## Curriculum Overview for Year 1

## Art & Design English Computing Reading Writing Grammar Use a range of materials Understand use of algorithms Read all basic phoneme/graphemes Leave spaces between words Name letters of the alphabet Use drawing, painting and sculpting Write and test simple programs Read accurately by blending sounds Begin to use basic punctuation Spell common exception words Develop techniques of colour, pattern, texture, line, shape, form an Use logical reasoning to make predictions Read common exception words Use capital letters for Spell days of the week Organise, store, retrieve and manipulate data Read common suffixes proper nouns Use very common prefixes and suffixes Learn about a range of artists, craftsmen and designers coanise uses of IT outside of school Read contractions and understand use of Speaking and Listening Form lower case letters correctly apostrophe Listen and respond appropriate Form capital letters and digits Join in with predictable phrases Ask relevant questions Compose sentences orally before writing Recite some poetry by heart Maintain attention and participate Read writing aloud audibly and clearly Discuss the significance of title and events Make simple predictions Design & Technology Geography Design purposeful, functional and appealing products Name and locate the four countries and Generate, model and communicate ideas United Kingdom using atlases and globes Name name and locate the world's seven continents and five Use range of tools and materials to complete practical tasks Evaluate existing products and own ideas Identify seasonal/daily weather patterns in the UK and the **Mathematics** Build and improve structure Number/ Calculation Order and arrange objects Use basic geographical vocabulary to refer to local and familiar Geometry and Measures Understand where food comes from Describe position and movement, including Count to/across 100 Use four compass directions Use common vocabulary for comparison, e.g. half and quarter turns Count in 1s. 2s. 5s and 10s heavier, taller, full, longest, quickest Fractions Identify 'one more' and 'one less' Measure and begin to record length, mass, Recognise and use $\frac{1}{2}$ and $\frac{1}{4}$ Read and write numbers to 100 volume and time Use +, - and = symbols Recognise coins and notes Know number bonds to 20 Use time and ordering vocabulary Add and subtract 1-digit and 2-digit Tell the time to hour/half hour numbers to 20, including zero PSHE/SEAL Recognise what they like an dislike, what is fair and unfair Recognise, name and deal with their fellings in a positive way Think about themselves, learn from their experiences and Music Use language of days, weeks months and years Solve one step problems Recognise and name 2-d and 3-d shapes lings in a positive way Sing songs Play tuned and un struments musically recognise what they are good at Listen and understand live and recorded music Recognise choices they can make, and the difference between right and wrong and how their behaviour affects other people Make and combine sounds musically Contribute to the life of the class and the school by understanding and following rules Listen to other people and work and play cooperatively Identify and respect the differences and similarities between people Science <u>History</u> Key Concepts Changes in living memory Use different approaches to answer cientific questions Identify basic plants Identify basic plant parts Key individuals Lives of significant historical figures including comparison of those Identify and compare common animals Identify and name basic body parts from different periods Religious Education **Physical Education** Distinguish between objects and materials Significant local people Name and explore Sikh and Christian stories, festivals and Identify and name common materials Describe simple properties of some materials special places and peop ight al importance Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination Identify the importance, for some people, of belonging to a Compare and classify some materials Observe weather associated with changes of season religious community Deflect on why belonging is important Identify what and who matters to them and others and communicate their ideas Participate in team games Perform dances using simple movement n how spiritual and moral values relate to their