St Margaret's at Cliffe Curriculum Overview for Year 1 Term 3 2018 - 2019

English

Reading

- Read accurately by blending sounds
- Read words with very common suffixes
- Read phonics books aloud
- Link reading to own experiences
- Join in with predictable phrases
- Discuss significance of title & events

Writing

- Name letters of the alphabet
- Spell very common 'exception' words
- · Compose sentences orally before writing
- Read own writing to peers or teachers

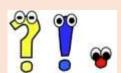
Grammar

- Leave spaces between words
- Begin to use basic punctuation: . ?!
- Use capital letters for proper nouns.

Speaking and Listening

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





Mathematics

Geometry & Measures

- Recognise coins & notes
- Use time & ordering vocabulary
- Tell the time to hour/half-hour
- Use language of days, week, months of the year

Number/Calculation

- Count to 100
- Count in 10s
- Read and write numbers to 20
- Use +, and = symbols
- Know number bonds to 20
- Add and subtract one-digit and two-digit numbers to 20, including zero
- Read & write numbers to 20
- Use language, e.g. 'more than', 'most'



Music

- -To use their voices expressively and creatively by singing songs and speaking chants and rhymes.
- -To play tuned and untuned instruments musically.
- -To listen with concentration and understanding to a range of high quality live and recorded music.

Geography

-Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles.

History

Term 5

Changes within living memory

Computing

- -Communicate online safely and respectfully.
- -Algorithms



RE

<u>How and why do we celebrate special</u> and sacred times?

-Identify some ways Christians celebrate Christmas/Easter/Harvest/Pentecost and some ways a festival is celebrated in another religion.

PSHE

- -Circle time
- -Feelings



Design and Technology

Vegetable Puppets

- -Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- -Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing.

Physical Education

- -To master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities
- -To perform dances using simple movement patterns.

Art and Design

- -To use a range of materials creatively to design and make products.
- -To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- -To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- -To learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Science

Everyday Materials

- -Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock
- -Describe the simple physical properties of a variety of everyday materials

Working Scientifically

- -Observe closely, using simple equipment
- -Perform simple tests
- -Gathering and recording data to help in answering questions.



Seasonal Changes

-Observe weather associated with changes of season.