## **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: . ?! • Develop techniques of colour, pattern, texture, • Use logical reasoning to make •Read words with very common Spell days of the week Use capital letters for line, shape, form and space predictions suffixes •Use very common prefixes & proper nouns. • Learn about range of artists, craftsmen and • Organise, store, retrieve & manipulate data •Read contractions & understand suffixes Use common plural & verb suffixes designers purpose Form lower case letters correctly Speaking & Listening Communicate online safely and respectfully •Read phonics books aloud Listen & respond appropriately •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** • identify seasonal / daily weather patterns in **Geometry & Measures** 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 comparison, e.g. heavier, taller, including half and quarter turns of the world Evaluate existing products & own ideas • Use basic geographical vocabulary to refer to •Identify 'one more' and 'one less' full, longest, quickest **Fractions** • Build and improve structure & mechanisms local & familiar features •Begin to measure length, •Read & write numbers to 20 capacity, weight •Recognise & use ½ & ¼ • Use four compass directions & simple vocab •Use language, e.g. 'more than', • Understand where food comes from •Recognise coins & notes 'most' Modern Languages Music (KS1) Use time & ordering vocabulary •Use +, - and = symbols •Know number bonds to 20 •Tell the time to hour/half-hour Sing songs •Use language of days, weeks, •add and subtract one-digit and months & years two-digit numbers to 20, including Play tuned & untuned instruments musically •Recognise & name common 2-d and 3-d shapes •Solve one-step problems, including Listen & understand live and recorded simple arrays •Order & arrange objects Not required at KS1 music Science History (KS1) 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) Education Physical Education (KS1) Religious •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)