Class 3 Curriculum Plan - Year 1 of rolling programme (2016-2017)
Pupils in the Foundation Stage follow the Early Years Foundation Stage Curriculum

	Autumn		Spring		Summer	
Topic/Theme	Growing and Super Senses		Journeys		By the Seaside	
English	Stories with familiar settings Labels and captions Instructions Poetry - Senses		Recounts Performance poetry Stories from other cultures		Stories - Fantasy Poetry – Shape Information texts	
Ongoing – Reading (Word level and comprehension) Writing (transcription, handwriting, composition, vocabulary, grammar and punctuation) Spoken Language						
Mathematics	Number and place value Addition and subtraction Multiplication and division Shapes Position and direction Measurement		Number and Place value Addition and subtraction Multiplication and division Measurement Position and direction Shapes Fractions		Number and place value Addition and subtraction Multiplication and division Measurement Fractions Position and direction	
Ongoing - Number and Place Value						
Science	Animals, including humans		Everyday materials		Living things and their habitats Plants	
Computing	Algorithms		Data handling		E-Safety and IT outside the school	
History	Changes in living memory		Journeys – events beyond living memory		Seaside holidays in the past	
Geography	Weather and seasonal changes ---→					
			Journeys - Mapskills		By the Seaside	
RE	Myself		Significant historical figures		Belonging	
DT/Art	Fantastic Food! Portraits and Artists		A Suitcase for Me Textiles; exploring materials		A Sunhat for Ginger Sculpture	
Music	Singing/listening		Playing		Simple composition	
PSHE	New beginnings Developing skills of communication and participation	Getting on and falling out People who help us E-Safety Say no to bullying	Going for goals Financial capability Developing our school grounds	It's good to be me Special people	Relationships Healthy lifestyles Safety at home Safety on the road	Changes Choices Beach and sun safety
PE	Netball/Multi Skills	Gymnastics/Multi Skills	Dance/Multi Skills	Games/Multi Skills	Cricket/Games/ Multi Skills	Athletics/Multi Skills

English – Pupils in Year 1

Reading

- Apply phonic knowledge and skills in decoding
- Respond correctly to graphemes for all 40+ phonemes
- Blend sounds in unfamiliar words
- Read common exception words
- Read word endings -s, -es, -ing, -ed, -er and –est
- Read words with more than one syllable
- Read words with contractions
- Read and re-read books aloud to build fluency and confidence
- Listen to and discuss a wide range of poems, stories and non-fiction
- Retell familiar stories and recite poems by heart
- Begin to make inferences
- Ask and answer questions, make predictions

Writing

- Spelling – words containing the 40+ phonemes, common exception words, days of the week
- Name letters of alphabet in order
- Use letter names to distinguish between alternative spellings of same sound
- Add prefixes and suffixes
- Apply simple spelling rules and guidelines
- Write from memory dictated simple sentences
- Begin to form lower case letters in the correct direction, starting and finishing in the correct place
- Form capital letters
- Form digits 0-9
- Write sentences by saying out loud what they are going to write
- Sequence sentences to form short narrative
- Re-read own writing

Grammar

- Leave spaces between words
- Join words and sentences using *and*
- Begin to punctuate sentences using a capital letter, full stop, question mark or exclamation mark
- Use capital letters for names of people, places, days of the week, and the personal pronoun 'I

Mathematics – Pupils in Year 1

Number/Calculations
- Count to and across 100, forwards and backwards
- Count, read and write numbers to 100; count in multiples of 2's, 5's and 10's
- Identify one more and one less
- Represent numbers using objects and pictures; use language of = to, more than, less than, most, least
- Read and write numbers from 1 to 20 in numerals and words
- Read, write and interpret mathematical language involving +, - and =
- Use number bonds to 20
- Add and subtract 1 digit and 2 digit numbers to 20
- Solve one step problems that involve addition, subtraction, multiplication and division (using concrete objects and arrays); complete missing number problems

Geometry and Measure
- Compare, describe and solve practical problems for lengths, heights, mass or weight, capacity and volume, time
- Measure and record standard measures
- Recognise different coins and know their value
- Sequence events in chronological order
- Use language relating to dates, days of the week, months and years
- Tell time to the hour and half past the hour
- Describe position using whole, half, quarter and three quarter turns
- Recognise and name 2D and 3D shapes

Fraction
- Recognise, find and name a ½ as one of two equal parts
- Recognise, find and name a ¼ as one of four equal parts

Science - Autumn Term	Science - Spring Term	Science - Summer Term
Animals, including humans • Identify and name a variety of common animals, inclujding fish, amphibians, reptiles, birds and mammals • Identify and name a variety of	**Everyday materials** • Distinguish between an object and the material from which it is made • Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water and rock	**Living things and their habitats** • Explore and compare the differences between thigs that are living, dead and things that have never been alive • Identify that most living things live in habitats to which they are suited and

common animals that are carnivores, herbivores and omnivores • Describe and compare the structure of a variety of common animals(fish, amphibians, reptiles, birds and mammals including pets) • Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense	• Describe the simple physical properties of a variety of everyday materials and compare and group together	describe how different habitats provide for the basic needs of different kinds of plants and animals, and how they depend on each other • Identify and name a variety of plants and animals in their habitats, including micro-habitats • Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.
Computing – Autumn Term • Understand use of algorithms • Create and debug simple programs • Use logical reasoning to make predictions	**Computing – Spring Term** • Design and write programs • Use logical reasoning • Organise, store, retrieve and manipulate data	**Computing – Summer Term** • Use Internet safely and appropriately • Recognise IT beyond the school
History – Autumn Term • Changes within living memory – where appropriate link to changes in national life *Changes as we grow up, family tree*	**History – Spring Term** • Events beyond living memory that are significant locally or globally *First plane flight, famous journeys*	**History – Summer Term** • Changes within living memory *Seaside holidays in the past*
Geography – Autumn Term • Seasonal changes (Science) – observe changes across the four seasons • Observe and describe weather associated with the seasons and how day length varies	**Geography – Spring Term** • Seasonal changes – see Autumn • Name and locate world's seven continents and five oceans • Name and locate 4 countries and capital cities of the UK • Use basic geographical vocabulary to refer to physical and human features	**Geography – Summer Term** • Seasonal changes – see Autumn • Describe physical and human features of a place, using geographical vocabulary • Use maps and photographs to recognise landmarks • Use simple fieldwork and observational skills to study local beach area

	• Use simple compass directions • Use directional language to describe the location of features and routes on a map • Use simple fieldwork and observational skills • Devise a simple map • Use and construct basic symbols	*Study – Dawlish Warren*
RE Follow locally agreed syllabus	**RE** Follow locally agreed syllabus	**RE** Follow locally agreed syllabus
DT/Art – Autumn Term • Use basic principles of healthy diet to prepare dishes • Understand where food comes from • Design appealing products for themselves and others • Select from and use a range of tools and equipment to perform practical tasks (cutting, peeling) • Select from a range of ingredients • Evaluate their ideas and products • To use drawing, painting and sculpture to develop and share their ideas • Line, shape, form and space • Learn about the work of artists, and describe similarities and differences	**DT/Art – Spring Term** • Design a purposeful product (suitcase) for themselves • Communicate and develop their ideas through talk and drawing • Select from and use a range of tools and equipment to perform practical tasks (cutting, joining, finishing) • Select from a range of materials and components • Explore and evaluate existing products, and their own • Use a range of materials creatively to design and make products • Develop a range of techniques (weaving) in using colour, pattern and texture	**DT/Art – Summer Term** • Design a functional product (sunhat) for a toy • Communicate and develop their ideas through ICT & mock-ups • Select from and use a range of tools and equipment to perform practical tasks (sewing) • Select from a range of materials and components • Explore and evaluate existing products, and their own • Use a range of materials creatively to design and make products • Develop a range of techniques in using colour, pattern and texture
Music – Autumn Term • Sing songs and speak chants and rhymes expressively • Listen and understand live and	**Music – Spring Term** • Play tuned and untuned instruments musically • Make and combine sounds musically	**Music – Summer Term** • Play tuned and untuned instruments musically • Make and combine sounds musically

recorded music		
PE – Autumn Term • Master basic movements, e.g. running, throwing, jumping, catching, balance, agility and coordination • Participate in team games and apply basic principles of attacking and defending	**PE – Spring Term** • Master basic movements, e.g. running, throwing, jumping, catching, balance, agility and coordination • Participate in team games and apply basic principles of attacking and defending • Perform dances using simple movement patterns	**PE – Summer Term** • Master basic movements, e.g. running, throwing, jumping, catching, balance, agility and coordination • Participate in team games and apply basic principles of attacking and defending