range of tools & materials to Number/Calculation Geometry & Measures identify seasonal / daily weather patterns in complete practical tasks the UK and the location of hot and cold areas Count to / across 100 Use common vocabulary for Describe position & movement, Count in 1s, 2s, 5s and 10s of the world comparison, e.g. heavier, taller, including half and quarter turns Evaluate existing products & own ideas full, longest, quickest · Use basic geographical vocabulary to refer to ·Identify 'one more' and 'one less' Build and improve structure & mechanisms Fractions local & familiar features •Read & write numbers to 20 ·Begin to measure length, capacity, weight •Recognise & use 1/2 & 1/4 Use four compass directions & simple vocab •Use language, e.g. 'more than', Understand where food comes from 'most' Recognise coins & notes Modern Languages Music (KS1) •Use +, - and = symbols Use time & ordering vocabulary Tell the time to hour/half-hour •Know number bonds to 20 Sing songs add and subtract one-digit and Use language of days, weeks, two-digit numbers to 20, including months & years Play tuned & untuned instruments musically •Recognise & name common 2-d zero and 3-d shapes Solve one-step problems, including Listen & understand live and recorded Not required at KS1 simple arrays Order & arrange objects History (KS1) Science Make and combine sounds musically **Biology Key Concepts** Identify basic plants · Changes in living memory (linked to aspects of Identify basic plant parts (roots, leaves, flowers, etc.) national life where appropriate) **Physical** Education (KS1) Religious Education Identify & compare common animals **Key Individuals** •Identify & name basic body parts ·Lives of significant historical figures, Master basic Chemistry including comparison of those from movement, e.g. running, jumping, throwing, Distinguish between objects & materials different periods catching, balance, agility and co-ordination •Identify & name common materials Significant local people Continue to follow locally- Describe simple properties of some materials Participate in team games agreed syllabus for RE Compare & classify materials Key Events · Perform dances using simple movement e.g. Bonfire night **Physics** Events of local importance Observe weather associated with changes of season Swimming proficiency at 25m (KS1 or KS2)

Created by Michael Tidd 2013 www.primarycurriculum.me.uk