

# Westfield Primary's Overview of the Primary Curriculum 2018



This document contains 6 A3 sheets, each of which presents an outline of the content of the new Curriculum from 2014 at Westfield Primary School.

Core subjects (English, Maths & Science) are presented in a year-by-year format, based on the outlines given in the National Curriculum (More detail is found on the Curriculum overviews). R.E. is based on the Surrey Agreed Syllabus 2012 - 2017 document. P.E. and Music are covered by the schemes of work bought in by the school. PSHE follows the SEAL documents.



# Curriculum Overview for Year 1

## English

### Reading

- 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

### Writing

- 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

### Speaking & Listening

- 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

These skills have been linked the creative curriculum under the following topics – Ourselves, Countries and Cultures, Changes, Who's Afraid of the Big Bad Wolf, Seaside, Kings and Quee

## Computing

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
  - Create & debug simple programs (Ourselves)
  - Use logical reasoning to predict the behaviour of simple programs (Changes)
  - Use technology purposefully to create, organise, store, manipulate and retrieve digital literacy (Ourselves, Arabian Nights, Countries and Cultures, Changes, High in the sky, Who's afraid of the Big Bad Wolf, Dinosaurs, Seaside, Kings and Queens)
  - Recognise common uses of information technology beyond school – E-safety (Ourselves, Who's Afraid of the Big Bad Wolf)
  - Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies (High in the sky)
- These skills will be linked to the creative curriculum.

## Mathematics

### Number/Calculation

- 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

### 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
- 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 object

- Describe position & movement, including half and quarter turns

### Fractions

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

## Design & Technology

- Design purposeful, functional & appealing products
- Generate, develop, model & communicate ideas
- Use range of tools & materials to complete practical tasks
- Select from & use a range of materials and components according to their properties
- Evaluate existing products & own ideas
- Build and improve structure & mechanisms

- Understand where food comes from
  - Use basic principles of healthy and varied diet.
- These skills have been linked the creative curriculum under the following topics – Arabian Nights, High in the Sky, Who's Afraid of the Big Bad Wolf, Dinosaurs, Kings and Queens.

## History

- Events beyond living memory that are significant nationally – Guy Fawkes (Arabian Nights), Transport Inventions (High in the Sky), Remembrance Sunday (Who's Afraid of the Big Bad Wolf)
- Lives of individuals that are significant internationally (Countries and Cultures, Kings and Queens)
- Changes within living memory (source- grandparents)
- Significant historical events, people and places in their own locality (Changes), National Life (Seaside)
- Compare aspects of life in different periods (Kings and Queens)

## Modern

## Languages

NOT REQUIRED AT KS1

## Music

- Sing songs and speak chants and rhymes
- Play tuned & untuned instruments musically
- Listen with concentration & understand live and recorded music
- Experiment with, create, select and combine sounds musically

Covered by Music Express Scheme of work and singing assemblies

## Science

### Working Scientifically

- Autumn 1 & 2:** Seasonal changes and child-led investigations
- Asking simple Qs
  - Observing
  - Simple tests
  - Identifying and classifying
  - Using observations/ideas to suggest answers
  - Gathering and recording data
- Spring 1 & 2:** Plants/Animals, including humans
- Summer 1 & 2:** Everyday Materials and child-led investigations

## Geography

- Geographical similarities and differences -Celebrating Diversity (Ourselves, Who's Afraid of the Big Bad Wolf)
- Compass directions and locational and directional language (Arabian Nights)
- Continents, oceans, seasonal and daily weather patterns, world maps, atlases and globes (Countries and Cultures, Dinosaurs)
- Fieldwork and observational skills (Changes)
- Features and routes on a map (Who's afraid of the Big Bad Wolf)
- The four countries and capital cities of the United Kingdom and its surrounding seas (Kings and Queens)
- Aerial photographs and plan perspectives to recognise landmarks and basic human and physical features (Seaside)
- Use basic geographical vocabulary.

## Physical

## Education

- Perform dances using simple movement patterns
  - Develop agility, balance and coordination
  - Develop competence
  - Develop fundamental movement skills – running, catching and throwing
  - Develop simple tactics for attacking and defending
  - Develop confidence
  - Work individually and with others

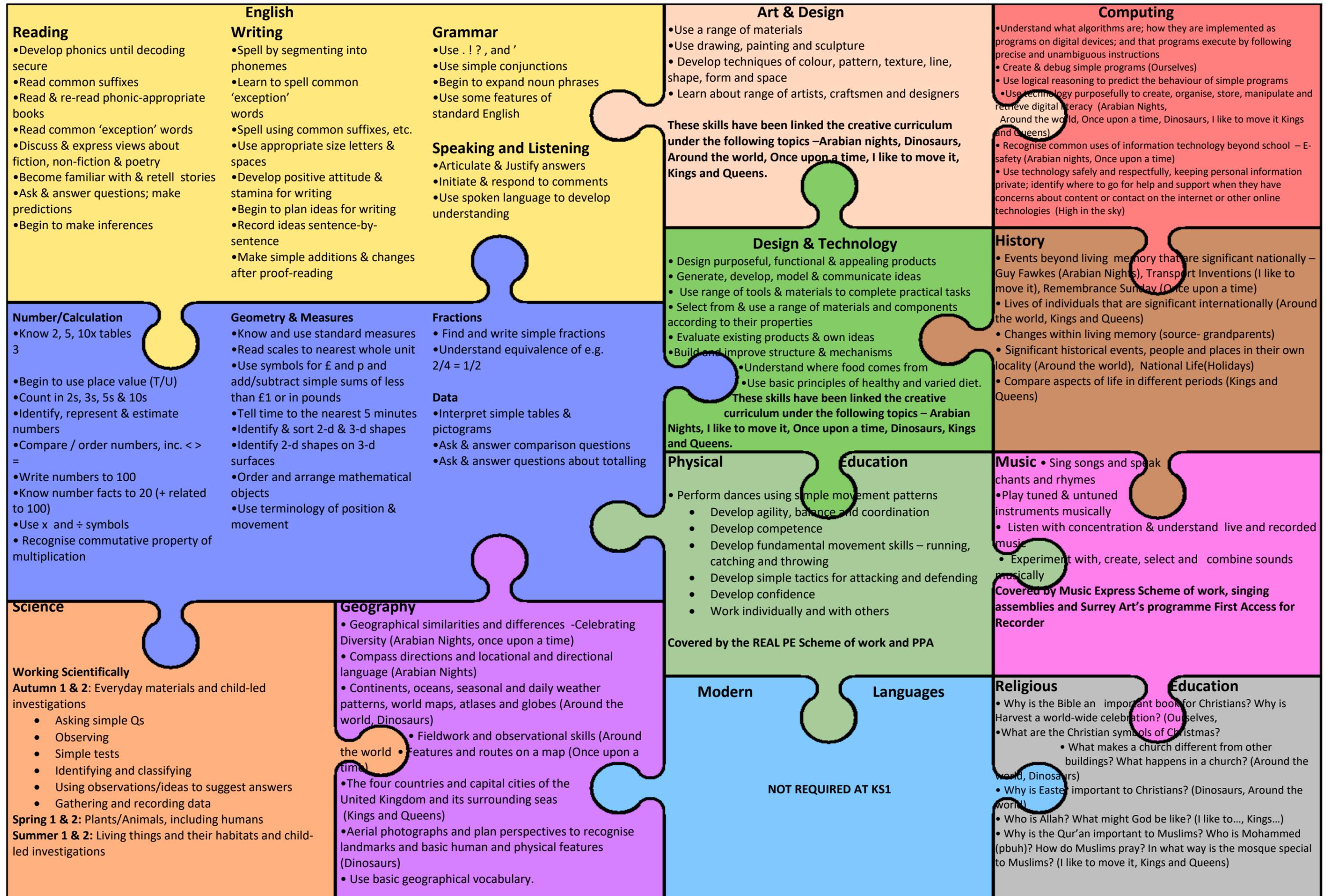
Covered by the REAL PE Scheme of work and PPA

## Religious

- Who were Jesus' friends?, Why is Harvest a world-wide celebration? (Ourselves, Who's Afraid of the Big Bad Wolf)
- Why is Christmas important to Christians? (Arabian Nights, Who's Afraid of the Big Bad Wolf)
  - Why did Jesus tell parables? How do Christians follow Jesus? (Countries and Cultures, Dinosaurs)
  - What do eggs have to do with Easter? (Changes, Seaside)
- Why do Jewish families celebrate Shabbat? What is the Torah and why is it important to Jews? (High in the Sky, Kings and Queens)
- Why do Jewish families celebrate Hannukah? What is prayer? (High in the Sky, Kings and Queens)

## Education

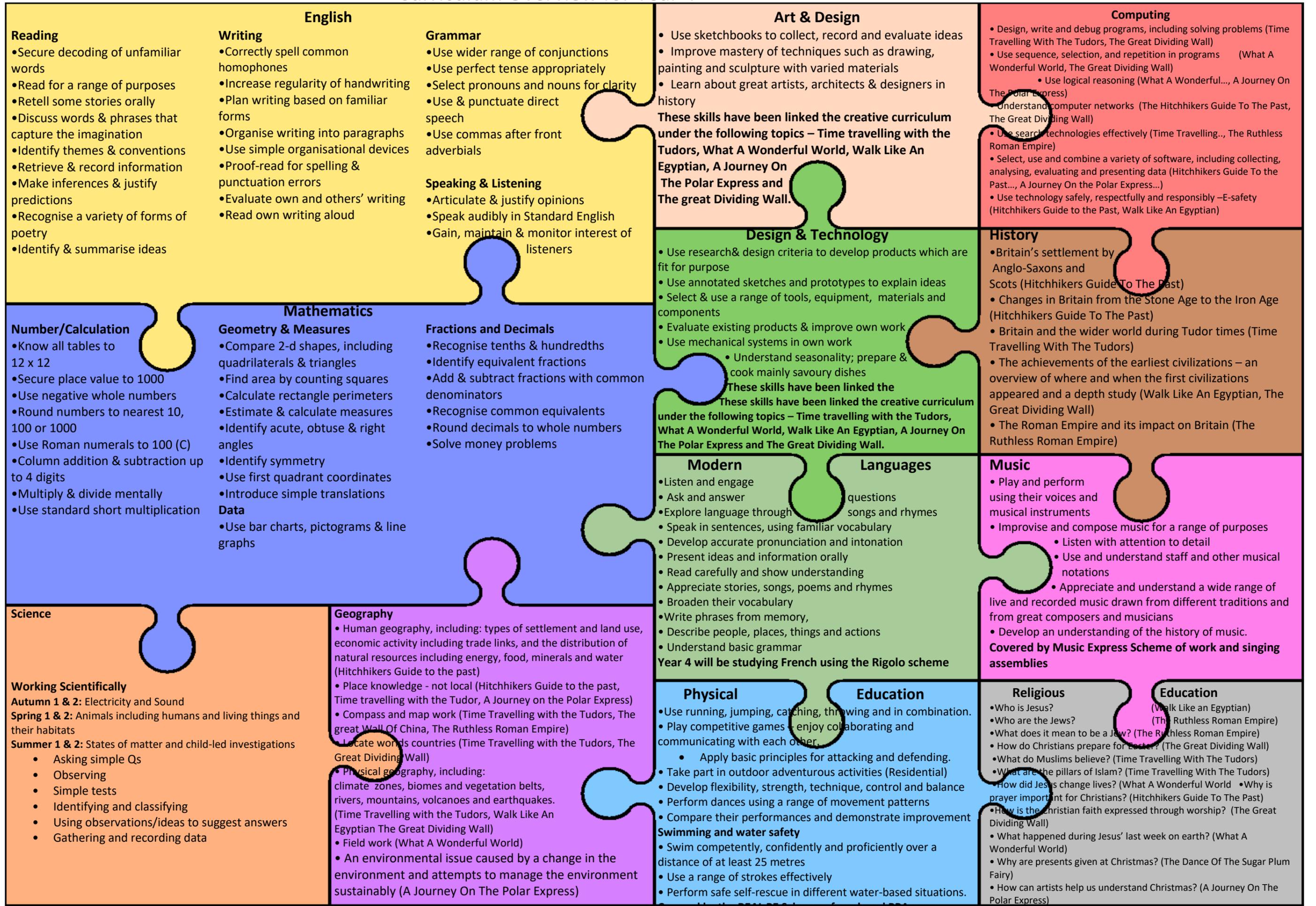
# Curriculum Overview for Year 2



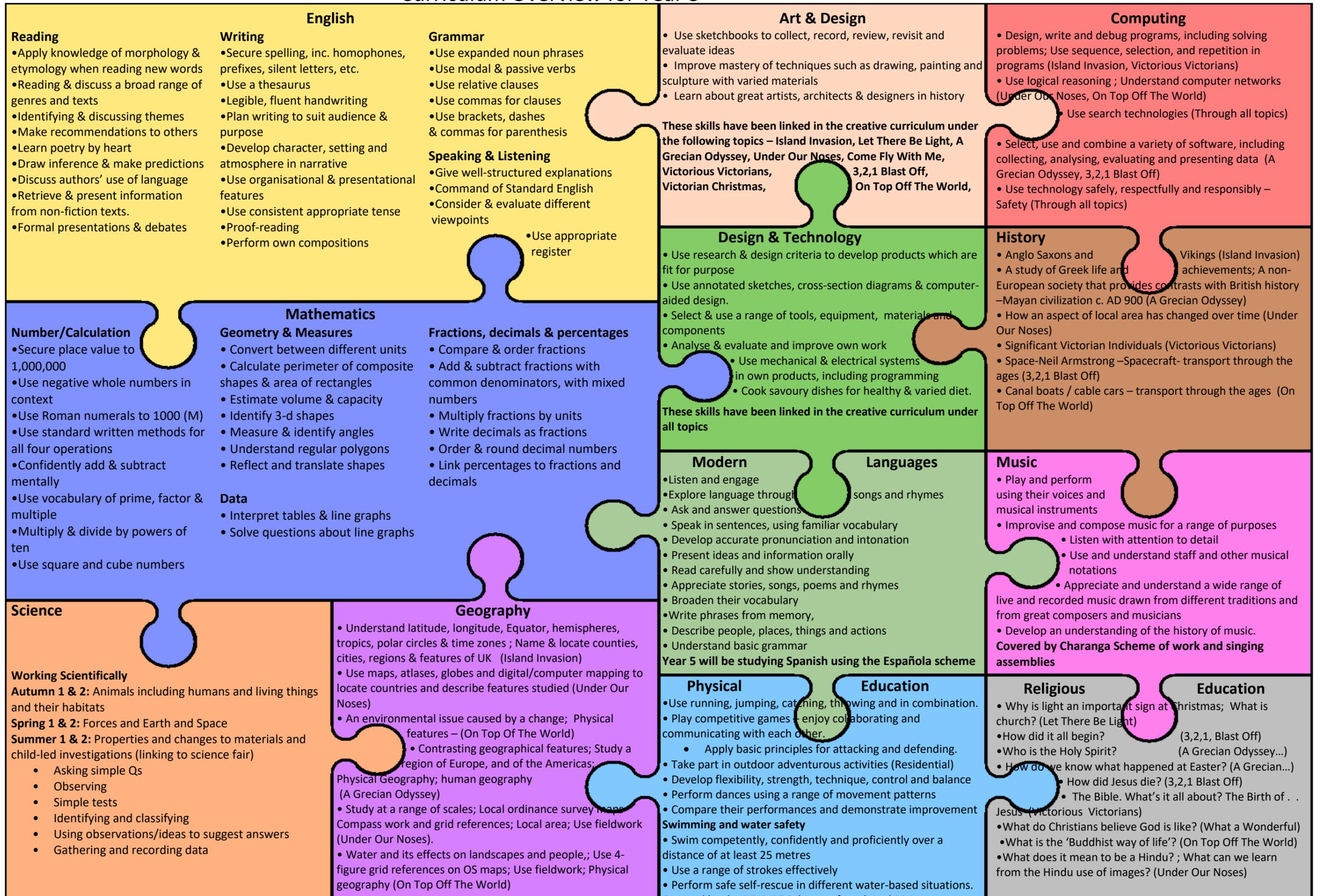
# Curriculum Overview for Year 3



# Curriculum Overview for Year 4



# Curriculum Overview for Year 5



# Curriculum Overview for Year 6

