

English

What letters can be found in the Bible ?

Classic Poems, Recount: Letters

Class Novel - Animal Adventure Stories

Vocabulary, grammar and punctuation

- Say, and hold in memory whilst writing, simple **sentences** which make sense.
- Write simple **sentences** that can be read by themselves and others.
- Separate **words** with spaces.
- Use **punctuation** to demarcate simple **sentences (capital letters and full stops)**.
- Identify and use **question marks** and **exclamation marks**.
- Make **singular** nouns **plural** using 's' and 'es' e.g. dog, dogs; wish, wishes.

Drafting and writing

- Orally compose every **sentence** before writing.
- Re-read every **sentence** to check it makes sense.
- Write in different forms with simple text type features e.g. instructions, narratives, recounts, poems, information texts.

Evaluating and Editing

- Discuss their writing with adults and peers.

Performing

- Read aloud their writing audibly to adults and peers

Spelling

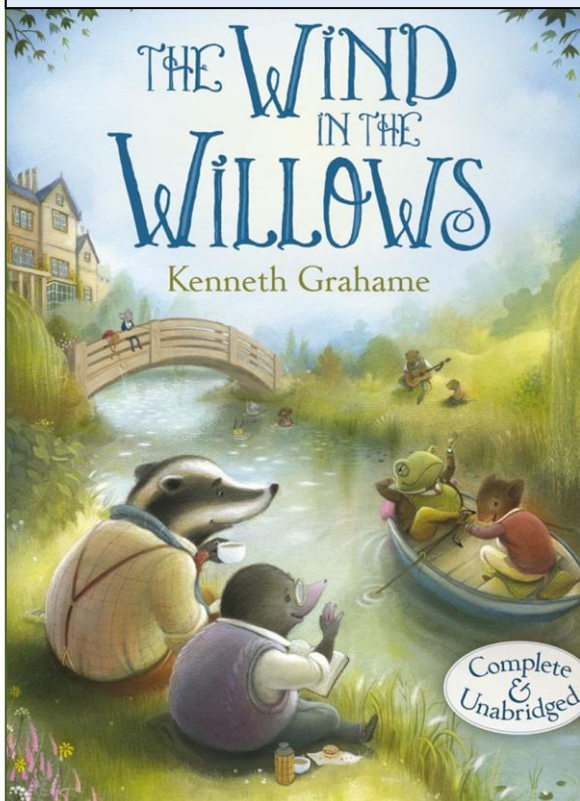
- Spell words using the 40+ phonemes already taught, including making phonically plausible attempts at more complex words.
- Divide words into syllables, e.g. pocket.
- Spell words with vowel digraphs
- Spell words with vowel trigraphs
- Spell common exception words
- Name the letters of the alphabet in order.
- Use letter names to distinguish between alternative spellings of the same sound.
- Write from memory simple sentences dictated by the teacher that include words using the GPCs and common exception words taught so far.
- Spell words with the /v/ sound at the end of words, e.g. have, live, give.
- Add s and es to words, e.g. thanks, catches.
- Spell words with new consonant spellings ph and wh, e.g. dolphin, wheel.
- Spell words using k for the /k/ sound, e.g. Kent.

Handwriting

- Have clear ascenders ('tall **letters**') and descenders ('tails')
- Form **capital letters** correctly.

Year 1

Summer 1



British Values -

Individual Liberty - look at the characters and how they used their Individual Liberty. Did they make good or bad choices?

Maths

Consider the Ocean...What does it tell us of God's capacity?

- Read and write numbers from 1 to 20 in numerals and words.
- Count, read and write numbers to 100 in numerals.
- Begin to recognise the place value of numbers beyond 20 (tens and ones).
- Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least.
- Given a number, identify one more and one less.
- Given a number, identify ten more and ten less.
- Order numbers to 50.
- Solve problems and practical problems involving all of the above
- Represent and use number bonds and related subtraction facts within 20.
- Add and subtract one-digit and two-digit numbers to 20, including zero (using concrete objects and pictorial representations).
- Solve simple one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems, such as $7 = \square - 9$.
- Present and interpret data in block diagrams using practical equipment.
- Ask and answer simple questions by counting the number of objects in a category.
- Ask and answer questions by comparing categorical data.
- Compare and describe capacity/volume (for example, full/empty, more than, less than, half, half full, quarter).
- Measure and begin to record capacity and volume using non-standard and then standard units (litres and ml) within children's range of counting competence.
- Solve practical problems for capacity/volume.
- Solve simple one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems, such as $7 = \square - 9$.
- Understand that a fraction can describe part of a whole.
- Understand that a unit fraction represents one equal part of a whole.
- Recognise, find and name a half as one of two equal parts of an object, shape or quantity (including measure).
- Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.
- Describe position, directions and movements, including half, quarter and three-quarter turns.
- 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 shapes, including rectangles (including squares), circles and triangles.
- Recognise and name common 3-D shapes, including cuboids (including cubes), pyramids and spheres.