

## Coverage of the National Curriculum in Year 1 (Puffin Class) at Marlborough

<b>Reading</b> Match graphemes for all phonemes. Read accurately by blending sounds. Read words with very common suffixes. Read contractions and understand purpose. Read phonics books aloud. Link reading to own experiences. Join in with predictable phrases. Discuss significance of title and events. Make simple predictions.	<b>English</b> <b>Writing</b> Name letters of the alphabet. Spell very common 'exception' words. Spell days of the week. Use very common prefixes and suffixes. Form lower case letters correctly. Form capital letters and digits. Compose sentences orally before writing. Read own writing to peers or teachers.	<b>Grammar</b> Leave spaces between words. Begin to use basic punctuation: . ? ! Use capital letters for proper nouns. Use common plural and verb suffixes. <b>Speaking and Listening</b> Listen and respond appropriately. Ask relevant questions. Maintain attention and participate.	<b>Art &amp; Design</b> 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.	<b>Computing</b> Understand use of algorithms. Write and test simple programs. Use logical reasoning to make predictions. Organise, store, retrieve and manipulate data. Communicate online safely and respectfully. Recognise uses of IT outside of school.
<b>Number/Calculation</b> Count to/across 100. Count in 1s, 2s, 5s and 10s. Identify <i>one more</i> and <i>one less</i> . Read and write numbers to 20. Use language, eg <i>more than</i> , <i>most</i> . 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.	<b>Mathematics</b> <b>Geometry and Measures</b> Use common vocabulary for comparison, eg <i>heavier</i> , <i>taller</i> , <i>full</i> , <i>longest</i> , <i>quickest</i> . Begin to measure length, capacity, weight. Recognise coins and notes. Use time and ordering vocabulary. Tell the time to hour/half-hour. Use language of days, weeks, months and years. Recognise and name common 2-d and 3-d shapes. Order and arrange objects. Describe position and movement, including half and quarter turns. <b>Fractions</b> Recognise and use $\frac{1}{2}$ and $\frac{1}{4}$ .	<b>Design &amp; Technology</b> Design purposeful, functional and appealing products. Generate, model and communicate ideas. Use a range of tools and materials to complete practical tasks. Evaluate existing products and own ideas. Build and improve structure and mechanisms. Understand where food comes from.	<b>Geography</b> Name and locate the four countries and capital cities of the UK using atlases and globes. Identify seasonal / daily weather patterns in the United Kingdom and the location of hot and cold areas of the world. Use basic geographical vocabulary to refer to local and familiar features. Use four compass directions and simple vocabulary.	<b>Music</b> Sing songs. Play tuned and untuned instruments musically. Listen and understand live and recorded music. Make and combine sounds musically
<b>Science</b> <b>Biology</b> Identify basic plants. Identify basic plant parts (roots, leaves, flowers, etc). Identify and compare common animals. Identify and name basic body parts. <b>Chemistry</b> Distinguish between objects and materials. Identify and name common materials. Describe simple properties of some materials. Compare and classify materials. <b>Physics</b> Observe weather associated with changes of season.	<b>History</b> <b>Key Concepts</b> Changes in living memory (linked to aspects of national life where appropriate). <b>Key Individuals</b> Lives of significant historical figures, including comparison of those from different periods. Significant local people. <b>Key Events</b> eg Bonfire night. Events of local importance.	<b>Modern Languages</b> Learn that people speak different languages and begin to develop an idea of learning languages appreciating that grammatical structure can be different as well as just vocabulary. Learn greetings, numbers and simple Cornish phrases using the <i>Tales from Porth</i> books and resources. Link language to cultural events.	<b>Physical Education</b> Master basic catching, balance, agility and co-ordination. Participate in team games. Perform dances using simple movement Build on confidence gained in first swimming experiences to begin developing recognisable strokes towards proficiency at 25 metres.	<b>Religious Education</b> <b>Learning about Religion</b> Explore a range of celebrations, worship from Christianity and Buddhism. <b>Learning from Religion</b> Discuss the meaning and teaching behind stories, appreciate the spiritual culture of living in Cornwall and understand that we have personal core values.