

## English

### Writing

Name letters of the alphabet  
Spell common exception words  
To read and spell high frequency words  
Spell days of the week  
Use common prefixes and suffixes  
Form lower case letters correctly  
Form capital letters and digits  
Compose sentences orally before writing  
Read own writing to peers or teachers.  
Use familiar adjectives to add detail  
Begin to use "and" to create extended sentences

## English

### Reading

Match graphemes for all phonemes  
Read accurately by blending sounds  
Read words with common suffixes  
Read contractions and understand purpose  
Read aloud  
Link reading to own experiences  
Join in with predictable phrases  
Discuss significance of title and events  
Make simple predictions

## Maths

### Number/Calculation

Count to / across 100  
Count in 1s, 2s, 5s and 10s  
Identify 'one more' and 'one less'  
Read and 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  
Begin to understand multiplication and division.

## English

### Grammar

Leave spaces between words  
Begin to use basic punctuation: . ? !  
Use capital letters for proper nouns.  
Use common plural and verb suffixes

### Speaking and Listening

Listen and respond appropriately  
Ask relevant questions  
Maintain attention and participate

### Drama

Explore familiar themes and characters through improvisation and role-play  
Act out own and well-known stories, using voices for characters



# Year 1

## Maths

### Geometry and Measures

Use common vocabulary for comparison, e.g. heavier, taller, full, longest, quickest  
Begin to measure length, capacity, and weight/mass  
Recognise coins and notes  
Use time and ordering vocabulary  
Tell the time to hour/half-hour  
Use language of days, weeks, months and years  
Recognise and name common 2-D and 3-D shapes  
Order and arrange objects  
Describe position and movement, including half and quarter turns.

## Maths

### Fractions, decimals and percentages

Recognise and use  $\frac{1}{2}$  and  $\frac{1}{4}$

## P.E

Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination  
Participate in team games  
Perform dances using simple movement

## History

### Key Events:

Significant Individuals: Elizabeth I compared to Queen Victoria.  
Toys from the past and transport from the past.

## Science

### Biology

Identify and compare common animals  
Identify and name body parts and become familiar with our senses  
Identify and name parts of plants

### Chemistry

Distinguish between objects and materials  
Identify and name common materials  
Describe properties of some materials  
Compare and classify materials

### Physics

Observe weather associated with changes of season

## 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

## RE

Topical areas of study: Belonging, Prayer, Parables and Why should we look after the world?  
(see separate framework for RE)



# Year 1

## ART

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

## Geography

Significant events: Local study  
Name and locate the four countries and capital cities of the United Kingdom  
Identify seasonal / daily weather patterns in the UK and compare to other continents  
Use basic geographical vocabulary to refer to local and familiar features in the topic of local studies.  
Use four compass directions and simple vocab

## DT

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

## Music

Sing songs  
Play tuned and untuned instruments musically  
Listen and understand live and recorded music  
Make and combine sounds musically