



The Robert Drake Primary School

Curriculum—Year 1



English

Reading

- Decode words using phonics
- Match graphemes for all phonemes
- Blend sounds in unfamiliar words containing taught Grapheme Phoneme Correspondence
- Read: common 'exception' words; words with common suffixes; words of more than one syllable containing taught Grapheme Phoneme Correspondence; contractions
- Read aloud phonics-based books; reread to develop fluency and confidence
- Share and discuss poems, stories and non-fiction beyond own reading level
- Link reading to own experiences
- Retell familiar stories
- Join in with predictable phrases
- Recite some rhymes and poems by heart
- Draw on prior knowledge to make sense of texts
- Check for sense and correct reading errors
- Discuss: word meanings; significance of title and events
- Make inferences and predictions
- Explain their understanding of what is read to them

Writing

- Spell: words containing each of the phonemes; common 'exception' words; days of the week
- Name letters of the alphabet
- Use common prefixes and suffixes
- Learn and apply spelling rules
- Write simple dictated sentences
- Form correctly: lower-case letters 'families'
- Compose sentences orally before writing
- Sequence sentences to form short narratives
- Reread sentences to check they make sense
- Discuss and read aloud own writing with/to peers or teacher
- Leave spaces between words
- Join words and clauses using 'and'
- Begin to use basic punctuation (. ? !)
- Use capital letters to start sentences and for proper nouns
- Learn and apply grammar rules and terminology

Spoken Language

- Listen and respond appropriately
- Ask relevant questions
- Build vocabulary
- Articulate and justify own ideas
- Describe, explain and narrate for different purposes; express feelings
- Participate actively in conversations
- Speculate, hypothesise and explore ideas
- Speak clearly and fluently in Standard English
- Take part in discussions, presentations, performances, role-play, improvisations and debates
- Keep listeners interested
- Explore different viewpoints
- Communicate effectively using appropriate register

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Science

- Identify and name common plants and describe their parts
- Identify and name common animals, and describe and compare their structures
- Identify, name, draw and label parts of the human body; associate body parts with senses
- Distinguish between objects and materials
- Identify and name everyday materials
- Describe simple properties of everyday materials
- Compare and classify materials
- Observe seasonal changes in weather and day length
- Begin to explore sound and electricity

Working scientifically

- Ask simple questions
- Observe closely
- Perform simple tests
- Identify and classify
- Suggest answers to questions
- Gather and record data

Design and Technology

- Design functional and appealing products
- Develop and model ideas
- Select from and use a range of tools and materials
 - Evaluate existing products and develop own ideas and products
 - Build and improve structures
 - Explore and use mechanisms (e.g. levers, wheels)
 - Prepare dishes using principles of a healthy diet
 - Understand where food comes from



Geography

- Name and locate the world's continents and oceans; the UK's countries, seas and capitals
- Compare a UK locality with one outside Europe
- Locate hot/cold areas of the world
- Use basic geographical vocabulary to describe physical and human features
- Use world maps, atlases and globes
- Use directional language
- Look at features on aerial photos and plans; devise a simple map with symbols and key
- Investigate the local environment

History

- Changes within living memory
- Recognise same events (national and international) beyond living memory
- Identify significant people (some paired to compare same aspect of life in different periods)
- Local history

Computing

- Test simple programs
- Use logical reasoning to make predictions
- Create, store and retrieve digital content
- Recognise uses of IT beyond school
- Communicate online safely and respectfully

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Mathematics

Number – Number and Place Value

- Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number
- Count, read and write numbers to 100 in numerals; count in multiples of 2s, 5s and 10s
- Given a number, identify 1 more and 1 less
- Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least
- Read and write numbers from 1 to 20 in numerals and words

Number - Addition and Subtraction

- Read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs
- Represent and use number bonds and related subtraction facts within 20
- Add and subtract one-digit and two-digit numbers to 20, including 0
- Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = ? - 9$

Number – Multiplication and Division

- Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher

Number – Fractions

- Recognise, find and name a half as 1 of 2 equal parts of an object, shape or quantity
- Recognise, find and name a quarter as 1 of 4 equal parts of an object, shape or quantity

Measurement

- Compare, describe and solve practical problems for:
- Lengths and heights (for example, long/short, longer/shorter, tall/short, double/half)
- Mass/weight (for example, heavy/light, heavier than, lighter than)
- Capacity and volume (for example, full/empty, more than, less than, half, half full, quarter)
- Time (for example, quicker, slower, earlier, later)
- Measure and begin to record the following: lengths and heights, mass/weight, capacity and volume, time (hours, minutes, seconds)
- Recognise and know the value of different denominations of coins and notes
- Sequence events in chronological order using language (for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening)
- Recognise and use language relating to dates, including days of the week, weeks, months and years
- Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times

Geometry – Properties of shape

- Recognise and name common 2-D and 3-D shapes, including: 2-D shapes [for example, rectangles (including squares), circles and triangles], 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]

Geometry – Position and Direction

- Describe position, direction and movement, including whole, half, quarter and three-quarter turns



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Art and Design

- Use a range of materials
- Use drawing, painting and sculpture
- Develop techniques of colour, pattern, texture, line, shape, form and space
- Learn about a range of artists, craft makers and designers

Music

- Sing songs and speak chants and rhymes
- Play tuned and untuned instruments musically
- Listen to and understand a range of live and recorded music
- Make and combine sounds musically



Physical Education

- Master and apply basic movement skills
- Participate in team games
- Perform dances using simple movements
- Working towards the ability to swim at least 25 metres; begin to learn a range of strokes; begin to perform self-rescue