

Curriculum overview for Red Class (Year 1)

**English**

- Match graphemes for all phonemes
- Read accurately by blending sounds
- Read words with very common suffixes
- Read contractions & understand purpose
- Read phonics books aloud
- Link reading to own experiences
- Join in with predictable phrases
- Discuss significance of title & events
- Make simple predictions
- Name letters of the alphabet
- Spell very common 'exception' words
- Spell days of the week
- Use very common prefixes & suffixes
- Form lower case letters correctly
- Form capital letters & digits
- Compose sentences orally before writing
- Read own writing to peers or teachers
- Grammar
- Leave spaces between words
- Begin to use basic punctuation: . ? !
- Use capital letters for proper nouns.
- Use common plural & verb suffixes
- Listen & respond appropriately
- Ask relevant questions
- Maintain attention & participate

**Art & Design**

- Use a range of materials
- Use drawing, painting and sculpture
- Develop techniques of colour, pattern, texture, line, shape, form and space
- Learn about range of artists, craftsmen and designers

**Computing**

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

**Mathematics**

**Geometry & Measures**

- Use common vocabulary for comparison, e.g. heavier, taller, full, longest, quickest
- Begin to measure length, capacity, weight
- Recognise coins & notes
- Use time & ordering vocabulary
- ell 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

**Fractions**

- Recognise & use  $\frac{1}{2}$  &  $\frac{1}{4}$

**Number & calculations**

- Count to / across 100
- Count in 1s, 2s, 5s and 10s
- Identify 'one more' and 'one less'
- Read & write numbers to 20
- Use language, e.g. 'more than', 'most'
- Use +, - and = symbols • Know number bonds to 20
- add and subtract one-digit and two-digit numbers to 20, including zero
- Solve one-step problems, including simple arrays

**Design & Technology**

- Design purposeful, functional & appealing products
- Generate, model & communicate ideas
- Use a range of tools & materials to complete practical task
- Evaluate existing products and own ideas
- Build and improve structure and mechanisms
- Understand where food comes from

**Geography**

- Name and locate the four countries of the United Kingdom using atlases & globes
- identify seasonal / daily weather patterns in the UK and the location of hot and cold areas of the world
- Use basic geographical vocabulary to refer to local and familiar features
- Use four compass directions

**Modern Languages**

Not required at KS1

**Music**

- Sing songs
- Play tuned & untuned Instruments
- Listen to & understand live and recorded music
- Make and combine sounds musically

**Science**

**Biology**

- Identify basic plants
- Identify basic plant parts (roots, leaves, flowers, etc.)
- Identify & compare common animals
- Identify & name basic body parts

**Chemistry**

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

**Physics**

- Observe weather associated with changes of season

**History**

**Key concepts**

- Changes in living memory

**Key individuals**

- Lives of key significant historical figures

**Key Events**

- Significant historical events, people and places in their own locality

**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 Education**

- Continue to follow Diocesan plans

**Education**