

Year 1

<p>English</p> <p>Reading</p> <ul style="list-style-type: none"> •Develop phonics until decoding secure •Read common suffixes •Read & re-read phonic-appropriate books •Read common 'exception' words • Develop pleasure in reading. •Become familiar with & retell stories •Ask & answer questions; make predictions •Reread familiar books with fluency. <p>Writing</p> <ul style="list-style-type: none"> •Spell by segmenting into phonemes •Learn to spell common 'exception' words •Spell using common suffixes, etc. •Use suffixes using the spelling rule for s and es •Form letters correctly starting and finishing in the correct place. •use adjectives to add detail. •Use the prefix 'un' •Spell words with more than 1 syllable. <p>Grammar</p> <ul style="list-style-type: none"> •Use capital letters, full stops and question marks correctly. •Use and to join words and clauses. •Use verbs, adjectives and nouns. <p>Speaking and Listening</p> <ul style="list-style-type: none"> •Articulate & Justify answers •Initiate & respond to comments •Use spoken language to develop understanding 	<p>Art and Design</p> <ul style="list-style-type: none"> •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 <p>These skills have been linked the creative curriculum under the following topics –Superheroes, Dinosaurs, Around the world, Once upon a time, Cracking contraptions, Kings and Queens.</p>	<p>Computing</p> <p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</p> <ul style="list-style-type: none"> • Create & debug simple programs (Superheroes, Once upon a time) • Use logical reasoning to predict the behaviour of simple programs •Use technology purposefully to create, organise, store, manipulate and retrieve digital literacy (Superheroes, Around the world, Once upon a time, Dinosaurs, Cracking Contraptions, Kings and Queens) • Recognise common uses of information technology beyond school – E-safety (Superheroes, Once upon a time) • 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 (Cracking Contraptions, Kings and Queens) 	
<p>Mathematics</p> <p>Number/Calculation</p> <ul style="list-style-type: none"> •Count in multiples of 2s, 5s, 10s. •Read and write numbers to 20 in words and numerals. •Represent number bonds and related subtraction facts within 20. •Solve one step problems involving addition and subtraction. •To solve missing number problems. <p>Geometry & Measures</p> <ul style="list-style-type: none"> •Know and use standard measures for weight, capacity, length and time. •Recognise and name coins. •Begin to measure and record time, weight, capacity and length. •Tell time for o'clock and half past times. •Name and recognise 2-d & 3-d shapes •Use terminology of position & movement <p>Fractions</p> <ul style="list-style-type: none"> • Recognise, find and name a quarter as one of four equal parts or a shape, quantity or number. • Recognise, find and name a half as one of two equal parts or a shape, quantity or number. 	<p>Design & Technology</p> <ul style="list-style-type: none"> • 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 <ul style="list-style-type: none"> •Understand where food comes from •Use basic principles of healthy and varied diet <p>These skills have been linked the creative curriculum under the following topics – Superheroes, I like to move it, Once upon a time, Dinosaurs, Cracking contraptions, Kings and Queens.</p>	<p>History</p> <ul style="list-style-type: none"> • Events beyond living memory that are significant nationally – Guy Fawkes (Arabian Nights), Transport Inventions (I like to move it), Remembrance Sunday (Once upon a time) • Lives of individuals that are significant internationally (Around the world, Kings and Queens) • Changes within living memory (source- grandparents) • Significant historical events, people and places in their own locality (Around the world), National Life(Holidays) • Compare aspects of life in different periods (Kings and Queens) 	
<p>Science</p> <p>Working Scientifically</p> <p>Autumn 1 & 2: Everyday materials Seasonal changes</p> <p>Spring 1 & 2: Plants and Animals, including humans</p> <p>Summer 1 & 2: Living things and their habitats and child-led investigations</p> <ul style="list-style-type: none"> • Asking simple Qs • Observing • Simple tests • Identifying and classifying • Using observations/ideas to suggest answers • Gathering and recording data 	<p>Geography</p> <ul style="list-style-type: none"> • Geographical similarities and differences -Celebrating Diversity (Superheroes, once upon a time) • Compass directions and locational and directional language (Superheroes, racking contraptions) • Continents, oceans, seasonal and daily weather patterns, world maps, atlases and globes (Around the world, Dinosaurs) • Fieldwork and observational skills (Around the world) • Features and routes on a map (Once upon a time) •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 (Dinosaurs) • Use basic geographical vocabulary. 	<p>Physical Education</p> <ul style="list-style-type: none"> •Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination •Participate in team games developing simple tactics •Perform dances using simple movement <p>Covered by the Real PE scheme of work</p>	<p>Music</p> <ul style="list-style-type: none"> • Sing songs and speak chants and rhymes •Play percussion instruments musically • Listen to an copy beat and rhythm for a piece of music. <p>• Experiment with, create, select and combine sounds musically</p> <p>Covered by Charanga Scheme of work, singing assemblies</p>
<p>Learning for Life</p> <p>Healthy lifestyles, Keeping safe, Growing and Changing, Relationships, Feelings and emotions, Valuing difference, Rules rights and responsibilities, caring for the environment and money.</p> <p>Covered by the Coram life education</p>	<p>Modern Languages</p> <p>Not covered in Year 2</p>	<p>Religious Education</p> <ul style="list-style-type: none"> • Why is the Bible an important book for Christians? Why is Harvest a world-wide celebration? (Once upon a time) •What are the Christian symbols of Christmas? • What makes a church different from other buildings? What happens in a church? (Around the world, Dinosaurs) • Why is Easter important to Christians? (Dinosaurs, Around the world) • Who is Allah? What might God be like? (Cracking contraptions, Kings and Queens) • Why is the Qur'an important to Muslims? Who is Mohammed (pbuh)? How do Muslims pray? In what way is the mosque special to Muslims? (Cracking Contraptions, Kings and Queens) 	