

# The new National Curriculum 2014 - Year 1

## ENGLISH

### Reading

- Decode words using phonics
- Match graphemes for all phonemes
- Blend sounds in unfamiliar words containing taught GPCs
- Read: common 'exception' words; words with common suffixes; words of more than one syllable containing taught GPCs; contractions
- Read aloud phonics-based books; reread to develop fluency and confidence
- Share and discuss poems, stories and non-fiction beyond own reading level
- Link reading to own experiences
- Retell familiar stories
- Join in with predictable phrases
- Recite some rhymes and poems by heart
- Draw on prior knowledge to make sense of texts
- Check for sense and correct reading errors
- Discuss: word meanings; significance of title and events
- Make inferences and predictions
- Explain their understanding of what is read to them

### Writing

- Spell: words containing each of the 40+ phonemes; common 'exception' words; days of the week
- Name letters of the alphabet
- Use common prefixes and suffixes
- Learn and apply spelling rules in Appendix 1
- Write simple dictated sentences
- Form correctly: lower-case letters, capital letters and digits
- Practise handwriting in letter 'families'
- Compose sentences orally before writing
- Sequence sentences to form short narratives

- Reread sentences to check they make sense
- Discuss and read aloud own writing with/ to peers or teacher
- Leave spaces between words
- Join words and clauses using 'and'
- Begin to use basic punctuation ( , ? ! )
- Use capital letters to start sentences and for proper nouns
- Learn and apply grammar rules and terminology in Appendix 2

### Spoken language

- Listen and respond appropriately
- Ask relevant questions
- Build vocabulary
- Articulate and justify own ideas
- Describe, explain and narrate for different purposes; express feelings
- Participate actively in conversations
- Speculate, hypothesise and explore ideas
- Speak clearly and fluently in Standard English
- Take part in discussions, presentations, performances, role-play, improvisations and debates
- Keep listeners interested
- Explore different viewpoints
- Communicate effectively using appropriate register

## SCIENCE

- Identify and name common plants and describe their parts
- Identify and name common animals, and describe and compare their structures
- Identify, name, draw and label parts of the human body; associate body parts with senses
- Distinguish between objects and materials
- Identify and name everyday materials
- Describe simple properties of everyday materials
- Compare and classify materials
- Observe seasonal changes in weather and day length

### Working scientifically

- Ask simple questions
- Observe closely
- Perform simple tests
- Identify and classify
- Suggest answers to questions
- Gather and record data

## DESIGN AND TECHNOLOGY (KS1)

- Design purposeful, functional and appealing products
- Generate, develop, model and communicate ideas
- Select from and use a range of tools and materials
- Evaluate existing products and own ideas and products
- Build and improve structures
- Explore and use mechanisms (e.g. levers, wheels)
- Prepare dishes using principles of a healthy diet
- Understand where food comes from

## GEOGRAPHY (KS1)

- Name and locate the world's continents and oceans; the UK's countries, seas and capitals
- Compare a UK locality with one outside Europe
- Identify weather patterns in the UK; locate hot/cold areas of the world
- Use basic geographical vocabulary to describe physical and human features
- Use world maps, atlases and globes
- Use the four points of the compass and locational/directional language
- Recognise features on aerial photos and plans; devise a map with symbols and key
- Study the immediate environment

## HISTORY (KS1)

- Changes within living memory
- Significant events (national and international) beyond living memory
- The lives of significant people (some paired to compare same aspect of life in different periods)
- Local history

## COMPUTING (KS1)

- Understand use of algorithms
- Write and test simple programs
- Use logical reasoning to make predictions
- Create, organise, store, manipulate and retrieve digital content
- Recognise uses of IT beyond school
- Communicate online safely and respectfully

## MATHEMATICS

### Number

- Count to/across 100
- Count in 1s, 2s, 5s and 10s
- Identify 'one more' and 'one less'
- Read and write numbers to 20 in words and numerals
- Use objects and pictures to represent numbers
- Use language of comparison
- Use +, - and = signs
- Know number bonds to 20
- Add and subtract numbers 0 to 20
- Solve one-step problems
- Recognise and use  $\frac{1}{2}$  and  $\frac{1}{4}$

### Measurement

- Compare, describe, measure, record and solve problems for lengths, weights, capacities/volumes and times
- Recognise coins and notes
- Sequence events chronologically using ordering language
- Use language relating to dates
- Tell time to the hour and half-hour

### Geometry

- Recognise and name common 2D and 3D shapes
- Describe position, direction and movement, including  $\frac{1}{2}$ ,  $\frac{1}{4}$  and  $\frac{3}{4}$  turns

## LANGUAGES

- Not required at Key Stage 1

## ART AND DESIGN (KS1)

- Use a range of materials
- Use drawing, painting and sculpture
- Develop techniques of colour, pattern, texture, line, shape, form and space
- Learn about a range of artists, craft makers and designers

## MUSIC (KS1)

- Sing songs and speak chants and rhymes
- Play tuned and untuned instruments musically
- Listen to and understand a range of live and recorded music
- Make and combine sounds musically

## PHYSICAL EDUCATION (KS1)

- Master and apply basic movement skills
- Participate in team games
- Perform dances using simple movements
- (KS1 or KS2) Swim at least 25 metres; use a range of strokes; perform self-rescue