

Woodside Academy

Year 1 Curriculum



English

Reading

Decode words using phonics
Match graphemes for all phonemes
Blend sounds in unfamiliar words containing taught Grapheme Phoneme Correspondence
Read: common 'exception' words; words with common suffixes; words of more than one syllable containing taught Grapheme Phoneme Correspondence; 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

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

Writing

Spell: words containing each of the phonemes; common 'exception' words; days of the week
Name letters of the alphabet
Use common prefixes and suffixes
Learn and apply spelling rules
Write simple dictated sentences
Form correctly: lower-case letters '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
Learn and apply grammar rules and terminology

GPS Topics

Nouns
Verbs
Use capital letters to start sentences
Capital letters proper nouns
Begin to use basic punctuation (. ? !)
Adjectives
Join words and clauses using 'and, but and or'
Plural endings -s and -es
Verb tenses -ed and -ing
Capital letter for the personal pronoun I
Use capital letters to start sentences and for proper nouns
Suffix -er and -est
Singular and plural with in sentences
Prefix un-
Noun phrases
Sequencing sentences
Compound words
Coordinating conjunctions

Mathematics

Mathematics

Number – Number and Place Value

Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number

Count, read and write numbers to 100 in numerals; count in multiples of 2s, 5s and 10s

Given a number, identify 1 more and 1 less

Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least

Read and write numbers from 1 to 20 in numerals and words

Number - Addition and Subtraction

Read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs

Represent and use number bonds and related subtraction facts within 20

Add and subtract one-digit and two-digit numbers to 20, including 0

Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = ? - 9$

Number – Multiplication and Division

Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher

Number – Fractions

Recognise, find and name a half as 1 of 2 equal parts of an object, shape or quantity

Measurement

Compare, describe and solve practical problems for:

Lengths and heights (for example, long/short, longer/shorter, tall/short, double/half)

Mass/weight (for example, heavy/light, heavier than, lighter than)

Capacity and volume (for example, full/empty, more than, less than, half, half full, quarter)

Time (for example, quicker, slower, earlier, later)

Measure and begin to record the following: lengths and heights, mass/ weight, capacity and volume, time (hours, minutes, seconds)

Recognise and know the value of different denominations of coins and notes

Sequence events in chronological order using language (for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening)

Recognise and use language relating to dates, including days of the week, weeks, months and years

Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times

Geometry – Properties of shape

Recognise and name common 2-D and 3-D shapes, including: 2-D shapes [for example, rectangles (including squares), circles and triangles], 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]

Geometry – Position and Direction

Describe position, direction and movement, including whole, half, quarter and three-quarter turns

Scientific Investigation

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

- Design functional and appealing products
- Develop and model ideas
- Select from and use a range of tools and materials
- Evaluate existing products and develop own ideas and products
- Build and improve structures
- Explore and use mechanisms
- Prepare dishes using principles of a healthy diet
- Understand where food comes from

Computing

- Test simple programs
- Use logical reasoning to make predictions
- Create, store and retrieve digital content
- Recognise uses of IT beyond school
- Communicate online safely and respectfully

Social Investigation

Geography

- Name countries of the UK and their locality
- Use basic geographical vocabulary to describe physical and human features
- Use topical features of maps
- Use a grid reference
- Use directional language
- Devise a simple map with symbols and key
- Investigate the local environment

History

- Significant historical events, people and places in their own locality
- To know the features of a castle and their uses.
- Changes within living memory
- Recognise events beyond living memory
- Identify significant people (Darwin)
- Local history
- Work from first hand resources
- To collect information from a range of sources
- Birds through the ages (extinct/endangered)

PSHE

Relationships

- New rules
- Stranger danger
- Safety (crossing the road)
- Friendship and relationships
- Making choices
- Bullying and discrimination

Health and Well being

- All about me
- Feelings and emotions
- Changes and beginnings
- Healthy living
- Values and ideals

Creative Investigation

Art and Design

- 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

- 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

Drama

- develop characters through movement, use of voice and facial expressions, dialogue and interaction with other characters
- use space and grouping, props and different ways to adapt to an audience
- develop understanding of how to act out plots, dramatising the problem, climax and resolution

provide opportunities for rehearsing, polishing and presenting plays for performance

Spanish

- About me, Hobbies, Greetings, How I look, Numbers, Animals, Food and drink

Living in the wider world

- British values
- Environment
- Citizenship and global issues
- The world of work

Physical education

Gymnastics

- *developing agility through*
- balance and co-ordination
- travelling skills using hands and feet, jumping, rolling, hanging, swinging and climbing

Dance

- *developing agility through*
- balance and co-ordination
- imaginative response to a range of stimuli

Games

- *developing agility though*
- balance and co-ordination
- running, jumping, throwing and catching
- team games
- simple tactics for attacking and defending

Athletics

- *developing agility though*
- running, jumping and throwing
- demonstrating improvement to achieve their personal best
- practising sports day skills

Woodside Academy is a registered charity and a company limited by guarantee (No. 08272256)

