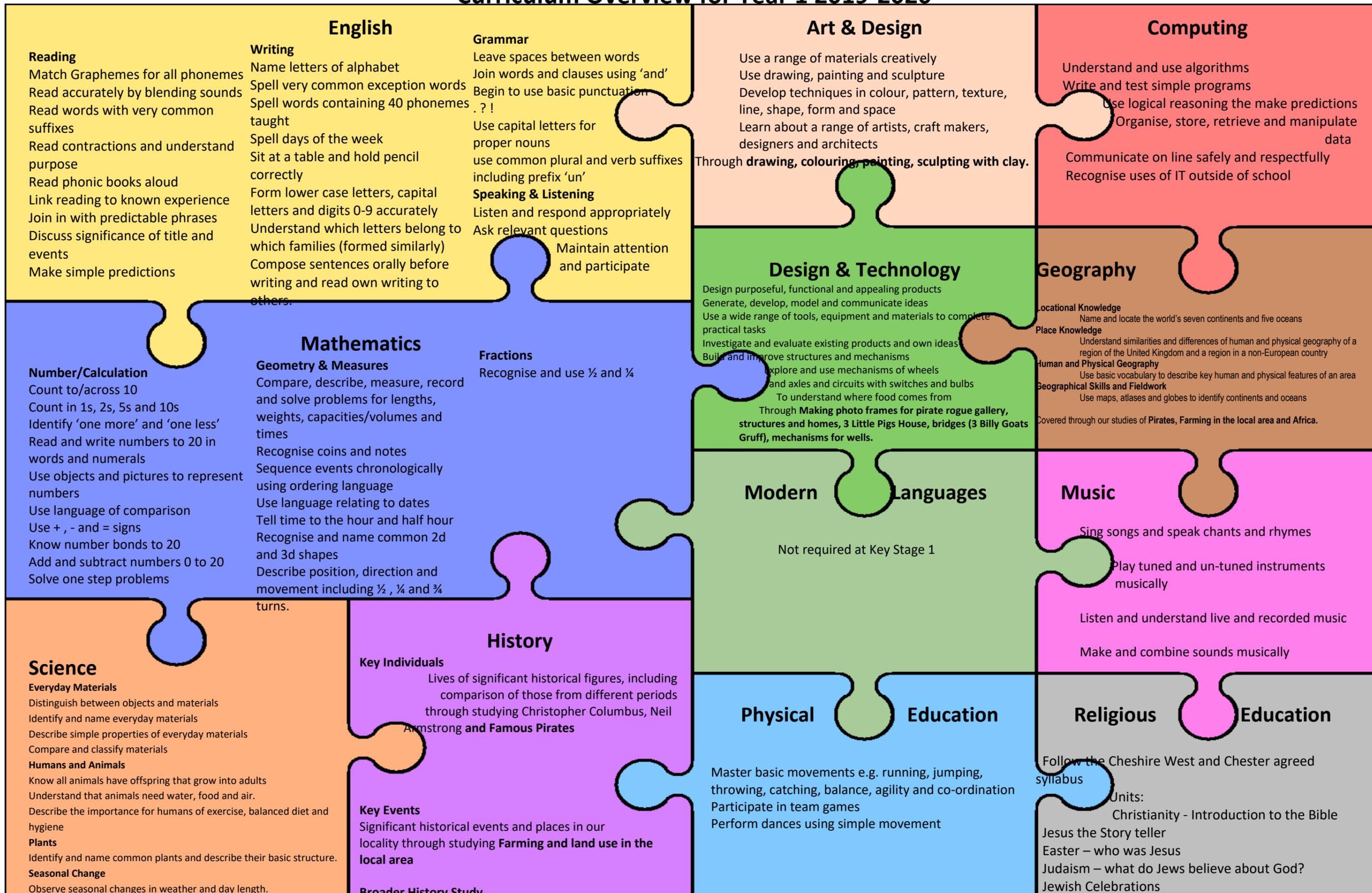


Curriculum Overview for Year 1 2019-2020



English

Reading
 Match Graphemes for all phonemes
 Read accurately by blending sounds
 Read words with very common suffixes
 Read contractions and understand purpose
 Read phonic books aloud
 Link reading to known experience
 Join in with predictable phrases
 Discuss significance of title and events
 Make simple predictions

Writing
 Name letters of alphabet
 Spell very common exception words
 Spell words containing 40 phonemes taught
 Spell days of the week
 Sit at a table and hold pencil correctly
 Form lower case letters, capital letters and digits 0-9 accurately
 Understand which letters belong to which families (formed similarly)
 Compose sentences orally before writing and read own writing to others.

Grammar
 Leave spaces between words
 Join words and clauses using 'and'
 Begin to use basic punctuation . ? !
 Use capital letters for proper nouns
 use common plural and verb suffixes including prefix 'un'
Speaking & Listening
 Listen and respond appropriately
 Ask relevant questions
 Maintain attention and participate

Art & Design

Use a range of materials creatively
 Use drawing, painting and sculpture
 Develop techniques in colour, pattern, texture, line, shape, form and space
 Learn about a range of artists, craft makers, designers and architects
 Through **drawing, colouring, painting, sculpting with clay.**

Computing

Understand and use algorithms
 Write and test simple programs
 Use logical reasoning the make predictions
 Organise, store, retrieve and manipulate data
 Communicate on line safely and respectfully
 Recognise uses of IT outside of school

Mathematics

Number/Calculation
 Count to/across 10
 Count in 1s, 2s, 5s and 10s
 Identify 'one more' and 'one less'
 Read and write numbers to 20 in words and numerals
 Use objects and pictures to represent numbers
 Use language of comparison
 Use +, - and = signs
 Know number bonds to 20
 Add and subtract numbers 0 to 20
 Solve one step problems

Geometry & Measures
 Compare, describe, measure, record and solve problems for lengths, weights, capacities/volumes and times
 Recognise coins and notes
 Sequence events chronologically using ordering language
 Use language relating to dates
 Tell time to the hour and half hour
 Recognise and name common 2d and 3d shapes
 Describe position, direction and movement including $\frac{1}{2}$, $\frac{1}{4}$ and $\frac{3}{4}$ turns.

Fractions
 Recognise and use $\frac{1}{2}$ and $\frac{1}{4}$

Design & Technology

Design purposeful, functional and appealing products
 Generate, develop, model and communicate ideas
 Use a wide range of tools, equipment and materials to complete practical tasks
 Investigate and evaluate existing products and own ideas
 Build and improve structures and mechanisms
 Explore and use mechanisms of wheels and axles and circuits with switches and bulbs
 To understand where food comes from
 Through **Making photo frames for pirate rogue gallery, structures and homes, 3 Little Pigs House, bridges (3 Billy Goats Gruff), mechanisms for wells.**

Geography

Locational Knowledge
 Name and locate the world's seven continents and five oceans
Place Knowledge
 Understand similarities and differences of human and physical geography of a region of the United Kingdom and a region in a non-European country
Human and Physical Geography
 Use basic vocabulary to describe key human and physical features of an area
Geographical Skills and Fieldwork
 Use maps, atlases and globes to identify continents and oceans
 Covered through our studies of **Pirates, Farming in the local area and Africa.**

Science

Everyday Materials
 Distinguish between objects and materials
 Identify and name everyday materials
 Describe simple properties of everyday materials
 Compare and classify materials

Humans and Animals
 Know all animals have offspring that grow into adults
 Understand that animals need water, food and air.
 Describe the importance for humans of exercise, balanced diet and hygiene

Plants
 Identify and name common plants and describe their basic structure.

Seasonal Change
 Observe seasonal changes in weather and day length.

History

Key Individuals
 Lives of significant historical figures, including comparison of those from different periods through studying Christopher Columbus, Neil Armstrong and **Famous Pirates**

Key Events
 Significant historical events and places in our locality through studying **Farming and land use in the local area**

Broader History Study

Modern Languages

Not required at Key Stage 1

Music

Sing songs and speak chants and rhymes
 Play tuned and un-tuned instruments musically
 Listen and understand live and recorded music
 Make and combine sounds musically

Physical Education

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

Religious Education

Follow the Cheshire West and Chester agreed syllabus
 Units:
 Christianity - Introduction to the Bible
 Jesus the Story teller
 Easter – who was Jesus
 Judaism – what do Jews believe about God?
 Jewish Celebrations

