

Welcome to our Year One Curriculum Evening



Golden Rules

We are gentle



We are kind and helpful



We listen



We are honest



We work hard



We look after property



Year One Timetable

Monday	Tuesday	Wednesday	Thursday	Friday
WAKE AND SHAKE & REGISTRATION 8.55 - 9.10				
PE	Guided Reading 9.10- 9.30	Guided Reading 9.10- 9.30	Guided Reading 9.10- 9.30	Handwriting input 9.00- 9.30 ART/DT/ Block and theme days
10.10 Assembly	9.30-10.30 Literacy	9.30-10.30 Literacy	9.30-10.30 Literacy	9.20-10.20 Literacy
PLAY TIME 10.30 - 10.45				
Milk and Fruit Snack- Alphablock time				
10.45- 11.10 Phonics	10.45- 11.10 Phonics	10.45- 11.10 Phonics	10.45- 11.10 Phonics	10.45-11.10 Phonics
11.10-12.10 Maths	11.10-12.10 Maths	11.10-12.10 Maths	11.10-12.10 Maths	11.10-12.10 Maths
LUNCH TIME 12.15 - 1.15				
1.15-2.30 ICT/Handwriting	1.15-1.30 Mental Maths Games	1.15-1.30 Mental Maths Games	1.15-1.30 OTB Assembly	1.15-1.30 Mental Maths Games
	1.30-2.30 RE/Topic	1.30- 2.30 Science	1.30-2.30 PE/Music	Golden Time
PLAY TIME 2.30 - 2.40	PLAY TIME - 2.30 - 2.40	PLAYTIME - 2.30 - 2.40	PLAY TIME - 2.30 - 2.40	PLAY TIME 2.30 - 2.40
PSHE	Assembly 2.45 - 3.15	CLASS ASSEMBLY -2.45 - 3.15	Mental Maths 2.45 - 3.15	Merit Mark 2.45 - 3.15

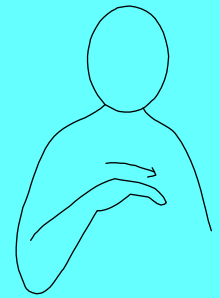
Art/DT/Geography and History units completed in blocks.

Homework



- Reading is the priority.
- Phonics homework - sound of the day coming home until Christmas.
- Spellings – 5 a week from the High Frequency List.
- Maths and Creative Homework to come home later in the year.

What you can do at home



1. Encourage your child to complete the homework set
2. Reading – EVERY DAY
3. Keep up to date with your child's learning and talk to them about it
4. Help your child to be ready to learn
5. Find opportunities for your child to use numbers in everyday situations

Reading Diary Example

Date	Title and pages read	Comment

Reading Book Bands

Gold

Purple

Turquoise

Orange

Green
Phase 5

Blue
Phase 4

Yellow

Red
Phase 3

Pink
Phonic - Phase 2

Summer

Easter

Christmas

Reporting levels

WTS - Working Towards

EXS - Working at Expected Level

GDS- Working at Greater Depth

Letters and Sounds

Phase 1 - listening to the sounds around us, rhymes, alliteration and voice sounds.












































Phase 2 - learning 19 letter of the alphabet and their related sounds, blending and segmenting sounds.

Phase 3 - learning the remaining 7 letters of the alphabet and their related sounds. Digraphs e.g. ai (train) ee (sheep)

Phase 4 - blending and segmenting longer words e.g. swim, jump.

Phase 5 - alternatives e.g. oa (coat) o_e (pole) ow (show) and o (go)

Phase 6 - spellings, prefixes and suffixes.

s 	t 	p 	n 	m 	a 	e 	i 	o 
g 	d 	ck 	r 	h 	u 	ai 	ee 	igh 
b 	f 	l 	j 	v 	oa 	oo 	oo 	ar 
w 	x 	y 	z 	qu 	or 	ur 	ow 	oi 
ch 	sh 	th 	th the	ng 	ear 	air 	ure pure	er 



Writing



- A new skill based curriculum focusing on grammar, punctuation and spelling.
- These building blocks are essential for your child to achieve working at the expected standard.

Expectations

- Correctly punctuate simple sentences with capital letters and full stops.
- Use finger spaces.
- Correctly form lower case and capital letters.
- Spell the high frequency words.
- Use capitals for proper nouns.
- Understands how to pluralise common words.
- Start to use conjunctions to joins sentences together.
- Begin to know prefixes and suffixes.



Handwriting



- Formal handwriting once a week and another to practice.
- Follow the PenPals scheme - use warm ups on the IWB. Children are shown how to hold their pencil correctly and write their letters using the correct letter formation before moving onto letter joins.
- Formation of letters is taught in letter families.
- Focus on letters that are of a uniform size with distinct ascenders and descenders and which sit on the line.



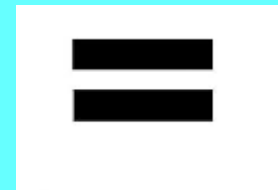
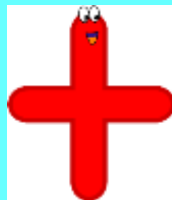
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Mathematics Curriculum

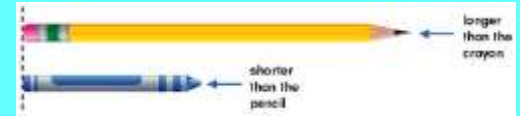
1. Number - number and place value
2. Number - addition and subtraction
3. Number - multiplication and division (using apparatus and pictorially)
4. Number - fractions
5. Measurement (length, weight, capacity, time, money)
6. Geometry - properties of shapes (2D and 3D)
7. Geometry - position and direction

Expectations at the end of Year 1

- Count forwards and backwards from any given number (up to 100)
- Count, read and write numbers to 100 in numerals
- Read and write numbers from 1 to 20 in numerals and words
- Find the number that is one more/one less than a given number (up to 100)
- Count in multiples of twos, fives and tens.
- Know their number bonds and related facts to 20
- Record their work using addition, subtraction and equals signs



- Find a half and a quarter of a shape or small group of objects



- Compare objects by length, weight and capacity
- Use the language associated with time e.g. ordering the events in a day, weeks, months, years, seconds, minutes, hours.

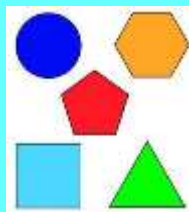


- Read o clock and half past times

- Recognise and know the different denominations of coins and notes



- Name and describe some common 2D and 3D shapes



- Describe position, direction and movement e.g. whole, half and quarter and three quarter turns

Useful websites for Year 1

- Phonics

- Teach your Monster to Read

- http://www.teachyourmonstertoread.com/accounts/sign_in

- Phonics Play – free resources to help consolidate phase 3 and then later in the year phase 5 phonics

- <http://www.phonicsplay.co.uk/freeIndex.htm>

- Phoneme Pop – pop the Phase 3 sounds

- http://www.ictgames.com/phonemePopLS_v2.html

- Foam Phonemes – blend sounds to make words

- <http://www.ictgames.com/foamPhonemes/index.html>

- Maths

- 1-100 interactive square “Splat Square”

- <http://www.primarygames.co.uk/pg2/splat/splatsq100.html>

- Hit the Button – initially number bonds that make 10, then number bonds that make 20, then doubles and 2, 5 and 10 times tables

- <http://www.topmarks.co.uk/maths-games/hit-the-button>

- Diennes blocks work – Tens and units or ones

- <http://www.topmarks.co.uk/Flash.aspx?f=diennesandcoinsv3>

- Matific


- A number of short games or practices to help with Year 1 maths

- <https://www.matific.com/gb/en-gb/grades>

Number Formation

Writing Numbers

Carefully trace over the numbers. Start at the big dot.



1111111111111111

2222222222222222

3333333333333333

4444444444444444

5555555555555555

6666666666666666

7777777777777777

8888888888888888

9999999999999999

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- Start in the correct place.
- Correctly forming numbers.
- Check for reversals.

How to practise

- Sensory.
- Sand.
- Washing up liquid.
- Whiteboards/chalkboards.
- Scrap paper.

General Counting



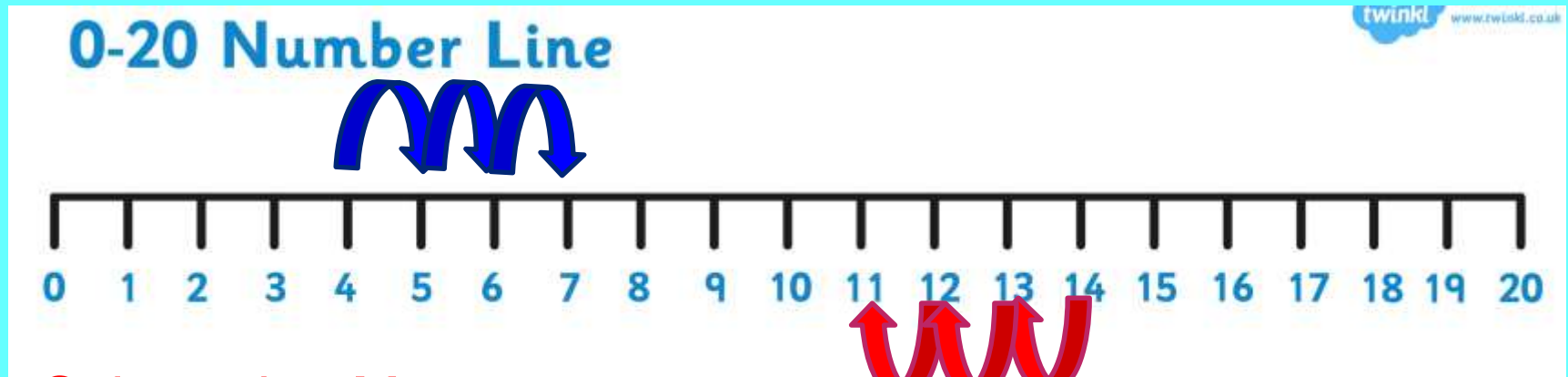
- **Singing songs** e.g. 1,2,3,4,5 Once I caught a fish...
- **Board games** such as Snakes and Ladders are great for counting and understanding the number system.
- **Top Trumps**- great for comparing numbers.
- **Dominoes**- Counting.
- **Domino Top Trumps**- Addition or Multiplication.
- **Card games**- Number bond pairs, higher or lower, sevens or blackjack help with counting, addition and number sequences.
- **Colour by number or dot to dot**- Great number recognition.



Number Line

$$4+3=7$$

+ Adding- Move along the top of the number line making clear jumps.



- Subtraction Move along the bottom of the number line making clear jumps.

$$14-3=11$$

Stress

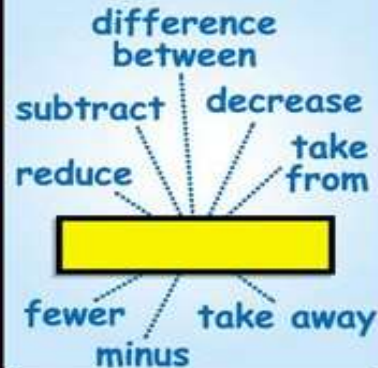
Count once they have made the first jump. Commonly children count the start number as one.

Numeracy Vocabulary

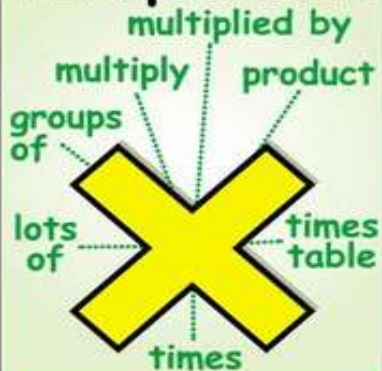
addition



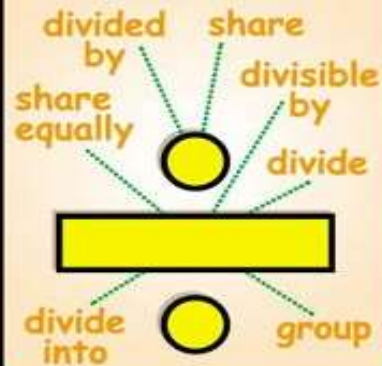
subtraction



multiplication



division



Key Vocabulary

- Counting objects.
- Discuss problems such as 8 apples on a tree. The wind blows two off how many are left?
- How many more apples are there then bananas?
- How many points have the rugby teams scored altogether?
- What is the total number of sweets if John has 5 and James has 4?

RAINBOW to 10



$0+10=10$

$1+9=10$

$2+8=10$

$3+7=10$

$4+6=10$

$5+5=10$



$10+0=10$

$9+1=10$

$8+2=10$

$7+3=10$

$6+4=10$

$5+5=10$

Number Bonds to 10

- **Number Bond Rhyme-** Found in pack.
- **Hit the Button-**
<http://www.topmarks.co.uk/maths-games/hit-the-button>
- **Save the whale-**
http://www.ictgames.com/save_the_whale_v4.html
- **Pairs-**Finding pairs with a pack of cards or digit cards.
- **Quick fire questions.**
- Number bond word search.
- **Colour in pairs-** Found in the pack.

Doubles and Halves

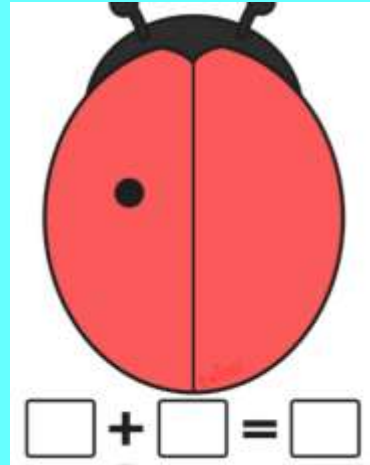
Doubles represented in three ways

- Double 2 is 4
- $2+2=4$
- $2 \times 2=4$

Half of 4 is 2

$$4 \div 2 = 2$$

- Real life examples
- Practical activities such as Cooking or smoothie making.
- ICT games- Hit the button, maths zone, ICT games and top marks.



For 1 person		
2	strawberries	
1	banana	
3	blueberries	
1	glass of milk	

Counting in 2s, 5s and 10s



- **Counting** in 2s, 5s and 10s.
- **Counting Rap**- <https://www.youtube.com/watch?v=vq3cDj3Uj3I>
- **Counting games**- 11s, Fizz Buzz or Counting ping pong.
- **Practical activities**- Pairing socks for 2s or counting fingers on hands for 5s.
- Repetition and there are no shortcuts
- **Times tables songs** e.g. Percy Parker
- **Interactive Times table games**- hit the button, table trees and balloon invaders.
- Loads of games on Woodland juniors, Mathszone, ICT games and Topmarks.
- Build on repeated addition to understand multiplication.

Multiplication Strategies

Multiplication Strategy

Array

rows and columns
with an equal amount in each.



$$5 \times 3 = 15$$

Multiplication Strategy

Number Line

hop 5cm at a time,
where do you land?



1 hop of 5 = 5
2 hops of 5 = 10
3 hops of 5 = 15

$$5 \times 3 = 15$$

Multiplication Strategy

Equal Groups

use the same number
of units in each group



$$5 \times 3 = 15$$

Multiplication Strategy

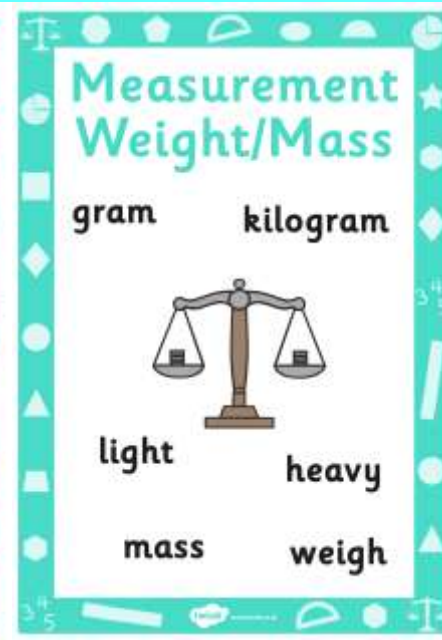
Repeated Addition

$$5 + 5 + 5 = 15$$

$$5 \times 3 = 15$$

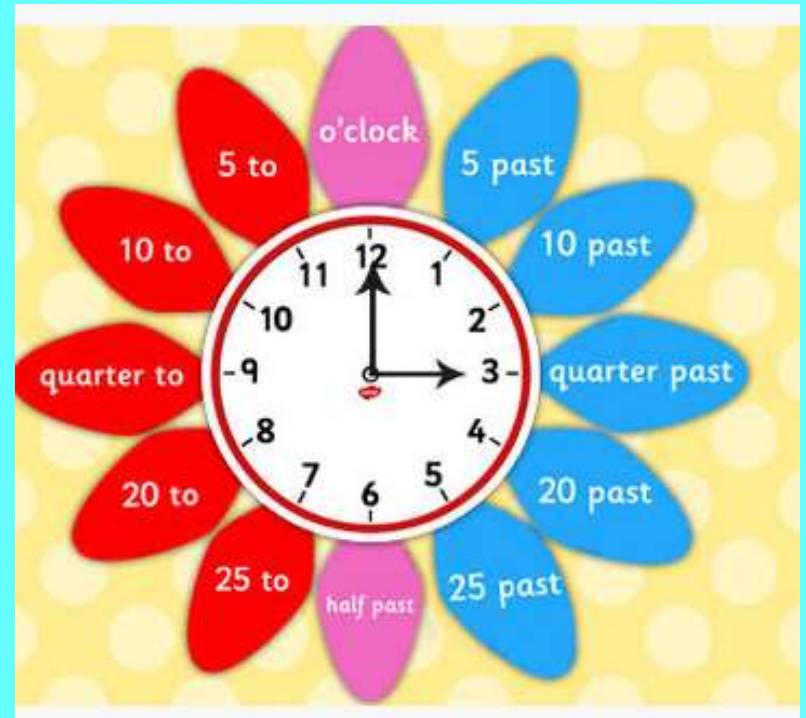
Measure

- Comparisons and ordering.
- Vocabulary.
- Metric.
- Increasing emphasis on using correct units.
- Benchmarks.



Time

- Practise at home.
- Throughout the day say the time and discuss what happens when.
- Should know o'clock and half past the hour.



Thank you for
your continued support

Creative Homework Example

Seven ways to be smart	Homework Topic: Light, Dark and Colour					
	Bloom's Taxonomy: Six Thinking Levels					
	Knowing	Understanding	Applying	Analysing	Creating	Evaluating
I enjoy reading, writing & speaking	<p>Read or watch 'Cant you sleep Little Bear?', using http://www.bbc.co.uk/learningzone/clips/jackanory-junior-lets-go-home-little-bear-and-cant-you-sleep-little-bear/11515.html (7.07 minutes into story).</p> <p>Write a list or draw pictures of the things that would help Little Bear not be afraid of the dark.</p>	<p>Research night time animals and choose your favourite to draw and perhaps write a caption about.</p>	<p>Design a poster explaining how to keep safe when using electricity.</p>	<p>If you were a night time animal what would you be and why? Draw or find a picture of this animal and label it.</p>	<p>Draw pictures and discuss or write a poem about your favourite things about day or night.</p>	<p>Write a poem/story or draw a sequence of pictures about visiting space. How would you feel? What would you do there? What would you see?</p>
I enjoy working with numbers & science	<p>Make a timeline using pictures of objects that give us light, to show the order in which they were invented e.g. candle, light bulb etc</p>	<p>Use http://www.sciencekids.co.nz/experiments/lightcolorheat.html to carry out an investigation to see why it is better to wear lighter coloured clothes on a hot day.</p>	<p>Set up a 'light and dark' shop e.g. selling items like the sun, lamps, planets, little pot of darkness. Practice using 1p, 2p, 5p, 10p, 20p and if you can 50p & £1 to buy items. Can you find simple amounts of change e.g. 5p-2p. Try taking away from 10p or even 20p.</p>	<p>Go on a treasure hunt around the house or outside and count all the objects that give us light. Think about how you could record this information.</p>	<p>Look at the stars at night. Can you see any patterns?(you could use these to design your own).</p>	<p>Find out about who invented electricity and draw and label the first object made to give out light. What would you have made (it can be as crazy as you like e.g. a supersonic sparkly star that is kept in your pocket!)</p>

Examples of Creative Homework

