



National Curriculum Objectives in Year 1 are listed below and will be covered through the following topic areas:

RE - Creation, Prayers, Saints and Feasts, Advent, Christmas, Revelations, Lent, Holy Week, Easter, Pentecost, Sacraments

History - Toys, Castles, Farnborough

Science - Seasonal changes, Animals including Humans, Plants, Everyday Materials

Geography - Ourselves and Our Country, Our School, Island Life

<p>English</p> <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>Using Oxford Reading Tree and Read Write Inc.</p>		<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 Begin to use basic punctuation: . ? ! Use capital letters for proper nouns. 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' 'less than' and 'least' 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 Describe position & movement, including half and quarter turns <p>Fractions & decimals</p> <ul style="list-style-type: none"> Recognise & use $\frac{1}{2}$ & $\frac{1}{4}$ 	
<p>Science</p> <p>Biology</p> <ul style="list-style-type: none"> Identify basic plants Identify basic plant parts (roots, leaves, flowers, etc.) Identify & compare common animals Identify & name basic body parts <p>Chemistry</p> <ul style="list-style-type: none"> Distinguish between objects & materials Identify & name common materials Describe simple properties of some materials Compare & classify materials <p>Physics</p> <ul style="list-style-type: none"> Observe weather associated with changes of season 		<p>History (KS1)</p> <p>Key Concepts</p> <ul style="list-style-type: none"> Changes in living memory (linked to aspects of national life where appropriate) <p>Key Individuals</p> <ul style="list-style-type: none"> Lives of significant historical figures, including comparison of those from different periods Significant local people <p>Key Events</p> <ul style="list-style-type: none"> e.g. Bonfire night Events of local importance 					
<p>Geography (Y1)</p> <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 		<p>Art & Design (KS1)</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>Design & Technology (KS1)</p> <ul style="list-style-type: none"> Design purposeful, functional & appealing products Generate, model & communicate ideas Use range of tools & materials to complete practical tasks Evaluate existing products & own ideas Build and improve structure & mechanisms Understand where food comes from 			
<p>Physical Education (KS1)</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 Perform dances using simple movement Swimming proficiency at 25m (KS1 or KS2) 		<p>Computing (KS1)</p> <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 Recognise uses of IT outside of school 		<p>Music (KS1)</p> <ul style="list-style-type: none"> Sing songs Play tuned & untuned instruments musically Listen & understand live and recorded music Make and combine sounds musically 			
				<p>Modern Languages (KS1)</p> <ul style="list-style-type: none"> Not required in Key Stage 1 			

