Alverton Primary School: Curriculum Overview for Year 1

Reading

- Writing • 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 Grammar 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.

Number

- Count to and across 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 =

English (Year 1)

Compose a sentence orally before writing it.

• Use a simple structure (eg beginning, middle,

Read writing out loud to check what they have

• Talk about what they have written with others.

• Use a capital letter to start a sentence and a full

Mathematics (Year 1)

Begin to use a question mark and / or an

Combine words to make sentences

Use some basic descriptive language.

independently

Write simple texts.

written makes sense.

Leave spaces between words

stop to end it.

exclamation mark

Join words and clauses using 'and'.

Use a capital letter for names and I.

end)

- 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

past.

Ident

perio

Pupils will learn about:

using stories and other sources.

Changes within living memory.

life in different periods.

out who was important.

Events beyond living memory that are significant.

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

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Measures

History (KS1)

Understand chronology and an awareness of past and present.

Ask and answer simple historical questions relating to the topic

Use language relating to the passing of time and historical ter

The lives of significant individuals in the past, comparing aspects of

Significant historical events, people and places in their own locality

Understand that there are different ways that we find out about the

Talk about why something happened and explain what happened as

y similarities and differences between ways of life in different

Spelling

Handwriting

• Write capital letters.

• Form digits 0-9 correctly.

Speaking and Listening

k relevant questions.

• Solve practical problems with measures. • Measure and begin to record length, mass, volume and time.

• Spell words using the standard phonemes.

ding 's'.

• Spell common exception words.

Name the letters of the alphabet

Hold writing implement correctly.

en and respond appropriately.

intain attention and participate.

Write lower-case letters correctly

• Understand spelling rules for a

Use suffixes -ing, -ed, -er and -

Spell the days of the week.

- 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, in

drawing clocks.

- 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 co a variety of tools to spread paint.
- Experiment with differe t materials xtures and patterns.
- Learn about a range of artists, craftsn en and designers.
- Be able to give opinions. Make links to own work.

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 t
- Use a range of tools and equipment to complete practical tasks.
- from and use a range of materials and compo constr
- ction materials, textiles and ingredients. Explor and evaluate existing products.
- Talk; out 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 Kangoages (KS1) (Not required at Key Stage 1)

- 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.

•

within games.

Physical **Education** (KS1)

- Master basic amping, throwing and movements, eg runni catching and begin to apply these. Develop balance, agility and co-ordination.
- Participate in team games, developing simple tactics. •

Develop skills towards swimming competently and

Choose appropriate rolling, kicking and hitting skills

Perform dances using simple movements. •

confidently using a range of strokes.

• Throw, kick and hit a ball in different ways.

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. Crea e, 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.

Geography (KS1

Name and locate the fo countries and capitals of the UK and the world's continents and oceans.

s and differences through comparing Understand geographical s 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 ands 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

Religious Education (KS1)

Identify core beliefs and concepts tudied and give a simple description of what the

Give examples of how stories show what people believe (eg the eaning behind a festival).

Giv mple, clear accounts of what stories and other texts mean to be evers

xamples of how people use stories, texts and teachings to Giv ide their beliefs and actions.

Give examples of ways in which believers put their beliefs into practice.

Think, talk and ask questions about whether the ideas they have been studying have something to say to them.

Give a good reason for the views they have and the connections they make.