

Ryelands Primary School National Curriculum 2014

<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>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' - 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 <p>Fractions</p> <ul style="list-style-type: none"> - 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 - Recognise & use $\frac{1}{2}$ & $\frac{1}{4}$ 		
<p>Religious Education</p> <p>Local agreed syllabus- SACRE</p>	<h1>Statutory Curriculum Overview Year 1</h1>	<p>Modern Foreign Languages</p> <p>Not at KS1</p>	
<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</p> <p>Key Concepts</p> <ul style="list-style-type: none"> - Changes in living memory e.g. Toys, clothes and food. <p>Whole School local history study-</p> <p>Holidays then and now (seaside) Physical features</p> <p>Events beyond living memory (different to Y2). Key Events in the local area</p>	<p>Geography</p> <p>Whole School Geography topic: World Wide Wanderers! Around the school, local area (fieldwork) Human Features</p> <p>Name & locate the four countries and capital cities of the United Kingdom using atlases & globes</p> <ul style="list-style-type: none"> - identify seasonal / daily weather patterns in the UK and the location of hot and cold areas of the world - Use four compass directions & simple vocab 	<p>Computing</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>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>Art and 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 and Technology</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>Music(KS1)</p> <ul style="list-style-type: none"> - Sing songs - Play tuned & untuned instruments musically - Listen & understand live and recorded music - Make Science and combine sounds musically