Overview of the Maybury Curriculum

Based on National Curriculum published in September 2014



Curriculum Overview for Year 1 English Art & Design (KS1) Reading Writing Grammar • Use a range of materials 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 punctuation: .?! sounds words Develop techniques of colour, pattern, texture, Read words with very common Spell days of the week Use capital letters for line, shape, form and space suffixes Use very common prefixes & proper nouns. Learn about range of artists, craftsmen and Use common plural & verb suffixes •Read contractions & understand suffixes designers Speaking & Listening purpose Form lower case letters correctly Read phonics books aloud •Form capital letters & digits Listen & respond appropriately •Link reading to own experiences •Compose sentences orally before •Ask relevant questions •Maintain attention & participate •Join in with predictable phrases writing Design & Technology (KS1) • Discuss significance of title & •Read own writing to peers or teachers events Design purposeful, functional & appealing • Make simple predictions products • Generate, model & communicate ideas **Mathematics** • Use range of tools & materials to Number/Calculation **Geometry & Measures** complete practical tasks •Count to / across 100 •Use common vocabulary for •Describe position & movement, •Count in 1s, 2s, 5s and 10s comparison, e.g. heavier, taller, including half and quarter turns • Evaluate existing products & own ideas full, longest, quickest •Identify 'one more' and 'one less' Build and improve structure & mechanisms Fractions •Begin to measure length, •Read & write numbers to 20 •Recognise & use ½ & ¼ capacity, weight •Use language, e.g. 'more than', • Understand where food comes from •Recognise coins & notes 'most' Languages Modern •Use time & ordering vocabulary •Use +, - and = symbols •Tell the time to hour/half-hour •Know number bonds to 20

Lives of significant historical figures,

different periods

•Events of local importance- Woking Palace,

- Neil Armstrong

•First space travel to the moon

•Significant local people

including comparison of those from

- add and subtract one-digit and two-digit numbers to 20, including zero
- •Solve one-step problems, including simple arrays

Science

Biology

Identify basic plants

- Identify basic plant parts (roots, leaves, flowers, etc.)
- Identify & compare common animals
- Identify & name basic body parts

Chemistry

- Distinguish between objects & materials
- Identify & name common materials
- •Describe simple properties of some materials
- •Compare & classify materials

Physics

•Observe and name some light sources Observe changes of day & season

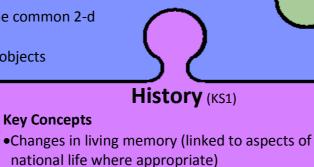
- and 3-d shapes
- •Order & arrange objects
- •Use language of days, weeks,

- •Recognise & name common 2-d
- months & years

Physical

- Education (KS1)
- Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination
- Participate in team games
- Perform dances using simple movement
- Swimming proficiency at 25m (KS1 or KS2)

- Not required at KS1



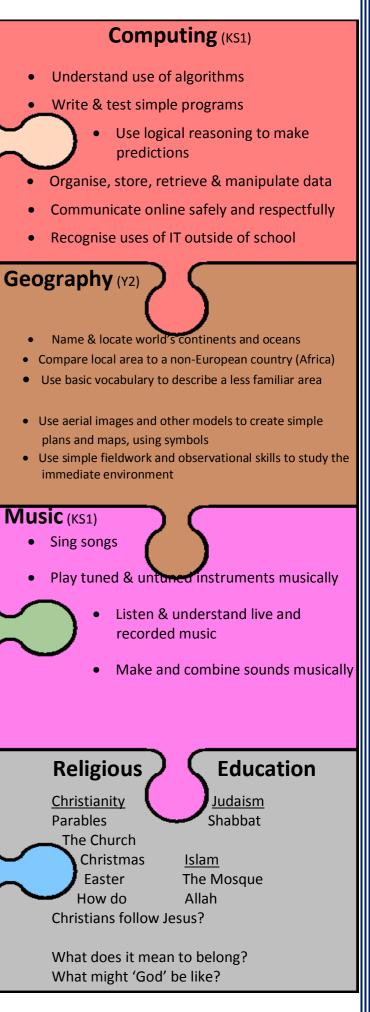
Key Individuals

Key Events

Wonderful Woking



English Art & Design (KS1) Writing Grammar Reading Use a range of materials • Develop phonics until decoding •Spell by segmenting into phonemes •Use . ! ? , and ' •Learn to spell common 'exception' •Use simple conjunctions secure • Use drawing, painting and sculpture Read common suffixes words Begin to expand Develop techniques of colour, pattern, texture, •Read & re-read phonic-appropriate •Spell using common suffixes, etc. noun phrases line, shape, form and space books Use appropriate size letters & Use some features of Learn about range of artists, craftsmen and •Read common 'exception' words standard English spaces • Discuss & express views about • Develop positive attitude & Speaking & Listening designers fiction, non-fiction & poetry stamina for writing Articulate & Justify answers •Become familiar with & retell •Begin to plan ideas for writing Initiate & respond to comments stories •Record ideas sentence-by-sentence •Use spoken language to develop Design & Technology (KS1) •Ask & answer questions; make Make simple additions & changes understanding predictions after proof-reading Design purposeful, functional & appealing Begin to make inferences products • Generate, model & communicate ideas **Mathematics** • Use range of tools & materials to Number/Calculation **Geometry & Measures** Fractions complete practical tasks •Know 2, 5, 10x tables •Know and use standard measures •Find and write simple fractions • Evaluate existing products & own ideas •Begin to use place value (T/U) •Read scales to nearest whole unit •Understand equivalence of e.g. •Count in 2s, 3s, 5s & 10s •Use symbols for £ and p and 2/4 = 1/2 Build and improve structure & mechanisms •Identify, represent & estimate add/subtract simple sums of less Data Understand where food comes from numbers than £1 or in pounds Interpret simple tables & •Compare / order numbers, inc. < > •Tell time to the nearest 5 minutes pictograms Languages Modern Identify & sort 2-d & 3-d shapes Ask & answer comparison •Write numbers to 100 Identify 2-d shapes on 3-d questions •Know number facts to 20 (+ related surfaces Ask & answer question about totalling to 100) •Order and arrange mathematical •Use x and ÷ symbols objects •Use terminology of position & • Recognise commutative property Not required at KS1 of multiplication movement History (KS1) Science Biology **Key Concepts** Differentiate living, Changes in living memory (linked to aspects of dead and non-living national life where appropriate) **Physical** Education (KS1) Growing plants (water, light, warmth) **Key Individuals** Basic needs of animals & offspring Lives of significant historical figures, Master basic Simple food chains & habitats including comparison of those from movement, e.g. running, jumping, throwing, different periods catching, balance, agility and co-ordination Chemistry Significant local people- Identify and compare uses of different materials Participate in team games **Florence Nightingale Kev Events** Physics Perform dances using simple movement •e.g. Bonfire night, Great Fire of London •Compare things moving on different surfaces Events of local importance Observe & name variety of sound sources • Swimming proficiency at 25m (KS1 or KS2) Recognise that sound gets fainter with distance



English Art & Design (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 •Use dictionary to confirm spellings •Use perfect tense ideas words •Read range of fiction & non-fiction •Write simple dictated sentences •Use range of nouns & Improve mastery of techniques such as drawing, •Use dictionaries to check meaning •Use handwriting joins appropriately pronouns painting and sculpture with varied materials 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 forms reading Rehearse sentences orally for •Know language of clauses •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) non-fiction books Assess effectiveness of own and Consider & evaluate Discuss reading with others different viewpoints others' writing • Use research& criteria to develop products which are fit for purpose Use annotated sketches and **Mathematics** prototypes to explain ideas Number/Calculation **Geometry & Measures Fractions & decimals** Evaluate existing products and •Learn 3, 4 & 8x tables •Measure & calculate with metric •Use & count in tenths improve own work Secure place value to 100 measures •Recognise, find & write fractions •Mentally add & subtract units, tens •Measure simple perimeter Recognise some equivalent • Use mechanical systems in own work 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 mainly savoury dishes •Use Roman numerals up to XII; Written column addition & Order fractions with common subtraction tell time denominator Modern Languages (LKS2) Music (LKS2) •Solve number problems, including •Calculate using simple time Data • Listen & engage multiplication & simple division problems •Interpret bar charts & and missing number problems •Draw 2-d / Make 3-d shapes pictograms • Ask & answer questions •Use commutativity to help Identify and use right angles Speak in sentences using familiar vocabulary calculations Identify horizontal, vertical, perpendicular and parallel lines Develop appropriate pronunciation • Show understanding of words & phrases Science History British History (taught chronologically)

Stone Age to Iron Age Britain, including:

- Bronze age religion, technology & travel

- hunter-gatherers and early farmers

- Iron age hill forts- Stonehenge

- Biology
- •Plants, incl. parts,
- lifecycle and requirements for life
- Animals: skeletons & nutrition

Chemistry

 Classification of rock types Simple understanding of fossilisation

Physics

 Sources of light; shadows & reflections •Simple forces, including magnetism

Broader History Study

Ancient Egypt

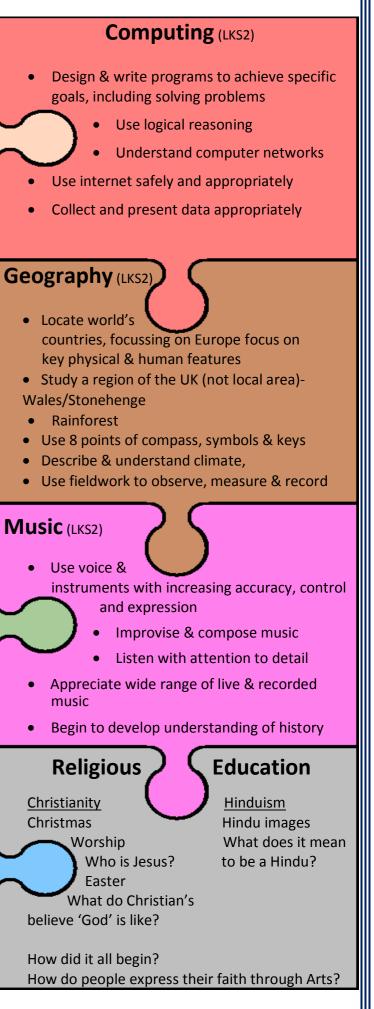
- Appreciate stories, songs, poems & rhymes
- Broaden vocabulary

Physical

- Use running, jumping, catchin
 - and throwing in isolation and in combination

Education (LKS2)

- 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)



Reading

 Secure decoding of unfamiliar words

- •Read for a range of purposes
- Retell some stories orally
- Discuss words & phrases that capture the imagination
- Identify themes & conventions
- •Retrieve & record information Make inferences & justify
- predictions

Number/Calculation

•Know all tables to 12 x 12

•Secure place value to 1000

•Use negative whole numbers

•Use Roman numerals to 100 (C)

Multiply & divide mentally

- Recognise a variety of forms of poetry
- Identify & summarise ideas

English

- •Correctly spell common homophones

Writing

- Increase regularity of handwriting
 Select pronouns and Plan writing based on familiar forms
- Organise writing into paragraphs
- •Use simple organisational devices Proof-read for spelling &
- punctuation errors
- •Evaluate own and others' writing •Read own writing aloud

Mathematics

Compare 2-d shapes, including

quadrilaterals & triangles

•Use perfect tense appropriately

- nouns for clarity Use & punctuate
 - direct speech

Grammar

 Use commas after front adverbials Speaking & Listening

•Use wider range of conjunctions

- Articulate & justify opinions •Speak audibly in Standard English
 - Gain, maintain & monitor interest of

listeners

Fractions & decimals

- •Recognise tenths & hundredths
- Identify equivalent fractions •Add & subtract fractions with
- common denominators •Recognise common equivalents •Round decimals to whole

numbers

Solve money problems

graphs

History

British History (taught chronologically)

- Roman Empire & impact on Britain: - Julius Caesar's attempted invasion
- Roman Empire & successful invasion
- British resistance, e.g. Boudicca

- Romanisation of Britain

Broader History Study

 Earliest ancient civilisations, Ancient Greece

Art & Design (LKS2)

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

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

Use mechanical systems in own work

 Understand seasonality; prepare & cook mainly savoury dishes

Modern

- Languages (LKS2)
- Listen & engage
- Ask & answer question
- Speak in sentences using familiar vocabulary
- Develop appropriate pronunciation
- Show understanding of words & phrases
- Appreciate stories, songs, poems & rhymes
- Broaden vocabulary

Physical

- Education (LKS2)
- Use running, 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)

•Find area by counting squares •Calculate rectangle perimeters •Round numbers to nearest 10, 100 •Estimate & calculate measures Identify acute, obtuse & right angles •Column addition & subtraction up Identify symmetry Use first quadrant coordinates Introduce simple translations •Use standard short multiplication Data

Geometry & Measures

•Use bar charts, pictograms & line

Science

or 1000

to 4 digits

Biology

•Classify living things Digestive system & teet Food chains

Chemistry

•Changes of state •The water cycle

Physics

- •Sound as vibrations
- •Electricity: simple circuits & conductors



Reading

- 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
- •Draw inference & make predictions •Use organisational & presentational •Command of Standard English
- Discuss authors' use of language
- •Retrieve & present information from non-fiction texts.
- •Formal presentations & debates

Number/Calculation

- Secure place value to 1,000,000
- •Use negative whole numbers in context
- •Use Roman numerals to 1000 (M)
- Use standard written methods for all four operations
- Confidently add & subtract mentally
- •Use vocabulary of prime, factor & multiple
- Multiply & divide by powers of ten Use square and cube numbers

Science

Biology

- •Life cycles of plants
- & animals (inc. mammal, insect, bird, amphibian) •Describe changes as humans develop & mature

Chemistry

- Classify materials according to a variety of properties
- Understand mixtures & solutions
- •Know about reversible changes; identify irreversible

Physics

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

Writing

 Apply knowledge of morphology & Secure spelling, inc. homophones, prefixes, silent letters, etc. •Use a thesaurus

English

- Plan writing to suit audience &
- purpose

atmosphere in narrative

features

•Use consistent appropriate tense Proof-reading

Perform own compositions

Mathematics Geometry & Measures

- •Convert between different units
- •Calculate perimeter of composite
- shapes & area of rectangles
- Estimate volume & capacity
- Identify 3-d shapes
- •Measure & identify angles
- •Understand regular polygons Reflect & translate shapes
- Data Interpret tables & line graphs •Solve questions about line graphs

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

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

History

British History (taught chronologically)

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

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

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 wor
- Use mechanical & electrical systems in own products, including programming
- Cook savoury dishes for a healthy & varied diet

Modern

- Languages (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
- Describe people, places & things
- Understand basic grammar, e.g. gender

Physical

- Education (UKS2)
- Use running, jumping, catching

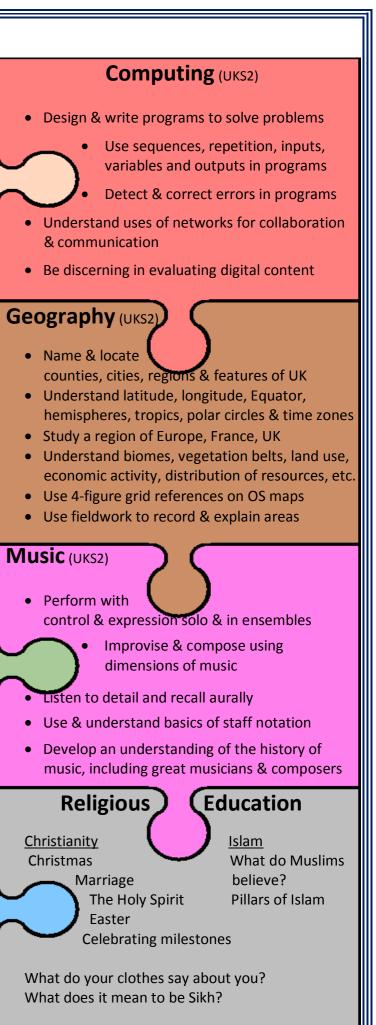
bests

- 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

• Swimming proficiency at 25m (KS1 or KS2)



Reading

- Read a broad range of genres
- Recommend books to others
- Make comparisons within/across books
- Support inferences with evidence
- •Summarising key points from texts
- Identify how language, structure, etc. contribute to meaning
- •Discuss use of language, inc. figurative
- Discuss & explain reading, providing reasoned justifications for views

rounding to 10,000,000, including

•All written methods, including long

•Use order of operations (not

English

- Use knowledge of morphology & •Use appropriate register/ style

Grammar

- etymology in spelling Develop legible personal
- handwriting style •Plan writing to suit audience & purpose; use models of writing

Writing

- Develop character & setting in narrative
- Select grammar & vocabulary for effect
- Use a wide range of cohesive devices
- Ensure grammatical consistency

Mathematics

Geometry & Measures

- Confidently use a range of measures & conversions •Calculate area of triangles / parallelograms
- •Use area & volume formulas
- •Classify shapes by properties •Know and use angle rules
- Identify factors, multiples & primes
 Translate & reflect shapes, using
 - all four guadrants

Algebra

•Introduce simple use of unknowns •Use pie charts

including micro-organisms

•Evolution & Adaptation

•Light & Shadows; the eye

•Forces, including gravity

•Electricity: investigating circuits

•Health & Lifestyles, incl. circulatory system

Calculate mean averages

History

British History (taught chronologically)

- An extended period study, e.g. Tudors and Victorians
- The changing power of monarchs - Significant turning points in British history
 - Crime & punishment

Leisure

Broader History Study

Non-European society, i.e.

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



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 own products, including programming
- Cook savoury dishes for a healthy & varied diet

Modern

Languages (UKS2)

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
- Describe people, places & things
- Understand basic grammar, e.g. gender

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)

 Use questions to build knowledge •Articulate arguments & opinions Use spoken language to speculate, ypothesise & explore

 Use appropriate register & language

•Use the passive voice for purpose

•Use language of subject/object

Use features to convey

& clarify meaning

Use full punctuation

Speaking & Listening

Fractions, decimals & percentages •Compare & simplify fractions

- •Use equivalents to add fractions
- Multiply simple fractions • Divide fractions by whole
- numbers
- •Solve problems using decimals & percentages
- •Use written division up to 2dp Introduce ratio &

proportion

•Solve multi-step number problems

Data

Number/Calculation

•Secure place value &

Science

•Classification,

Biology

Physics

negatives

division

indices)

