

# GREASBY INFANT SCHOOL



## Curriculum Overview for Year 1

<b>English</b> <b>Reading</b> <ul style="list-style-type: none"><li>• Match graphemes for all phonemes</li><li>• Read accurately by blending sounds</li><li>• Read words with very common suffixes</li><li>• Read contractions &amp; understand purpose</li><li>• Read phonics books aloud</li><li>• Link reading to own experiences</li><li>• Join in with predictable phrases</li><li>• Discuss significance of title &amp; events</li><li>• Make simple predictions</li></ul> <b>Writing</b> <ul style="list-style-type: none"><li>• Name letters of the alphabet</li><li>• Spell very common 'exception' words</li><li>• Spell days of the week</li><li>• Use very common prefixes &amp; suffixes</li><li>• Form lower case letters correctly</li><li>• Form capital letters &amp; digits</li><li>• Compose sentences orally before writing</li><li>• Read own writing to peers or teachers</li></ul> <b>Grammar</b> <ul style="list-style-type: none"><li>• Leave spaces between words</li><li>• Begin to use basic punctuation: . ? !</li><li>• Use capital letters for proper nouns.</li><li>• Use common plural &amp; verb suffixes</li></ul> <b>Speaking &amp; Listening</b> <ul style="list-style-type: none"><li>• Listen &amp; respond appropriately</li><li>• Ask relevant questions</li><li>• Maintain attention &amp; participate</li></ul> <b>PHONICS – LETTERS &amp; SOUNDS &amp; JOLLY PHONICS</b>		<b>Art &amp; Design (KS1)</b> <ul style="list-style-type: none"><li>• Use a range of materials</li><li>• Use drawing, painting and sculpture</li><li>• Develop techniques of colour, pattern, texture, line, shape, form and space</li><li>• Learn about range of artists, craftsmen and designers</li></ul>		<b>Computing (KS1)</b> <ul style="list-style-type: none"><li>• Understand use of algorithms</li><li>• Write &amp; test simple programs</li><li>• Use logical reasoning to make predictions</li><li>• Organise, store, retrieve &amp; manipulate data</li><li>• Communicate online safely and respectfully</li><li>• Recognise uses of IT outside of school</li></ul>
<b>Mathematics</b> <b>Number/Calculation</b> <ul style="list-style-type: none"><li>• Count to / across 100</li><li>• Count in 1s, 2s, 5s and 10s</li><li>• Identify 'one more' and 'one less'</li><li>• Read &amp; write numbers to 20</li><li>• Use language, e.g. 'more than', 'most'</li><li>• Use +, - and = symbols</li><li>• Know number bonds to 20</li><li>• Add and subtract one-digit and two-digit numbers to 20, including zero</li><li>• Solve one-step problems, including simple arrays</li></ul> <b>Geometry &amp; Measures</b> <ul style="list-style-type: none"><li>• Use common vocabulary for comparison, e.g. heavier, taller, full, longest, quickest</li><li>• Begin to measure length, capacity, weight</li><li>• Recognise coins &amp; notes</li><li>• Use time &amp; ordering vocabulary</li><li>• Tell the time to hour/half-hour</li><li>• Use language of days, weeks, months &amp; years</li><li>• Recognise &amp; name common 2-d and 3-d shapes</li><li>• Order &amp; arrange objects</li></ul> <b>Fractions</b> <ul style="list-style-type: none"><li>• Describe position &amp; movement, including half and quarter turns</li><li>• Recognise &amp; use <math>\frac{1}{2}</math> &amp; <math>\frac{1}{4}</math></li></ul>		<b>Design &amp; Technology (KS1)</b> <ul style="list-style-type: none"><li>• Design purposeful, functional &amp; appealing products</li><li>• Generate, model &amp; communicate ideas</li><li>• Use range of tools &amp; materials to complete practical tasks</li><li>• Evaluate existing products &amp; own ideas</li><li>• Build and improve structure &amp; mechanisms</li><li>• Understand where food comes from</li></ul>		
<b>Science</b> <b>Biology</b> <ul style="list-style-type: none"><li>• Identify basic plants</li><li>• Identify basic plant parts (roots, leaves, flowers, etc.)</li><li>• Identify &amp; compare common animals</li><li>• Identify &amp; name basic body parts</li></ul> <b>Chemistry</b> <ul style="list-style-type: none"><li>• Distinguish between objects &amp; materials</li><li>• Identify &amp; name common materials</li><li>• Describe simple properties of some materials</li><li>• Compare &amp; classify materials</li></ul> <b>Physics</b> <ul style="list-style-type: none"><li>• Observe weather associated with changes of season</li></ul>		<b>History (KS1)</b> <b>Key Concepts</b> <ul style="list-style-type: none"><li>• Changes in living memory (linked to aspects of national life where appropriate)</li></ul> <b>Key Individuals</b> <ul style="list-style-type: none"><li>• Lives of significant historical figures, including comparison of those from different periods</li><li>• Significant local people</li></ul> <b>Key Events</b> <ul style="list-style-type: none"><li>• e.g. Bonfire night</li><li>• Events of local importance</li></ul>		<b>Modern Languages</b> <p>Although not required at KS1, we teach Spanish and Mandarin as part of our Creative Curriculum.</p> <ul style="list-style-type: none"><li>• Listen &amp; engage</li><li>• Ask &amp; answer questions</li><li>• Develop appropriate pronunciation</li><li>• Appreciate stories, songs, &amp; rhymes</li></ul>
		<b>Physical Education (KS1)</b> <ul style="list-style-type: none"><li>• Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination</li><li>• Participate in team games</li><li>• Perform dances using simple movement</li></ul>	<b>Music (KS1)</b> <ul style="list-style-type: none"><li>• Sing songs</li><li>• Play tuned &amp; untuned instruments musically</li><li>• Listen &amp; understand live and recorded music</li><li>• Make and combine sounds musically</li></ul>	
		<b>Religious Education</b> <p>Continue to follow locally-agreed syllabus for RE</p>		



Curriculum Overview for Year 2

<b>English</b> <b>Reading</b> <ul style="list-style-type: none"><li>•Develop phonics until decoding secure</li><li>•Read common suffixes</li><li>•Read &amp; re-read phonic-appropriate books</li><li>•Read common 'exception' words</li><li>•Discuss &amp; express views about fiction, non-fiction &amp; poetry</li><li>•Become familiar with &amp; retell stories</li><li>•Ask &amp; answer questions; make predictions</li><li>•Begin to make inferences</li></ul> <b>Writing</b> <ul style="list-style-type: none"><li>•Spell by segmenting into phonemes</li><li>•Learn to spell common 'exception' words</li><li>•Spell using common suffixes, etc.</li><li>•Use appropriate size letters &amp; spaces</li><li>•Develop positive attitude &amp; stamina for writing</li><li>•Begin to plan ideas for writing</li><li>•Record ideas sentence-by-sentence</li><li>•Make simple additions &amp; changes after proof-reading</li></ul> <b>Grammar</b> <ul style="list-style-type: none"><li>•Use . ! ? , and ' </li><li>•Use simple conjunctions</li><li>•Begin to expand noun phrases</li><li>•Use some features of standard English</li></ul> <b>Speaking &amp; Listening</b> <ul style="list-style-type: none"><li>•Articulate &amp; Justify answers</li><li>•Initiate &amp; respond to comments</li><li>•Use spoken language to develop</li></ul> <b>Understanding &amp; JOLLY PHONICS</b>		<b>Art &amp; Design (KS1)</b> <ul style="list-style-type: none"><li>• Use a range of materials</li><li>• Use drawing, painting and sculpture</li><li>• Develop techniques of colour, pattern, texture, line, shape, form and space</li><li>• Learn about range of artists, craftsmen and designers</li></ul>	<b>Computing (KS1)</b> <ul style="list-style-type: none"><li>• Understand use of algorithms</li><li>• Write &amp; test simple programs</li><li>• Use logical reasoning to make predictions</li><li>• Organise, store, retrieve &amp; manipulate data</li><li>• Communicate online safely and respectfully</li><li>• Recognise uses of IT outside of school</li></ul>
<b>Mathematics</b> <b>Number/Calculation</b> <ul style="list-style-type: none"><li>•Know 2, 5, 10x tables</li><li>•Begin to use place value (T/U)</li><li>•Count in 2s, 3s, 5s &amp; 10s</li><li>•Identify, represent &amp; estimate numbers</li><li>•Compare / order numbers, inc. &lt; &gt; =</li><li>•Write numbers to 100</li><li>•Know number facts to 20 (+ related to 100)</li><li>•Use x and ÷ symbols</li><li>•Recognise commutative property of multiplication</li></ul> <b>Geometry &amp; Measures</b> <ul style="list-style-type: none"><li>•Know and use standard measures</li><li>•Read scales to nearest whole unit</li><li>•Use symbols for £ and p and add/subtract simple sums of less than £1 or in pounds</li><li>•Tell time to the nearest 5 minutes</li><li>•Identify &amp; sort 2-d &amp; 3-d shapes</li><li>•Identify 2-d shapes on 3-d surfaces</li><li>•Order and arrange mathematical objects</li><li>•Use terminology of position &amp; movement</li></ul> <b>Fractions</b> <ul style="list-style-type: none"><li>•Find and write simple fractions</li><li>•Understand equivalence of e.g. 2/4 = 1/2</li></ul> <b>Data</b> <ul style="list-style-type: none"><li>•Interpret simple tables &amp; pictograms</li><li>•Ask &amp; answer comparison questions</li><li>•Ask &amp; answer question about totalling</li></ul>		<b>Design &amp; Technology (KS1)</b> <ul style="list-style-type: none"><li>•Design purposeful, functional &amp; appealing products</li><li>•Generate, model &amp; communicate ideas</li><li>•Use range of tools &amp; materials to complete practical tasks</li><li>•Evaluate existing products &amp; own ideas</li><li>•Build and improve structure &amp; mechanisms</li><li>•Understand where food comes from</li></ul>	<b>Geography (Y2)</b> <ul style="list-style-type: none"><li>• Name &amp; locate world's continents and oceans</li><li>• Compare local area to a non-European country</li><li>• Use basic vocabulary to describe a less familiar area</li><li>• Use aerial images and other models to create simple plans and maps, using symbols</li><li>• Use simple fieldwork and observational skills to study the immediate environment</li></ul>
<b>Science</b> <b>Biology</b> <ul style="list-style-type: none"><li>•Differentiate living, dead and non-living</li><li>•Growing plants (water, light, warmth)</li><li>•Basic needs of animals &amp; offspring</li><li>•Simple food chains &amp; habitats</li></ul> <b>Chemistry</b> <ul style="list-style-type: none"><li>•Identify and compare uses of different materials</li><li>•Compare how things move on different surfaces</li></ul>	<b>History (KS1)</b> <b>Key Concepts</b> <ul style="list-style-type: none"><li>•Changes in living memory (linked to aspects of national life where appropriate)</li></ul> <b>Key Individuals</b> <ul style="list-style-type: none"><li>•Lives of significant historical figures, including comparison of those from different periods</li><li>•Significant local people</li></ul> <b>Key Events</b> <ul style="list-style-type: none"><li>•e.g. Bonfire night</li><li>•Events of local importance</li></ul>	<b>Modern Languages</b> Although not required at KS1, we teach Spanish and Mandarin as part of our Creative Curriculum. <ul style="list-style-type: none"><li>• Listen &amp; engage</li><li>• Ask &amp; answer questions</li><li>• Speak in sentences using familiar vocabulary</li><li>• Develop appropriate pronunciation</li><li>• Appreciate stories, songs, &amp; rhymes</li><li>• Show understanding of words &amp; phrases</li></ul>	<b>Music (KS1)</b> <ul style="list-style-type: none"><li>• Sing songs</li><li>• Play tuned &amp; untuned instruments musically including the harp</li><li>• Listen &amp; understand live and recorded music</li><li>• Make and combine sounds musically</li></ul>
	<b>Physical Education (KS1)</b> <ul style="list-style-type: none"><li>• Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination</li><li>• Participate in team games</li><li>• Perform dances using simple movement</li></ul>	<b>Religious Education</b> Continue to follow locally-agreed syllabus for RE	

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