


Bolham Primary School Curriculum Learning overview for Year 1.

<p style="text-align: center;">Music</p> <ul style="list-style-type: none"> • Sing songs • Play tuned & untuned instruments musically • Listen & understand live and recorded music • Make and combine sounds musically 	<p style="text-align: center;">Art & design</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 style="text-align: center;">Religious Education</p> <ul style="list-style-type: none"> • Be able to consider what is important to them • Learn about special objects, places, music, celebrations and traditions. 	<p style="text-align: center;">Physical Education</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 -(requirement at the end of Year 6)
<p style="text-align: center;">Mathematics</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 • 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 halves, quarters and thirds 	<p><i>Together we aspire, together we achieve</i></p> 		<p style="text-align: center;">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 style="text-align: center;">History</p> <p>Key Concepts</p> <ul style="list-style-type: none"> • Changes in living memory (linked to aspects of national life where appropriate) <p>Key Individuals</p> <ul style="list-style-type: none"> • Lives of significant historical figures, including comparison of those from different periods • Significant local people <p>Key Events</p> <ul style="list-style-type: none"> • e.g. Bonfire night • Events of local importance 	<p style="text-align: center;">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 style="text-align: center;">Design & 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 style="text-align: center;">Geography</p> <ul style="list-style-type: none"> • Name & locate world's continents and oceans • Compare local area to a non-European country • Use basic vocabulary to describe a less familiar area • Use aerial images and other models to create simple plans and maps, using symbols • Use simple fieldwork and observational skills to study the immediate environment