



Airmyn Park Primary New Curriculum Overview for Year 1

<h3>English</h3> <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>Grammar</p> <ul style="list-style-type: none">• Leave spaces between words• Use 'and'• Begin to use basic punctuation: . ? !• Use capital letters for people, places, etc.• Use common plural & verb suffixes	<h3>Art & Design (KS1)</h3> <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	<h3>Computing (KS1)</h3> <ul style="list-style-type: none">• Understand use of algorithms• Write & test simple programs• Use logical reasoning to make predictions• Organise, store, retrieve & manipulate data• Communicate online safely and respectfully
<h3>Mathematics</h3> <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 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• Begin to measure length, capacity, weight• Recognise different coins• 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 <p>Fractions</p> <ul style="list-style-type: none">• Describe position & movement, including half and quarter turns• Recognise & use $\frac{1}{2}$ & $\frac{1}{4}$	<h3>Design & Technology (KS1)</h3> <ul style="list-style-type: none">• Perform simple, useful, practical tasks• Explore different materials<ul style="list-style-type: none">• Communicate ideas through drawing modelling & ICT if appropriate• Appreciate and evaluate design	<h3>Geography</h3> <ul style="list-style-type: none">• Name & locate the four countries and capital cities 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 & familiar features• Use four compass directions & simple vocab
<h3>Science</h3> <p>Biology</p> <ul style="list-style-type: none">• Identify basic plants• Identify basic plant parts• Identify & compare common animals across classification groups• Identify & name basic body parts <p>Chemistry</p> <ul style="list-style-type: none">• Distinguish between objects & materials• Identify & name common materials• Compare & classify materials <p>Physics</p> <ul style="list-style-type: none">• Observe changes of day & season	<h3>History</h3> <p>Key Concepts</p> <ul style="list-style-type: none">• Key vocabulary such as 'before', 'after', 'past', 'present', 'then' and 'now' <p>Key Individuals</p> <ul style="list-style-type: none">• e.g. Florence Nightingale, Isaac Newton, etc. <p>Key Events</p> <ul style="list-style-type: none">• e.g. Bonfire night• Events of local importance <p>(Individuals & events examples common to KS1)</p>	<h3>Modern Languages</h3> <p>Not required at KS1</p>
		<h3>Physical Education (KS1)</h3> <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
		<h3>Music (KS1)</h3> <ul style="list-style-type: none">• Sing songs• Use voice expressively• Listen & understand live and recorded music• Make and combine sounds musically <h3>Religious Education</h3> <p>Continue to follow locally-agreed syllabus for RE</p>