# National Curriculum Overview for Year 1/2 Key Stage 1

Vocab, Grammar & Punc.

Use punctuation such as-

Use expanded noun phrases.

Use features of written standard

• Listen and respond appropriately.

• Use spoken language to

Ask relevant questions.

develop understanding.

• Articulate & justify answers .

• Recognise, find and name 1/2, 1/4, 1/3,

• Recognise equivalence of fractions.

• Interpret & create pictograms, tally

charts, block graphs & tables.

• Ask and answer totalling &

comparison questions.

2/4,3/4, of shapes, lengths & sets of

Know how to use

**Speaking & Listening** 

conjunctions to join

simple sentences

English.

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**Fractions** 

Statistics

objects.

Aa.!,?'

Leave spaces between words.

#### Reading

- Apply and develop phonic knowledge to decode words.
- Match graphemes for all phonemes.
- Tread words containing common • suffixes.
- Read words with contractions and • common exception words.
- Read and reread phonic appropriate books.
- Listen to, discuss and express views about poetry, stories & non-fiction texts.
- Join in with stories and poems and learn some by heart.
- Make inferences and predictions. •
- Discuss book events & retell stories.

### Number/Calculation

- Count, read and write to and beyond 100 in 1,2,3,5 and 10s.
- Know and use + /- facts to 20 and related Facts to 100.
- Recognise place value of 2 digit number.
- Use language of equal to, more than & less than.
- Compare and order numbers using< > =
- Recognise inverse relationships between
- + & -
- Show commutative property of + and X
- Solve problems involving  $+ x \div$ • Recall and use x ÷ facts for 2,5,10 x
- tables.
- Read and write numbers to at least 100 in numerals and words.

## Science Y1

### **Working Scientifically**

- Perform simple tests & observe using simple equipment.
- Ask questions that can be answered differently.
- Gather & record data to answer self-generated questions. • Plants
- Identify & name wild & garden plants incl trees.
- Identify & describe basic structure of plants & trees. **Animals including Humans**
- Identify & name common animals and classify.
- Identify, name, draw & label basic human body parts and lir to the senses.

### **Everyday Materials**

- Distinguish between objects and materials they are made from.
- Identify & name common materials & describe properties.
- Compare & classify materials by physical properties.

### English Writing & Handwriting

- Spell words containing all 40+ • phonemes & common exception words.
- Spell by segmenting in to • phonemes.
  - Spell words with contractions.
- Hold a pencil comfortably and form lower case, capitals, digits of the correct size.
- Know and use common prefixes • and suffixes.
- Write simple dictated sentences.
- Compose sentences orally/plan ideas before writing. Make additions, revisions and •
- corrections to writing.

## **Mathematics**

Measure

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- Use common vocab for comparisons. • Measure and record using non
- standard and standard units. Recognise and know value of coins and
- notes and use £ and p. • Tell time to hour, 1/2hour, ¼ hour and 5
- mins.
- Know and use language of time.
- Geometry Recognise and name common 2D & 3D
- shapes, identify & describe properties.
- Recognise shapes in different orientations & size.
- Describe position, direction & movement including rotation and ¼ turn as right angles.
  - Science Y2 Working Scientifically
  - Perform simple tests & observe using simple equipment.
  - Ask questions that can be answered differently.
  - Gather & record data to answer self-generated questions.
  - Plants \* Observe plant growth and describe conditions for
    - healthy growth.
    - Living things & their Habitats
    - Compare difference between living, dead and non-living.
  - habitats & name plants and animals within them.
  - **Animals Including Humans**
  - Describe basic needs of humans & animals for survival.
  - Describe importance of exercise, healthy eating & hygiene. **Uses of Everyday Materials**
  - Identify and compare suitability of everyday materials.
  - Investigate how some solid objects can be changed.

### **Art & Design**

- Use a range of materials.
- Use drawing, painting & sculpture and share ideas experience & imagination.
- Develop technique of colour, pattern, texture line, shape, form & space.
- Learn about a range of artists, craftsmen and designers.

## **Design & Technology**

- Design purposeful, functional & appealing products
- Generate, model & communicate ideas.
- Use a range of tools & materials to complete practical tasks.
- Evaluate existing products & own ideas
  - Build and improve structure & mechanisms.
    - Understand where food comes from and prepare healthy and varied dishes.

### History

- **Key Concepts**
- Changes in living
- of national life where appropriate
- Changes beyond living memory, that are nationally or globally significant.
- Lives of significant historical figures, including comparison of those from different periods.
- Significant local historical events , people & places.

## **Physical**

• Master basic

- Education movement eg
- throwing, catching, running, jumping, balance, agility and coordination and apply in a range of activities.
- Participate in team games, developing tactics for attacking and defending.
- Perform dances using simple movement patterns.

- memory, linked to aspects
- Key Individuals & Events

