THE HEIGHTS PRIMARY SCHOOL

Curriculum Overview for Year 1



Reading

- Match graphemes for all phonemes
- Read accurately by blending sounds
- Read words with very common suffixes
- Read contractions and understand Form lower case letters correctly
- Read phonics books aloud
- Link reading to own experiences
- Join in with predictable phrases
- Discuss significance of title & events
- Make simple predictions

Number/Calculation

'most'

Count to/across 100

• Count in 1s, 2s, 5s and 10s

• Read & write numbers to 20

• Use +, - and = symbols

simple arrays

Know number bonds to 20

• Use language e.g. 'more than',

Add and subtract one-digit and

two-digit numbers to 20, including

• Solve one-step problems, including

• Identify 'one more' and 'one less

English

Writing

- Name letters of the alphabet
- Spell very common 'exception' words
- Spell days of the week
- Use very common prefixes and suffixes
- 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: .?!
- Use capital letters for pronouns
- Use common plural & verb suffixes

Speaking & Listening

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



Mathematics

Geometry & Measures

- 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

Fractions

• Recognise and use ½ & ¼



Languages

- Children are given the opportunity to listen to and sing songs in different languages and learn key phrases e.g. answering the register in French, Spanish, Hindi, Polish, Malay.
- Play 'Simon Says' in French

Computing (KS1)

- Understand use of algorithms
- Write & test simple programs
- Use logical reasoning to make predictions
 - Organise, store, retrieve & manipulate
 - Recognise uses of IT outside of school
- Use of apps and programs within iPads, BeeBots, desktops and interactive whiteboards

Design & Technology (KS1) Geography (Y1)

Design purposeful, functional & appealing products

Art & Design (KS1)

• Develop techniques of colour, pattern, texture,

• Learn about range of artists, craftsmen and designers

Use a range of materials

Use drawing, painting & sculpture

line, shape, form and space

- Generate, model & communicate ideas
- Use range of tools & materials to complete practical
- Evaluate existing products & own
 - Build and improve structure & mechanisms
 - Understand where food comes from

- Name & locate the four countries & capital cities of the UK 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

Music (KS1)

- Sing songs
- Play tuned and untuned instruments musically
 - Listen & understand live and recorded
 - Make and combine sounds musically
- Supported by Music Hub Berkshire Maestros and use of Music Express

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

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

Physical

Education (KS1)

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

Religious

Education

- Christianity: who is Jesus? What is the Christmas story?
 - Religious festivals: Diwali, Harvest, Chinese New Year, Eid
- Specialist support from local organisation REInspired.

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