



Curriculum Overview for Y1

English

Reading - Apply phonic knowledge and skills as the route to decode words, read aloud accurately, books that are consistent with their developing phonic knowledge and that do not require other strategies to work out words, re-read these books to build up their fluency and confidence in word reading, develop pleasure in reading, motivation to read, vocabulary and understanding.

Spelling – Spell words containing phonemes taught in Rec/Yr1 Letters and Sounds sessions, common exception words, days of the week, plural rules- 's' 'es', words with the suffixes 'ed' 'ing' 'er' 'est', words with the prefix 'un'.

Handwriting – Form lower-case, capital letters and digits 0-9 correctly, understand and practise letters that are formed in similar ways.

Grammar and punctuation – Space words correctly and form sentences, punctuated with a capital letter and full stop, question mark or exclamation mark. Join clauses using 'and'. Explore their own use of grammar in speech and writing, notice and apply grammar used by others.

Spoken language – Listen and respond appropriately to adults and their peers, ask relevant questions to extend understanding and vocabulary, maintain attention and participate actively in collaborative conversations.

Maths

Number – Count to and across 100, forwards and backwards, from any number. Count in multiples of 2, 5 and 10. Read and write numbers to 100 in numerals, write numbers 1-20 in words. Identify and represent numbers using objects and pictorial representations including the number line. Read, write and understand addition (+), subtraction (-) and equals (=) signs. Add and subtract one-digit and two-digit numbers to 20, including zero. Solve problems involving addition, subtraction, multiplication and division.

Fractions – Recognise, find and name a half as one of two equal parts and a quarter as four equal parts of an object, shape or quantity.

Measurement – Compare, describe and solve practical problems for lengths and heights, mass/weight, capacity and volume, time. Measure and begin to record in these areas. Recognise and know the value of coins and notes. Sequence events in chronological order using correct language. Tell the time to the hour and half past the hour.

Geometry – Recognise and name common 2D and 3D shapes. Describe position, direction and movement, including whole, half, quarter and three-quarter turns.

Science

Plants

- Identify, name and describe common flowering plants, including trees.
- Identify and describe the basic structure of common plants.

Animals including Humans

- Identify, name and compare common animals and their diets.
- Describe and compare the structure of a variety of common animals.
- Identify, name, draw and label the basic parts of the human body and discuss which body part is associated with each sense.

Everyday Materials

- Distinguish between an object and the material from which it is made.
- Identify, name and group a variety of everyday materials, including wood, plastic, glass, metal, water and rock.
- Describe the simple physical properties of different materials and compare/group them accordingly.

Seasonal Change

- Observe changes across the four seasons.
- Observe and describe weather associated with the seasons and how day length varies.

RE

- Judaism.
- Christianity - Discipleship.
- Christianity - Jesus's teachings.
- Christianity - Salvation.
- Islam.
- Christianity - Creation.

<p style="text-align: center;">Art & Design</p> <ul style="list-style-type: none"> • Name primary colours and explore colour mixing to make secondary colours. • Create repeating patterns through painting, drawing and printing. • Experiment with a variety of artistic techniques including drawing, painting, printing, collage, textiles and 3D art. • Experiment with a variety of tools to create different effects. • Explore the work of artists including Piet Mondrian and Damien Hirst. 	<p style="text-align: center;">Computing</p> <ul style="list-style-type: none"> • Understand how to use ICT safely and respectfully. • Recognise common uses of ICT beyond school. • Use technology purposefully to create, organise, store and manipulate and retrieve digital content. • Create and debug simple programmes using Code Studio. • Use logical reasoning to make predictions about the behaviour of simple programmes.
<p style="text-align: center;">Design & Technology</p> <ul style="list-style-type: none"> • Investigate and discuss how things work, what they do and what they are made of. • Design purposeful, functional and appealing products and share these ideas, for example through drawings. • Plan to make and construct, explaining their plans to others. • Carry out plans, evaluating which ideas have worked well. • Work with tools and equipment safely, to measure and mark, cut and shape, construct and decorate. 	<p style="text-align: center;">History</p> <ul style="list-style-type: none"> • Understand changes within living memory including how seaside holidays and transport have changed over time. • Recognise and explore how our local area has changed over time. • Explore significant events beyond living memory including the first aeroplane flight and the extinction of dinosaurs. • Explore the lives and achievements of significant individuals from including Mary Anning, The Wright Brothers and Neil Armstrong.
<p style="text-align: center;">MFL</p> <p style="text-align: center;">Not required at KS1.</p>	<p style="text-align: center;">Music</p> <ul style="list-style-type: none"> • Sing songs in tune as a whole class. • Play tuned and untuned instruments musically. • Listen to and respond to live and recorded music. • Respond to changes in musical elements such as volume, tempo and pitch. • Create and repeat short patterns of sound.
<p style="text-align: center;">PE</p> <ul style="list-style-type: none"> • Master basic movements including running, jumping, throwing and catching. • Develop balance, agility and co-ordination and begin to apply these in a range of activities. • Participate in team games and develop some attacking and defending tactics. • Perform dances using simple movements. • Experience and develop skills in athletics, invasion games, net games, striking and fielding games, gymnastics and dance. 	<p style="text-align: center;">Geography</p> <ul style="list-style-type: none"> • Name and locate the four countries and capital cities of the UK and surrounding seas. • Key human features including: city, town, village, factory, farm, house, office, port, harbour and shop. • Study the geography of their school and its grounds using geographical vocabulary. • Use locational and directional language: for Example, near and far; left and right.
<p style="text-align: center;">PSHE</p> <ul style="list-style-type: none"> • Develop an understanding of healthy lifestyles including the benefits of healthy eating, exercise, rest and personal hygiene. • Recognise and discuss likes and dislikes. • Understand that choices have good and bad consequences and talk about how to make good choices. 	<p style="text-align: center;">Enrichment</p> <ul style="list-style-type: none"> • A variety of Sporting Opportunities. • Sports Day. • Christmas Performance. • Christmas Pantomime. • Church and Community Events. • Book Fair Week. • Whole School Book Topic. • Summer Sing.

- Recognise and celebrate strengths and successes.
- Develop an understanding of feelings and develop vocabulary to describe them.
- Relationships/friendship/how to treat others.
- Develop an understanding of living in the wider world.
- Build resilience, self-esteem and knowledge of how to look after our mental help through myHappyMind.

