

Year 1 National Curriculum Coverage

Subject	Content	Term
English	<p>Reading</p> <ul style="list-style-type: none"> · 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 <p>Writing</p> <ul style="list-style-type: none"> · 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 <p>Genres</p> <p>Lists, labels, captions Non-fiction- Instructions Narrative -- fairy tales (setting, characters) Letters Recount Book review Stories</p> <p>Grammar</p> <ul style="list-style-type: none"> · Leave spaces between words · Begin to use basic punctuation: . ? ! · Use capital letters for proper nouns. 	<p>Aut Aut Spr S 1 S 1 S1/2 S2</p>

	<ul style="list-style-type: none"> · Use common plural & verb suffixes <p>Speaking & Listening</p> <ul style="list-style-type: none"> · Listen & respond appropriately · Ask relevant questions · Maintain attention & participate 	
<p>Maths</p>	<p>Number/calculation</p> <ul style="list-style-type: none"> · 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 <p>Geometry & Measures</p> <ul style="list-style-type: none"> · 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 objects <ul style="list-style-type: none"> · Describe position & movement, including half and quarter turns <p>Fractions Recognise & use $\frac{1}{2}$ & $\frac{1}{4}$</p>	
<p>Science</p>	<p>Working scientifically</p> <ul style="list-style-type: none"> ● asking simple questions and recognising that they can be answered in different ways ● observing closely, using simple equipment ● performing simple tests ● identifying and classifying using their observations and ideas to suggest answers to questions ● gathering and recording data to help in answering questions. 	<p>Spr</p>

	<p>Plants Pupils should be taught to:</p> <ul style="list-style-type: none"> ● identify and name a variety of common wild and garden plants, including deciduous and evergreen trees ● identify and describe the basic structure of a variety of common flowering plants, including trees <p>Animals, including humans Pupils should be taught to:</p> <ul style="list-style-type: none"> ● identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals ● identify and name a variety of common animals that are carnivores, herbivores and omnivores ● describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals including pets) ● identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense <p>Everyday materials Pupils should be taught to:</p> <ul style="list-style-type: none"> ● distinguish between an object and the material from which it is made ● identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock ● describe the simple physical properties of a variety of everyday materials ● compare and group together a variety of everyday materials on the basis of their simple physical properties <p>Seasonal changes Pupils should be taught to:</p> <ul style="list-style-type: none"> ● observe changes across the 4 seasons ● observe and describe weather associated with the seasons and how day length varies 	<p>S</p> <p>A, Spr + S</p>
Computing	<ul style="list-style-type: none"> ● understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions ● create and debug simple programs ● use logical reasoning to predict the behaviour of simple programs ● use technology purposefully to create, organise, store, manipulate and retrieve digital content ● recognise common uses of information technology beyond school ● 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. 	
History	<p>Changes within living memory - Where appropriate, these should be used to reveal aspects of change in national life</p> <p>Events beyond living memory that are significant nationally or globally [for example, the Great Fire of London, the first aeroplane flight or events commemorated through festivals or anniversaries]</p>	<p>S</p> <p>A</p>

	<ul style="list-style-type: none"> Who are we? Theme: Myself 	
Languages	N/A	
Art and design	<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 	
Design and Technology	<ul style="list-style-type: none"> Design purposeful, functional & appealing products Generate, model & communicate ideas Use range of tools and materials to complete practical tasks Evaluate existing products & own ideas Build and improve structure & mechanisms Understand where food comes from 	
Music	<ul style="list-style-type: none"> Sing songs Play tuned & untuned instruments musically Listen & understand live and recorded music Make and combine sounds musically 	
PE	<ul style="list-style-type: none"> Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination Participate in team games Perform dances using simple movement Swimming proficiency at 25m (KS1 or KS2) 	