# Writing and Spelling

- Spell days of the week including capital letters
- Using s and es to pluralise
- Begin to spell words using contracted forms e.g can't won't
- Sequence sentences to form short narratives
- Begin to organise ideas or events using simple time related words, numbers or captions
- Can select basic ideas and content linked to the purpose of their writing
- Re-read what they have written to check it makes sense
- Use question marks in sentences

# <u>Reading</u>

- To continue to read accurately by blending sounds in unfamiliar words containing sounds that have been taught

- To continue to read common exception words, spotting unusual spelling and sounds
- To continue to read words containing -s, -es, -ing, -ed, -er and -est endings
- To continue to be encouraged to link what they read or hear read to their own experiences
- To become very familiar with key stories, fairy stories and traditional tales, retelling them and considering their particular characteristics

# Speaking and Listening

-To give well-structured descriptions, explanations and narratives for different purposes, including for expressing feelings

- To maintain attention and participate actively in collaborative conversations, staying on topic and initiating and responding to comments

# <u>Mathematics</u>

- Count, read and write numbers to 100 in numerals, count in multiples of twos, fives and tens

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

- Represent, memorise and use number bonds and related subtraction facts within 10  $\,$ 

- Add and subtract one-digit and two-digit numbers to 20 (9 + 9, 18 9) and zero
- Double and halve numbers to 20

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

- Recognise and name common 2-D and 3-D shapes

- Describe positions, directions and movements using language such as left and right, top, middle and bottom, on top of, in front of, above, between, around, near, close and far, up and down, forwards and backwards, inside and outside

# Tower Hill Primary School



Curriculum Map

Year 1

Spring Term

# <u>History</u>

Space Flight and Neil Armstrong

- Learn how to find out about aspects of the past
- To use everyday words and phrases to describe an artefact
- Learn that oral sources and museum displays can be used to find out about the past

## **Design Technology**

### <u>Homes</u>

- Understand that we live in many different types
- of homes
- -To identify the names of different buildings and the main features
- To use their own experiences when

developing ideas

# Music/Creative Development

#### <u>Patterns</u>

- -To use their voice expressively
- -To create musical patterns

- Listen with sustained concentration and repeat a

sound from memory

- -Understand that sound can be represented in
- different ways

# Religious, Personal, Social, Moral and Health Education.

## Friends of Jesus

-To learnt about the term 'friend'

-To learn about the qualities that make someone a friend

-To understand that Jesus chose special friends (disciples) to be his helpers

## Symbol of Darkness to Light

-Learn about the Easter Paschal Candle and why we light it

-Learn about some other symbols of light in religion

# <u>Year 1</u>

# Foundation Subjects

All children in Year One will be working on these topic areas but at their own level.

<u>Spring</u> Term 1: Who's afraid of the big bad wolf?

# Term 2: Dark side of the Moon

# <u>Science</u>

## <u>Material World</u>

- Use senses to explore and recognise the similarities and differences between materials

-Sort objects into groups on the basis of simple material properties

## Animals including humans

- Learn about different types of animals and be able to sort them accordingly
- Name a variety of common animals including fish, amphibians, reptiles, birds and mammals

## Information and Communication

## Technology.

## <u>Photography</u>

- Learn how to use a camera and resources that
- have built in cameras
- Apply simple editing, including filters

## <u>Scratch Junior</u>

- Introduction to coding
- Learn how to debug simple code

## Art/Creative Development

- <u>Clay Aliens</u>
- produce creative work, exploring their ideas and recording their experiences
- become proficient in sculpture and other art, craft and design techniques

# Geography

- <u>Weather</u>
- -To find places on a map
- To recognise features of places
- -To identify types of weather, seasonal change and their effect on people

# **Physical Development**

## **Gymnastics**

- Develop balance, agility and co-ordination, and begin to apply these in a range of activities.

## <u>Games</u>

-Learn to be confident and safe in the spaces used to play games

-Learn how to choose and use skills effectively for particular games

- To understand that being active is good for them and fun