Year 1 Curriculum Overview

Year 1 English

English reading, writing, grammar and the texts that inspire our learning

Reading

- Read all Set 1, 2 and 3 sounds and blend unfamiliar words using Fred Talk.
- Read common exception words accurately.
- Listen to and read poems, stories and non-fiction texts.
- Link what is read to personal experiences.
- Make inferences from what is said or done.
- Predict what might happen using what has been read so far.
- Discuss texts and explain understanding clearly.

Writing

Writing outcomes: Short stories, character and setting descriptions, instructions, poetry, recounts, information texts and explanations.
Sentences: Leave spaces between words and join words and clauses using and.
Punctuation: Use capital letters, full stops, question marks and exclamation marks.
Word building: Use regular plural suffixes and suffixes that can be added to verbs.
Meaning: Understand how prefixes can change the meaning of verbs and adjectives.

Core texts and film studies



On the Way Home
Jill Murphy



The Bog Baby
Jeanne Willis



The True Story of the Three Little Pigs
Jon Scieszka



The Night Zookeeper
Film study

Year 1 Mathematics

Key knowledge and skills pupils will develop across the year

Number and place value

- Count to and across 100 forwards and backwards.
- Read, write and compare numbers to 100.
- Count in multiples of 2, 5 and 10.

Addition and subtraction

- Use number bonds and related subtraction facts within 20.
- Add and subtract one- and two-digit numbers to 20.
- Solve one-step and missing-number problems.

Multiplication and division

- Solve one-step multiplication and division problems.
- Use objects, pictures and arrays with support.
- Make and recognise equal groups.

Fractions

- Recognise, find and name halves and quarters.
- Find equal parts of objects, shapes and quantities.
- Understand that fractions are equal parts.

Measurement

- Compare and measure length, mass, capacity and time.
- Recognise coins and notes.
- Tell the time to the hour and half hour.

Geometry

- Recognise and name common 2D and 3D shapes.
- Describe position, direction and movement.
- Use whole, half, quarter and three-quarter turns.

Number fluency

- Recall key facts quickly and accurately.
- Use practical equipment and pictures.
- Explain patterns and relationships.

Mathematical thinking

- Choose helpful representations.
- Explain methods using mathematical language.
- Apply learning to practical problems.

STEM Computing and Science

Connecting scientific enquiry digital technology engineering design and mathematical thinking

Computing	Science
Autumn: Program Bee-Bots by giving them simple instructions and creating routes. Use digital painting tools to create and edit pictures. **Spring:** Use ScratchJr to create simple programs and animations. Develop word-processing skills by typing, editing and formatting text. **Summer:** Explore how technology is used at home and in school. Organise objects and information into different groups using their properties. **Online safety:** Revisited at the end of every half term and applied whenever pupils create, communicate, search or share content online.	**Animals including humans:** Identify and compare animals and learn about carnivores, herbivores, omnivores and body structure. **Seasonal changes:** Observe the four seasons and describe associated weather and changes. **Everyday materials:** Identify common materials, describe their properties and compare their uses. **Plants:** Identify common plants and trees and describe their basic structure.

STEM connections Pupils ask questions, investigate, design, build, programme and improve. Practical challenges help them connect science, technology, engineering and mathematics.

The Humanities

Understanding people places beliefs and the past

History	Geography	Religious Education
Globetrotters: Learn about Guy Fawkes, the Gunpowder Plot and Bonfire Night. **Up Up and Away:** Study significant people in living memory including Tim Peake and Neil Armstrong. **Hats and Shades Buckets and Spades:** Compare childhood and seaside experiences now and in the past.	**Globetrotters:** Use directional language and make maps for programmable toys. **Up Up and Away:** Develop local map skills and identify human and physical features. **Hats and Shades Buckets and Spades:** Locate UK beaches and describe their human and physical features.	• Who are Hindus and how do they live? • Who are Christians and what do they believe? • Who are Muslims and what do they believe? • What makes some places sacred? • What does it mean to belong to a faith community?

The Arts

Creating designing performing and responding

Art	Design and Technology	Music
Globetrotters: Developing sketching skills with the inspiration of Charlie Mackesy. **Up Up and Away:** Exploring and creating abstract sculptures with the inspiration of Barbara Hepworth. **Hats and Shades Buckets and Spades:** Explore collaging and make a self portrait with the inspiration of Bisa Butler.	**Globetrotters:** Explore mechanisms by creating a moving picture inspired by the jungle. **Up Up and Away:** Exploring how to join materials to create a structure. **Hats and Shades Buckets and Spades:** Design and make a beach picture through sewing.	• Read and play a growing range of notes. • Listen and respond to music from different styles and traditions. • Sing songs and speak chants and rhymes expressively. • Play tuned and untuned instruments. • Understand pulse, pitch, melody and rhythm. • Instrument focus: glockenspiel.

Personal Development and Physical Education

Building healthy relationships confidence wellbeing and physical skills

Personal Social Health Education	Physical Education
Being Me in My World: Understand rights, responsibilities, class roles and consequences. **Celebrating Difference:** Celebrate similarities and differences and value what makes us unique. **Dreams and Goals:** Set goals and understand how achievement feels. **Healthy Me:** Keep our bodies safe and healthy and understand healthy lifestyles. **Relationships:** Understand families, friendship, and appropriate greetings and gestures. **Changing Me:** Use correct body-part names and understand privacy and respect.	• Develop running, jumping, throwing and catching. • Build agility, balance and coordination. • Take part in competitive and cooperative activities. • Use simple attacking and defending tactics. • Perform simple dance patterns. • Develop fundamental motor skills and spatial awareness.

Reading for Pleasure and Experiences

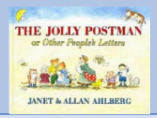
Memorable opportunities that bring Year 1 learning to life

Reading for Pleasure

Stanton Bridge Reading Spine Year 1

Read these stories together as a class and add them to your class reading journal.

Fiction

The Jolly Postman By Allan and Janet Ahlberg. 	Mrs Armitage on wheels By Oliver Jeffers. 	The cat in the hat By Dr. Seuss. 
Lost and found By Oliver Jeffers. 	Where the wild things are By Maurice Sendak. 	Rainbow fish By Marcus Pfister. 
Giraffes cant dance By Giles Andreae. 		
		

Things to look forward to

Alongside our curriculum learning, Year 1 pupils will enjoy practical projects, visits and hands-on experiences throughout the year.

These experiences help children make connections, build vocabulary and remember what they have learned.

 Visiting Coombe Abbey	 Using Beebots	 Visiting the zoo
 Visiting an Art Gallery	 Learning about Guy Fawkes	 Exploring the school grounds