Curriculum Overview for Year 1 – September 2016

Reading

- Match graphemes for all phonemes
- Read accurately by blending sounds
- Read words with common suffixes
- Read contractions & understand
- Read phonic books aloud
- Link reading to own experiences
- Join in with predictable phrases
- Discuss significance of title &
- Make simple predictions

Count to / across 100

Use +, - and = symbols

Know number bonds to 20

Solve one-step problems,

including simple arrays

• Count in 1s, 2s, 5s and 10s

Identify 'one more' and 'one less'

Use language, e.g. 'more than',

add and subtract one-digit and

two-digit numbers to 20, including

Read & write numbers to 20

Number/Calculation

English

Writing

- Name letters of the alphabet
- Spell common 'exception' words
- Spell days of the week
- Use common prefixes & suffixes
- Form lower case letters correctly
- Form capital letters & digits
- Compose sentences orally before writing
- Read own writing to peers or teachers
- Read what they have written to check that it makes sense

Grammar

- Leave spaces between words
- Begin to use basic punctuation-.?!
- Use capital letters for proper nouns.
- Use common plural & verb suffixes
- Join words and joining clauses using 'and'

Speaking & Listening

- Listen & respond appropriately
- Ask relevant questions
- Maintain attention & participate

Mathematics

Geometry & Measures

- comparison, e.g. heavier, taller, full, longest, quickest
- Begin to measure length, capacity, weight
- Recognise coins & notes
- Use time & ordering vocabulary
- Tell the time to hour/half-hour
- Use language of days, weeks, months & years
- Recognise & name common 2-d and 3-d shapes
- Order & arrange objects
- Describe position & movement, including half and quarter turns

• Recognise & use ½ & ¼

Modern

Languages

Not required at KS1

Computing

- We are treasure hunters
- We are story tellers
- We are painters
- We are photographers
- We are zoologists

Design & Technology Geography

Marvellous me

Marvellous me

of themselves)

form and space

(artist alive today)

Once upon a time

• Select from a range of tools and equipment to perform practical tasks - to cut food safely to make a fruit salad (Handa's Surprise).

Art & Design

Use drawing and painting and sculptures to develop their

ideas, experiences and imagination -(Portraits and sculptures

Develop techniques of colour, pattern, texture, line, shape,

Learn about range of artists, craftsmen and designers and

make links to their cwn work famous inventors) – Monet.

Leonardo da Vinci Mondrian, aul Sezanne, Kandinsky, Seura

• Develop a wide range of art and design techniques

Amazing inventors

- Design purposeful, functional & appealir coducts. Make Christmas cards and their own invention
- nerate, model & communicate ideas
- Explore and use mechanisms, for example, levers to make different forms of transport or inventions).

Wonderful Me

- Wild weather
- Identify a hot area of the world Africa
- Use world maps and globes to identify Africa and the United
- Identify hot and cold areas of the world in relation to the

Once upon a time

Use basic geographical vocabulary to refer to human and physical features of a place – forest, hill, mountain, sea, beach river, season and weather, town, factory, house, office and she

Music

- Use their voices both ressively and creatively in sing

Education

using the interrelated dimensions of music

Physics

Chemistry

Science

- Observe weather associated with changes of season
- Identify basic plants
- Distinguish between objects & materials Identify & name common materials
- Describe simple properties of some materials
- Compare & classify materials

Biology

- Identify basic plant parts (roots, leaves, flowers, etc.)
- Identify & compare common animals
- Identify, name, draw and label the parts of the human body and say which part of the body is associated with each sense

History

Marvellous Me

- The lives of significant individuals Mary Seacole
- Changes within living memory (themselves on a

Amazing inventors

- tionally or globally (famous inventors)
- nges within living memory cameras, etc
- ives of significant historical individuals
- in the past Grace Darling and **Christopher Columbus**
- Significant historical events, people and place in the

Physical

Education

- Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination
- Participate in team games
- Perform dances using simple movement

Religious

Families

- Belonging
- Waiting
- Special People
- Meals
- Change
- Holidays/Holydays
- Being sorry
- Neighbours