Curriculum Overview for Year 1 English Art & Design (KS1) Computing (KS1) Reading Writing Grammar Use a range of materials Understand use of algorithms •Match graphemes for all phonemes •Name letters of the alphabet •Leave spaces between words •Read accurately by blending Spell very common 'exception' Begin to use basic Use drawing, painting and sculpture • Write & test simple programs punctuation: . ?! sounds words Develop techniques of colour, pattern, texture, • Use logical reasoning to make •Read words with very common Spell days of the week •Use capital letters for predictions line, shape, form and space suffixes •Use very common prefixes & proper nouns. • Learn about range of artists, craftsmen and •Read contractions & understand suffixes •Use common plural & verb suffixes • Organise, store, retrieve & manipulate data designers purpose •Form lower case letters correctly Speaking & Listening • Communicate online safely and respectfully •Read phonics books aloud Listen & respond appropriately •Form capital letters & digits • Recognise uses of IT outside of school •Link reading to own experiences Ask relevant questions •Compose sentences orally before Maintain attention & participate •Join in with predictable phrases writing **Design & Technology (KS1)** Geography (Y1) •Discuss significance of title & •Read own writing to peers or events teachers • Design purposeful, functional & appealing Make simple predictions Name & locate products the four countries and capital cities of the • Generate, model & communicate ideas Mathematics United Kingdom using atlases & globes • Use range of tools & materials to Number/Calculation Geometry & Measures • identify seasonal / daily weather patterns in complete practical tasks the UK and the location of hot and cold areas •Count to / across 100 Use common vocabulary for Describe position & movement, •Count in 1s, 2s, 5s and 10s including half and quarter turns of the world comparison, e.g. heavier, taller, Evaluate existing products & own ideas full, longest, quickest • Use basic geographical vocabulary to refer to •Identify 'one more' and 'one less' Build and improve structure & mechanisms Begin to measure length, Fractions local & familiar features •Read & write numbers to 20 •Recognise & use ½ & ¼ • Use four compass directions & simple vocab capacity, weight •Use language, e.g. 'more than', • Understand where food comes from Recognise coins & notes 'most' Modern Languages Music (KS1) Use time & ordering vocabulary •Use +, - and = symbols •Tell the time to hour/half-hour •Know number bonds to 20 Sing songs Use language of days, weeks, •add and subtract one-digit and two-digit numbers to 20, including months & years Play tuned & untuned instruments musically •Recognise & name common 2-d and 3-d shapes •Solve one-step problems, including Listen & understand live and recorded Order & arrange objects Not required at KS1 simple arrays music Science History (KS1) Make and combine sounds musically Biology Key Concepts •Identify basic plants Changes in living memory (linked to aspects of •Identify basic plant parts (roots, leaves, flowers, etc.) national life where appropriate) Education **Education (KS1) Physical** Religious •Identify & compare common animals **Key Individuals** •Identify & name basic body parts Lives of significant historical figures. Master basic Chemistry including comparison of those from movement, e.g. running, jumping, throwing, •Distinguish between objects & materials different periods catching, balance, agility and co-ordination Identify & name common materials Significant local people Continue to follow locally-•Describe simple properties of some materials Participate in team games agreed syllabus for RE •Compare & classify materials **Key Events**

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e.g. Bonfire nightEvents of local importance

Observe weather associated with changes of season

Perform dances using simple movement

Swimming proficiency at 25m (KS1 or KS2)

Curriculum Overview for Year 2	
English	Art & Design (KS1) Computing (KS1)
Reading Develop phonics until decoding secure Read common suffixes Read & re-read phonic-appropriate books Read common 'exception' words Read common 'exception' words Read common 'exception' words Read common 'exception' words Discuss & express views about fiction, non-fiction & poetry Become familiar with & retell stories Writing Spell by segmenting into phonemes •Use .!?, and ' Use simple conjur observence Begin to expand noun phrases Use some feature standard English Speaking & Listeni observence Begin to plan ideas for writing Initiate & respondence observence observ	Develop techniques of colour, pattern, texture, line, shape, form and space Learn about range of artists, craftsmen and designers d to comments uage to develop
•Ask & answer questions; make predictions •Begin to make inferences •Make simple additions & changes after proof-reading	Design & Technology (KS1) • Design purposeful, functional & appealing products • Name & locate world's continents and oceans
Number/Calculation •Know 2, 5, 10x tables •Begin to use place value (T/U) •Count in 2s, 3s, 5s & 10s •Identify, represent & estimate numbers •Compare / order numbers, inc. <> Nathematics Geometry & Measures •Know and use standard measures •Read scales to nearest whole unit •Use symbols for £ and p and add/subtract simple sums of less than £1 or in pounds •Tell time to the nearest 5 minutes •Athletic for the areas 1 to 10 t	 Use range of tools & materials to complete practical tasks Evaluate existing products & own ideas Build and improve structure & mechanisms Use tables & Use aerial images and other models to create simple plans and maps, using symbols Use simple fieldwork and observational skills to study the immediate environment
 Identify & sort 2-d & 3-d shapes Write numbers to 100 Know number facts to 20 (+ related to 100) Use x and ÷ symbols Recognise commutative property of multiplication Identify & sort 2-d & 3-d shapes on 3-d surfaces Order and arrange mathematical objects Use terminology of position & movement 	Sing songs Play tuned & untuned instruments musically Listen & understand live and recorded music
Science Biology Differentiate living, dead and non-living Growing plants (water, light, warmth) Basic needs of animals & offspring Simple food chains & habitats Chemistry Identify and compare uses of different materials Compare how things move on different surfaces History (KS1) Key Concepts Changes in living memory (linked to national life where appropriate) Key Individuals Lives of significant historincluding comparison of different periods Significant local people Key Events Events of local importance	Physical Education (KS1) Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination

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English Art & Design (LKS2) Computing (LKS2) Reading Writing Grammar •Use knowledge to read 'exception' •Use prefixes & suffixes in spelling Use range of conjunctions • Use sketchbooks to collect, record and evaluate • Design & write programs to achieve specific words •Use dictionary to confirm spellings •Use perfect tense ideas goals, including solving problems •Read range of fiction & non-fiction •Write simple dictated sentences •Use range of nouns & • Improve mastery of techniques such as drawing, Use logical reasoning •Use dictionaries to check meaning •Use handwriting joins appropriately pronouns painting and sculpture with varied materials Understand computer networks •Prepare poems & plays to perform •Plan to write based on familiar •Use time connectives Learn about great artists, architects & designers Check own understanding of •Introduce speech punctuation • Use internet safely and appropriately reading Rehearse sentences orally for Know language of clauses • Collect and present data appropriately Draw inferences & make writing Speaking & Listening predictions Use varied rich vocabulary •Give structured descriptions •Retrieve & record information from •Create simple settings & plot Participate activity in conversation **Design & Technology (LKS2)** Geography (LKS2) non-fiction books Assess effectiveness of own and Consider & evaluate Discuss reading with others different viewpoints • Use research& criteria to develop products which others' writing • Locate world's are fit for purpose countries, focussing on Europe & Americas Use annotated sketches and Mathematics focus on key physical & human features prototypes to explain ideas Number/Calculation Geometry & Measures Fractions & decimals • Study a region of the UK (not local area) Evaluate existing products and •Learn 3, 4 & 8x tables Measure & calculate with metric •Use & count in tenths • Use 8 points of compass, symbols & keys improve own work •Secure place value to 100 measures Describe & understand climate, rivers, Recognise, find & write fractions •Mentally add & subtract units, tens •Measure simple perimeter mountains, volcanoes, earthquakes, •Recognise some equivalent • Use mechanical systems in own work settlements, trade links, etc. or hundreds to numbers of up to 3 •Add/subtract using money in fractions • Understand seasonality; prepare & cook digits context •Add/subtract fractions up to <1 Use fieldwork to observe, measure & record mainly savoury dishes Written column addition & •Use Roman numerals up to XII; Order fractions with common Languages (LKS2) Music (LKS2) subtraction tell time denominator Modern Solve number problems, including Calculate using simple time Data multiplication & simple division problems Interpret bar charts & • Listen & engage Use voice & and missing number problems •Draw 2-d / Make 3-d shapes pictograms instruments with increasing accuracy, control Ask & answer questions Use commutativity to help Identify and use right angles and expression Speak in sentences using familiar vocabulary calculations Identify horizontal, vertical, Improvise & compose music Develop appropriate pronunciation perpendicular and parallel lines Listen with attention to detail Show understanding of words & phrases Science History • Appreciate wide range of live & recorded Appreciate stories, songs, poems & rhymes **Biology** British History (taught chronologically) Broaden vocabulary • Stone Age to Iron Age Britain, including: Plants, incl. parts, • Begin to develop understanding of history lifecycle and requirements for life - hunter-gatherers and early farmers Education (LKS2) **Physical** Religious Animals: skeletons & nutrition - Bronze age religion, technology & travel - Iron age hill forts Use running, Chemistry jumping, catching and throwing in isolation and in combination Classification of rock types •Simple understanding of fossilisation · Play competitive games, modified as appropriate **Broader History Study** Continue to follow locally-Develop flexibility & control in gym, dance &

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Compare performances to achieve personal

• Swimming proficiency at 25m (KS1 or KS2)

· A local history study, e.g.

- A study over a period of time

- A depth study linked to a studied period

- A post-1066 study of relevant local history

Physics

Sources of light; shadows & reflections

Simple forces, including magnetism

Education

agreed syllabus for RE

English Reading Writing Grammar Secure decoding of unfamiliar Correctly spell common Use wider range of conjunctions words homophones •Use perfect tense appropriately •Read for a range of purposes •Increase regularity of handwriting Select pronouns and Retell some stories orally Plan writing based on familiar nouns for clarity •Discuss words & phrases that forms •Use & punctuate capture the imagination Organise writing into paragraphs direct speech •Identify themes & conventions •Use simple organisational devices •Use commas after front adverbials Retrieve & record information Proof-read for spelling & Speaking & Listening Make inferences & justify punctuation errors Articulate & justify opinions predictions Evaluate own and others' writing Speak audibly in Standard English Recognise a variety of forms of •Read own writing aloud Gain, maintain & poetry monitor interest of •Identify & summarise ideas listeners Mathematics Number/Calculation Geometry & Measures Fractions & decimals Compare 2-d shapes, including •Know all tables to 12 x 12 quadrilaterals & triangles •Recognise tenths & hundredths •Secure place value to 1000 Find area by counting squares Identify equivalent fractions •Use negative whole numbers Calculate rectangle perimeters •Add & subtract fractions with •Round numbers to nearest 10, 100 •Estimate & calculate measures common denominators or 1000 •Identify acute, obtuse & right •Recognise common equivalents angles •Use Roman numerals to 100 (C) Round decimals to whole •Column addition & subtraction up Identify symmetry numbers to 4 digits •Use first quadrant coordinates Solve money problems •Multiply & divide mentally Introduce simple translations •Use standard short multiplication Data •Use bar charts, pictograms & line graphs History Science **Biology** British History (taught chronologically) • Roman Empire & impact on Britain: Classify living things - Julius Caesar's attempted invasion Digestive system & teet - Roman Empire & successful invasion Food chains - British resistance, e.g. Boudicca Use running, - Romanisation of Britain Chemistry Changes of state •The water cycle

Broader History Study

- Ancient Sumer:

- Ancient Egypt; or

- Indus Valley;

• Earliest ancient civilisations, i.e.

- Shang Dynasty of Ancient China

Art & Design (LKS2)

- Use sketchbooks to collect, record and evaluate
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials
- Learn about great artists, architects & designers

Computing (LKS2)

- Design & write programs to achieve specific goals, including solving problems
 - Use logical reasoning
 - Understand computer networks
- Use internet safely and appropriately
- Collect and present data appropriately

Design & Technology (LKS2)

- Use research& criteria to develop products which are fit for purpose
- Use annotated sketches and prototypes to explain ideas
 - Evaluate existing products and improve own work
- Understand seasonality; prepare & cook mainly savoury dishes

Geography (LKS2)

- Locate world's countries, focussing on Europe & Americas focus on key physical & human features
- Study a region of the UK (not local area)
- Use 8 points of compass, symbols & keys
- Describe & understand climate, rivers, mountains, volcanoes, earthquakes, water cycle, settlements, trade links, etc.
- Use fieldwork to observe, measure & record

Languages (LKS2) Modern

Use mechanical systems in own work

- Listen & engage
- Ask & answer questions
- Speak in sentences using familiar vocabulary
- Develop appropriate pronunciation
- Show understanding of words & phrases
- Appreciate stories, songs, poems & rhymes
- Broaden vocabulary

Music (LKS2)

- Use voice & instruments with increasing accuracy, control and expression
 - Improvise & compose music
 - Listen with attention to detail
- Appreciate wide range of live & recorded
- Begin to develop understanding of history

Physical

Education (LKS2)

- jumping, catching and throwing in isolation and in combination
- Play competitive games, modified as appropriate
- Develop flexibility & control in gym, dance & athletics
- Compare performances to achieve personal bests
- Swimming proficiency at 25m (KS1 or KS2)

Religious

(Education

Continue to follow locallyagreed syllabus for RE

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Sound as vibrations

Electricity: simple circuits & conductors

Physics

Reading Apply knowledge of morphology & Secure spelling, inc. homophones, etymology when reading new words •Reading & discuss a broad range of •Legible, fluent handwriting genres & texts •Identifying & discussing themes •Make recommendations to others •Develop character, setting and Learn poetry by heart

Discuss authors' use of language

•Retrieve & present information

•Formal presentations & debates

•Use negative whole numbers in

•Use Roman numerals to 1000 (M)

•Use standard written methods for

•Use vocabulary of prime, factor &

•Multiply & divide by powers of ten

•Use square and cube numbers

from non-fiction texts.

Number/Calculation

all four operations

Life cycles of plants

Confidently add & subtract

1.000.000

context

mentally

multiple

Science

Biology

Secure place value to

Writing

prefixes, silent letters, etc.

English

- •Use a thesaurus
- •Plan writing to suit audience & purpose
- atmosphere in narrative
- Draw inference & make predictions •Use organisational & presentational •Command of Standard English features
 - •Use consistent appropriate tense
 - Proof-reading
 - Perform own compositions

Grammar

- Use expanded noun phrases •Use modal & passive verbs
- •Use relative clauses
- Use commas for clause
- •Use brackets, dashes & commas for parenthesis

Speaking & Listening

- •Give well-structured explanations
 - Consider & evaluate different viewpoints Use appropriate register

Design & Technology (UKS2)

Art & Design (UKS2)

· Use sketchbooks to collect, record, review, revisit

• Improve mastery of techniques such as drawing,

painting and sculpture with varied materials

• Learn about great artists, architects & designers

- Use research& criteria to develop products which are fit for purpose and aimed at specific groups
- Use annotated sketches, cross-section diagrams & computer-aided design
 - Analyse & evaluate existing products and improve own work
 - Use mechanical & electrical systems in own products, including programming
- Cook savoury dishes for a healthy & varied diet

Computing (UKS2)

- Design & write programs to solve problems
 - Use sequences, repetition, inputs, variables and outputs in programs Detect & correct errors in programs
- Understand uses of networks for collaboration & communication
- Be discerning in evaluating digital content

Geography (UKS2)

- Name & locate counties, cities, regions & features of UK
- Understand latitude, longitude, Equator, hemispheres, tropics, polar circles & time zones
- Study a region of Europe, and of the Americas
- Understand biomes, vegetation belts, land use, economic activity, distribution of resources, etc.
- Use 4- and 6-figure grid references on OS maps
- Use fieldwork to record & explain areas

Geometry & Measures

Convert between different units

Mathematics

- Calculate perimeter of composite shapes & area of rectangles
- Estimate volume & capacity
- Identify 3-d shapes
- Measure & identify angles
- Understand regular polygons
- Reflect & translate shapes

- •Interpret tables & line graphs
- Solve questions about line graphs

Fractions

- •Compare & order fractions •Add & subtract fractions with common denominators, with
- mixed numbers
- Multiply fractions by units
- Write decimals as fractions
- •Order & round decimal numbers
- •Link percentages to fractions & decimals

Modern

Languages (UKS2)

Education (UKS2)

Listen & engage

& evaluate ideas

- Engage in conversations, expressing opinions
- Speak in simple language & be understood
- Develop appropriate pronunciation
- Present ideas & information orally
- Show understanding in simple reading
- Adapt known language to create new ideas
- Describe people, places & things
- · Understand basic grammar, e.g. gender

Music (UKS2)

- Perform with control & expression solo & in ensembles
 - Improvise & compose using dimensions of music
- Listen to detail and recall aurally
- Use & understand basics of staff notation
- Develop an understanding of the history of music, including great musicians & composers

Chemistry

•Classify materials according to a variety of properties

& animals (inc. mammal, insect, bird, amphibian)

Describe changes as humans develop & mature

- •Understand mixtures & solutions
- •Know about reversible changes; identify irreversible

Physics

- •Understand location and interaction of Sun, Earth &
- •Introduce gravity, resistance & mechanical forces

History

British History (taught chronologically)

- Anglo-Saxons & Vikings, including:
 - Roman withdrawal from Britain; Scots invasion
 - Invasions, settlements & kingdoms
 - Viking invasions; Danegald
 - Edward the Confessor

Broader History Study

- · Ancient Greece, i.e.
- A study of Greek life and achievements and their influence on the western world

Physical

- Use running. jumping, catching
- and throwing in isolation and in combination Play competitive games, applying basic principles
- Develop flexibility & control in gym, dance & athletics
- Take part in Outdoor & Adventurous activities
- Compare performances to achieve personal bests
- Swimming proficiency at 25m (KS1 or KS2)

Religious

(Education

Continue to follow locallyagreed syllabus for RE

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English Reading Writing Grammar •Use knowledge of morphology & •Read a broad range of genres •Use appropriate register/ style •Recommend books to others etymology in spelling •Use the passive voice for purpose Develop legible personal Make comparisons within/across Use features to convey handwriting style books & clarify meaning •Support inferences with evidence •Plan writing to suit audience & •Use full punctuation •Summarising key points from texts purpose; use models of writing Use language of subject/object •Identify how language, structure, Develop character & setting in Speaking & Listening narrative etc. contribute to meaning •Use questions to build knowledge •Select grammar & vocabulary for Discuss use of language, inc. Articulate arguments & opinions effect figurative Use spoken language to speculate, •Use a wide range of cohesive Discuss & explain reading, hypothesise & explore devices providing reasoned justifications Use appropriate Ensure grammatical consistency for views register & language Mathematics Number/Calculation **Geometry & Measures** Fractions, decimals & percentages Secure place value & Confidently use a range of Compare & simplify fractions measures & conversions rounding to 10,000,000, including •Use equivalents to add fractions negatives Calculate area of triangles / Multiply simple fractions •All written methods, including long parallelograms Divide fractions by whole division •Use area & volume formulas numbers •Use order of operations (not Classify shapes by properties Solve problems using decimals & indices) Know and use angle rules percentages •Identify factors, multiples & primes •Translate & reflect shapes, using •Use written division up to 2dp •Solve multi-step number problems all four quadrants •Introduce ratio & proportion Algebra Data •Introduce simple use of unknowns •Use pie charts Calculate mean averages Science History **Biology British History (taught chronologically)** Classification. · An extended period study, e.g. including micro-organisms - The changing power of monarchs •Health & Lifestyles, incl. circulatory system - Significant turning points in British history - Crime & punishment •Evolution & Adaptation Leisure **Physics**

•Light & Shadows; the eye

Forces, including gravity

•Electricity: investigating circuits

Art & Design (UKS2)

- · Use sketchbooks to collect, record, review, revisit & evaluate ideas
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials
- Learn about great artists, architects & designers

Computing (UKS2)

- Design & write programs to solve problems
 - Use sequences, repetition, inputs, variables and outputs in programs Detect & correct errors in programs
- Understand uses of networks for collaboration & communication
- Be discerning in evaluating digital content

Design & Technology (UKS2)

- Use research& criteria to develop products which are fit for purpose and aimed at specific groups
- Use annotated sketches, cross-section diagrams & computer-aided design
 - Analyse & evaluate existing products and improve own work
 - Use mechanical & electrical systems in owr products, including programming
- Cook savoury dishes for a healthy & varied diet

Geography (UKS2)

- Name & locate counties, cities, regions & features of UK
- Understand latitude, longitude, Equator, hemispheres, tropics, polar circles & time zones
- Study a region of Europe, and of the Americas
- Understand biomes, vegetation belts, land use, economic activity, distribution of resources, etc.
- Use 4- and 6-figure grid references on OS maps
- Use fieldwork to record & explain areas

Languages (UKS2) Music (UKS2) Modern

Education (UKS2)

- Listen & engage
- Engage in conversations, expressing opinions
- · Speak in simple language & be understood
- Develop appropriate pronunciation
- Present ideas & information orally
- Show understanding in simple reading
- Adapt known language to create new ideas

and throwing in isolation and in combination

• Play competitive games, applying basic principles

• Develop flexibility & control in gym, dance &

• Take part in Outdoor & Adventurous activities

• Compare performances to achieve personal

Swimming proficiency at 25m (KS1 or KS2)

Describe people, places & things

Physical

jumping, catching

• Use running,

· Understand basic grammar, e.g. gender

Improvise & compose using dimensions of music

- Listen to detail and recall aurally
- Use & understand basics of staff notation

control & expression solo & in ensembles

 Develop an understanding of the history of music, including great musicians & composers

Religious

Perform with

Education

Continue to follow locallyagreed syllabus for RE

- Non-European society, i.e.
- Islamic civilization, including Baghdad
- Mayan civilization

Broader History Study

- Benin (West Africa)

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