#### Reading

- 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

Number/Calculation

Count to / across 100

• Use +, - and = symbols

Count in 1s, 2s, 5s and 10s

Read & write numbers to 20

Know number bonds to 20

Solve one-step problems,

**Geometry & Measures** 

• Add and subtract one-digit and

Identify 'one more' and 'one less'

• Use language, e.g. 'more than', 'most'

two-digit numbers to 20, including zero

Use common vocabulary for comparison,

e.g. heavier, taller, full, longest, quickest

### Writing

• Name letters of the alphabet

### **English**

- 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

#### Grammar

- Leave spaces between words
- Begin to use basic punctuation: . ?

**Mathematics** 

#### • Use capital letters for proper nouns.

 Use common plural & verb suffixes

### **Spoken Language**

- Listen & respond appropriately
- Ask relevant questions
- Maintain attention & participate

### Drama (embedded)

- Participate in drama & develop the knowledge, skills & understanding associated with the artistic practice
- Adopt, create & sustain a range of roles & respond in character

### · 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

#### Fractions

• Recognise & use ½ & ¼

- Caring thinking of others
- Critical making reasoned judgements
- Creative creating new ideas
- Ask open questions
- Listen & respond appropriately
- Maintain attention & participate respectfully
- Develop eye contact & use of names
- Understand the importance

### non verbal communication

## Philosophy, Citizenship & PSHE

- Develop 4 types of thinking:

- Begin to understand rights and responsibilities

### Religious Education (KS1)

Continue to follow locally- agreed syllabus for RE

## Science

## **Biology**

- Identify basic plants
- Identify basic plant parts (roots, leaves, flowers, etc.)
- Identify & compare common animals
- Identify & name basic body parts

### Chemistry

- Distinguish between objects & materials
- Identify & name common materials
- Describe simple properties of some materials
- Compare & classify materials

### **Physics**

• Observe weather associated with changes of season

**Physical** 

# • Use a range of materials

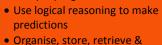
- Use drawing, painting and sculpture
- Develop techniques of colour, pattern, texture, line, shape, form and space

Art & Design (KS1)

• Learn about range of artists, craftsmen and designers

### Computing (KS1)

- Understand use of algorithms
- Write & test simple programs



- manipulate data • Communicate online safely and respectfully
- Recognise uses of IT outside of school

### Design & Technology (KS1)

- 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

Not required at KS1

• Understand where food comes from

Modern

### Geography (Y1)

- 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

#### Languages Music (KS1)

Sing songs

- Play tuned & untuned instruments musically
- Listen & understand live and recorded music
- Make and combine sounds musically

Education (KS1)

- Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and coordination
- Participate in team games
- Perform dances using simple movement
- Swimming proficiency at 25m (KS1 or KS2)

### History (KS1)

#### **Key Concepts**

· Changes in living memory (linked to aspects of national life where appropriate)

### **Key Individuals**

 Lives of significant historical figures, including comparison of those from different periods

Significant local people

### **Key Events**

• e.g. Bonfire night

\* Events of local importance