Franche Primary Year One Curriculum

English

Reading

- Match graphemes for all phonemes
- Read accurately by blending
- Read words with common suffixes
- Read contractions and understand purpose
- Read phonics books aloud
- Link reading to own experiences
- Join in with predictable phrases
- Discuss the significance of title and
- Make simple predictions

Number/Calculation

Count to and across 100.

'most', 'less than'.

cation and division.

Count in 1s, 2s, 5s and 10s.

numerals and 1-20 in words.

Use language e.g. 'more than',

Read, write and interpret +, -, =

Represent and use number bonds to

Add and subtract one-digit and two-

digit numbers to 20, including zero.

Solve one-step problems for multipli-

Read and write numbers to 100 in

Writing

- · 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

Speaking and Listening

- Listen and respond appropriately
- · Ask relevant questions
- · Maintain attention and participate

Grammar

- · Leave spaces between words
- Begin to use basic punctuation: ?!

Fractions

- · Use capital letters for proper nouns
- · Use common plural verb suffixes

Music (KS1)

- Sing songs
- Play tuned and untuned instruments musi-

· Use a range of mediums and materials in differ-

· Use drawing, painting, sculpture and collage to

Develop techniques using colour, pattern, tex-

Learn about a range of artists, illustrators,

Listen to and understand live and recorded music

· Make and combine sounds musically

Art and Design (KS1)

tell stories and express ideas.

craftsmen and designers.

ture, line, shapes, form and space

Geography

Name and locate the 7 continents and 5 oceans. the 4 countries of the United Kingdom, our town and school using photos, maps, atlases and

Design Technology (KS1)

complete practical tasks

ing products.

· Design purposeful, functional and appeal-

• Generate, model and communicate ideas

Evaluate existing products and own ideas

Build and improve structure and mech-

· Understand where food comes from

Use a range of tools and materials to

- Identify seasonal/daily weather patterns in the
- Use basic geographical vocabulary to refer to local and familiar features
- Devise a simple map.

Mathematics

Geometry/ Measures

- · Use common vocabulary for comparisons e.g. heavier, taller, full, longest, quickest. Identify 'one more' and 'one less'.
 - Begin to measure length, capacity, weight and time.
 - Recognise coins and notes.
 - · Sequence events using time related 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.
 - Describe position, direction and movement.

and 1/4 of an object, shape or quantity.

· Recognise, name and find 1/2

PSHE

- Positive relationships
- Healthu me- healthu eating, sleep, illness, relaxation and mindfulness techniques
- Online healthy me-screen time and sleep, turning off screen time
- Secrets and surprises
- · Where does money come from?

Religious Education

- · Begin to develop knowledge and understanding of religions Christianity and Islam
- Use basic subject specific vocabulary
- Raise questions
- Express their own views in response to what they learn about
- KEY CONCEPTS—God, Incarnation, Tawhid, Ibadah, Iman

Science

Biology

- · Identify basic plants and parts
- . Identify and compare common animals
- · Identify and name basic body parts

Chemistru

- · Distinguish between objects and materials
- · Identify and name common materials
- . Describe simple properties of some materi-
- Compare and classify materials

Phusics

• Observe weather associated with changes

History

Key Concepts

Changes within living memory (lined to aspects of national life where appropriate)

Key individuals:

Lives of significant historical figures: including comparison of those from different periods

· Significant local people

Keu events

- Events beyond living memory that are significant nationally or globally. Significant inventions
- · Events and places of local importance

Computing

- · Identify different components of a computer and develop keuboard and mouse skills.
- Consider how to use technology responsibly.
- Explore the tools that can be used to create digital art and digital writing.
- · Use floor robots and Scratch Jr to explore using individual commands and algorithms.
- · Group and begin to answer questions about data.

Physical Education

Dance

Fundamentals

Swimming

Fielding Team Building

Net and Wall

Striking and

Games

Ball Skills Target Games

Athletics