2015-2016 Curriculum Overview Year 1

English Art & Design (KS1) Computing Writing Reading Phonics Bug used Grammar *Use a range of materia *Understand use of algorithms *Match graphemes for all phonemes *Name letters of the alphabet * Leave spaces between words *Use drawing, painting & sculpture *Write & test simple programs *Read accurately by blending sounds *Spell very common 'exception' words *Begin to use basic punctuation: *Develop techniques of colour, pattern, texture, line, shape, form and space *Read words with very common suffixes *Spell days of the week *learn about a range of artists, craftsmen and designers *Read contractions and understand purpose *Use common prefixes & suffixes *Use capital letters for proper nour *Communicate online safety and respectfully *Read phonics books aloud *Form lower case letters correctly *Use common plural &verb suffixes *Recognise uses of ICT outside of school **Speaking & Listening** *Link reading to own experiences *Form capital letters & digits *Join in with predictable phrases *Compose sentences orally before writing *Listen and respond Design & Technology (KS1) Geography (KS) *Discuss significance of title & events *Read own writing to peers or teachers ppropriately *Design purposeful, functional & appealing products *Name and locate the four countries and capital cities of the UK *Name and locate the world's seven continents and five oceans *Make simple predictions *Ask relevant questions *Generate, model & communicate ideas *Identify the United Kingdom using atlases and globes *Use a range of tools & materials to complete practical Number/Calculation *Identify seasonal and daily weather patterns in the UK and the **Mathematics** tasks location of hot and cold areas of the world *Count to/across 100 **Geometry & Measures** *Evaluate existing products & own idea *Use basic Geographical vocabulary to refer to key physical *Build & improve structures & mech features e.g. beach, cliff, hill, forest and key human features e.g. *Count in 1s, 2s, 5s and 10s *Use common vocabulary for comparison, e.g. *Order and arrange objects city, town, village farm *Understand where food comes from *use fieldwork and observational skills to study the Geography *Identify '1 more' and '1 less' heavier, taller, full, longest, quickest *Describe position & movement *Use the basic principles of a heathy and varied diet to prepare of school and grounds. *Read & write numbers to 20 *Begin to measure length, capacity, weight including half and quarter turns dishes *Use language e.g. 'more than', 'most' Fractions *Recognise coins & notes Modern 3 Languages (Year1) Music (KS1) *Recognise and use ½ & ¼ *use +, - and = symbols *Use time and ordering vocabulary *Know number bonds to 20 *Tell the time to hour/half hour Listening Skills: *Greetings, teacher's instructions, body parts, clothing and *Add and subtract one- digit and two- digit *Use language of days, weeks, colours, classroom objects, numbers numbers to 20, including zero months & vears Speaking Skills: *Solve one-step problems, including simple *Recognise and name common 2-d *Greet someone, say name, body parts, clothing and colours, arrays and 3-d shapes classroom objects, places in village, describe weather History (KS1) Reading and Writing Skills: Science (Year 1) sounds using dimensions of music *Numbers 1-10, days of the week date and weather, parts of **Biology Key Concepts** body, clothing and colours, objects, places in village *Identify basic plants *Changes in living memory (linked to aspects of national life *Identify basic plants (roots, leaves, flowers, etc) where appropriate) *Identify and compare common animals

*Identify and name basic body parts

Chemistry

- *Distinguish between objects and materials
- *Identify and name common materials
- *Describe simple properties of some materials
- *Compare and classify materials

*Observe weather associated with changes of season and how day length varies

*Events beyond living memory that are significant nationally/globally

Key Individuals

*Lives of significant historical figures, including comparison of those from different people

*Significant local people

Key Events

*E.g. Bonfire night/events of local importance

- *Use logical reasoning to make predictions
- Organise, store, retrieve & manipulate data

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

- Sing songs using voices expressively and creatively *Play tuned and untuned instruments musically
- *Listen and understand live and recorded music
- * Experiment with, create, select and combine

Religious Education

Continue to follow agreed Cornwall Syllabus