Curriculum Overview for Year 1

English Computing Art & Design Reading Writing Grammar Name letters of the alphabet Match graphemes for all phonemes Leave spaces between words Use a range of materials Understand use of algorithms Read accurately by blending sounds Spell very common 'exception' words Use 'and' Use drawing, painting and sculpture Write & test simple programs Read words with very common Spell days of the week Begin to use basic Develop techniques of colour, pattern, texture, line, shap Use logical reasoning to suffixes Use very common prefixes & suffixes punctuation: . ?! form and space make predictions Read contractions & understand Form lower case letters correctly Use capital letters for Learn about range of artists, craftsmen and designers Organise, store, retrieve & Form capital letters & digits purpose people, places, etc. e.g Paul Klee manipulate data Compose sentences orally before Use common plural & verb suffixes Read phonics books aloud Communicate online safely and respectfully Link reading to own experiences Join in with predictable phrases Read own writing to peers or teachers Discuss significance of title & events Make simple predictions **Design & Technology** Geography Perform simple, useful, practical tasks Explore different materials Name & locate the four countries and capital cities of **Mathematics** the United Kingdom using atlases & globes Communicate ideas through drawing modelling & ICT if appropriate dentify seasonal / daily weather patterns in the UK and **Geometry & Measures** Describe position & movement, Appreciate e and the location of hot and cold areas of the world Use common vocabulary for including half and quarter turns **Number/Calculation** evaluate design Use basic geographical vocabulary to refer to local & comparison, e.g. heavier, taller, full, Count to / across 100 familiar features longest **Fractions** Count in 1s, 2s, 5s and 10s Use four compass directions & simple vocab Begin to measure length, capacity, Recognise & use ½ & ¼ Identify 'one more' and 'one less' weight Read & write numbers to 20 Recognise different coins Use language, e.g. 'more than', 'most' Use time & ordering vocabulary Music Languages Modern Use +, - and = symbols Tell the time to hour/half-hour Know number bonds to 20 Use language of days, weeks, add and subtract one-digit and two-Sing songs months & years digit numbers to 20, including zero Use voice expressively Recognise & name common 2-d and Solve problems, Listen & understand live and 3-d shapes recorded music Not required at KS1 Order & arrange objects Make and combine sounds musically Science **History Biology Key Concepts** Identify basic plants Key vocabulary such as 'before', 'after', 'past', 'present', Identify basic plant parts 'then' and 'now' **Education** Identify & compare common animals across classification **Physical** Education Religious **Key Individuals** groups Identify & name basic body parts e.g. Neil Armstrong, Grace Darling Chemistry Master basic movement, e.g. running, jumping, throwing, Distinguish between objects & materials catching, balance, agility and co-ordination Identify & name common materials Participate in team games Compare & classify materials **Key Events** Perform dances using simple movement e.g. Bonfire night, Remembrance Day Study a world religion (Hinduism) and compare it to **Physics** Events of local importance – Tar Barrels at Ottery St Mary Christianity Observe changes of day & season (Individuals & events examples common to KS1)

Template created by Michael Tidd 2013 www.primarycurriculum.me.uk