## **Curriculum Overview for Year 1**

## **English Art & Design** Computing Reading Writing Grammar Digital Media • Keyboard familiarity: Letter Keys, Spacebar, • Match graphemes for all • Name letters of the alphabet Shift for capitals, punctuation keys, Leave spaces between words • 3-D phonemes Spell very common 'exception' • Begin to use basic punctuation: Ctrl+Alt+Del, Numbers keys, Backspace and Collage Read accurately by blending words .?! Delete keys Exploring and developing ideas Spell days of the week sounds Use capital letters for proper Organising work: Understanding concept of Evaluating and developing work Read words with very common • Use very common prefixes & folders; creating a new file; saving, opening • Sketchbook work suffixes • Use common plural & verb suffixes files; logging-on to the network; Home folders; Read contractions & understand Form lower case letters correctly suffixes giving files meaningful names purpose Form capital letters & digits Programming simple instructions: Household Read phonics books aloud Speaking & Listening Compose sentences orally before equipment; ROAMER • Link reading to own experiences Listen & respond appropriately • Join in with predictable phrases Read own writing to peers or Ask relevant questions **Design & Technology** Geography • Discuss significance of title & teachers Maintain attention & participate Developing, planning and communicating ideas. events Evaluating Name & locate the four countries and capital • Make simple predictions cities of the United Kingdom using atlases & Food Textiles • Describe position & movement, **Mathematics** • identify seasonal / daily weather patterns in Sheet materials including half and quarter turns • Geometry & Measures Number/Calculation the UK and the location of hot and cold areas Count to / across 100 • Use common vocabulary for of the world Fractions comparison, e.g. heavier, taller, Count in 1s, 2s, 5s and 10s • Use basic geographical vocabulary to refer to • Recognise & use ½ & ¼ full, longest, quickest • Identify 'one more' and 'one less' local & familiar features Begin to measure length, • Read & write numbers to 20 Use four compass directions & simple vocab capacity, weight • Use language, e.g. 'more than', • Recognise coins & notes 'most' • Use +, - and = symbols Use time & ordering vocabulary Music • Tell the time to hour/half-hour • Know number bonds to 20 Study of a piece of classical music eg. Korsakov Modern Hebrew - Ivrit • Use language of days, weeks, Add and subtract one-digit and - Flight of the Bumble Bee • Recognition of all sounds months & years two-digit numbers to 20, including Percussion • Recognise & name common 2-d Focus on Hebrew reading zero Kodaly lessons and 3-d shapes Pronouns – Ani, Ata, At • Solve one-step problems, ple rhythmical composition • Order & arrange objects including simple arrays Basic classroom instructions Science **History Plants Key Concepts** Identify a name variety of common wild a garden • Changes in living memory (linked to aspects of plants, Identify a assert the structure of a variety of national life where appropriate) common flowering plants, including trees. **Physical Education** Religious **Education** Animals including humans • Identify + name a variety of common animals. Identify • Jewish artefaces linking with the various **Local significant key Events** Gymnastics name a variety of common animals that are carnivores g. Bonfire night festivals Dance herbivores and omnivores. Describe + compare structure Events of local importance Story of creation Games of common animals. Identify, name, draw and label the Story of Noah basic parts of the human body and identify senses. Everyday Materials Story of Joseph Distinguish between an object and the material from Hebrew reading and writing which it is made • The Shabbat table

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Identify and name a variety of everyday materials.

Describe the simple physical properties of a variety of

everyday materials and their properties.

Seasonal Changes