



Beeston Hill St Luke's C of E Primary School

– Year 1 Expectations and End Points

This document provides information for parents and carers on the end of year expectations for children in our school. The National Curriculum outlines these expectations as being the minimum requirements your child must meet in order to ensure continued progress.

All the objectives will be worked on throughout the year and will be the focus of direct teaching. Any extra support you can provide in helping your children to achieve these is greatly valued.

Reading

- Know the 42 sounds and common exception words
- Recognise and join in with predictable phrases
- Relate reading to own experiences
- Re-read if reading does not make sense
- Re-tell familiar stories
- Discuss significance of title and events.
- Make predictions on basis of what has been read
- Make inferences on basis of what is being said and done.
- Recite some poems from memory

Writing

- Leave spaces between words
- Use 'and' to join ideas
- Introduce use of:
 - o capital letters
 - o full stops
 - o question marks
 - o exclamation marks
- Use capital letters for names and personal pronoun 'I'
- Write a sequence of sentences to form a short narrative [as introduction to paragraphs]
- Use correct formation of lower case – finishing in right place
- Use correct formation of capital letters
- Use correct formation of digits
- Spell the days of the week
- Name the letters of the alphabet in order – sounds/names
- Write sentences dictated by a teacher

Mathematics

- Reason about the location of numbers to 20 within the linear number system, including comparing using $<$ $>$ and $=$
- Count within 100, forwards and backwards, starting with any number
- Develop fluency in addition and subtraction facts within 10.
- Count forwards and backwards in multiples of 2, 5 and 10, up to 10 multiples, beginning with any multiple, and count forwards and backwards through the odd numbers.
- Compose numbers to 10 from 2 parts, and partition numbers to 10 into parts, including recognising odd and even numbers.
- Read, write and interpret equations containing addition, subtraction and equals symbols, and relate additive expressions and equations to real-life contexts.
- Recognise common 2D and 3D shapes presented in different orientations, and know that rectangles, triangles, cuboids and pyramids are not always similar to one another.
- Compose 2D and 3D shapes from smaller shapes to match an example, including manipulating shapes to place them orientations.

Science

Biology

- Know how to classify a range of animals by amphibian, reptile, mammal, fish and birds.
- Know and classify animals by what they eat (carnivore, herbivore and omnivore).
- Know how to sort by living and non-living things.
- Know the name of parts of the human body that can be seen.
- Know and name a variety of common wild and garden plants.
- Know and name the petals, stem, leaves and root of a plant.
- Know and name the roots, trunk, branches and leaves of a tree.

Chemistry

- Know the name of the materials an object is made from.
- Know about the properties of everyday materials.

Physics

- Name the seasons and know about the type of weather in each season.

History

Within living memory

- Know that the toys their grandparents played with were different to their own.
- Organise a number of artefacts by age.
- Know what a number of older objects were used for.
- Know the main difference between their school days and that of their grandparents.

Lives of Significant people

- Know about a famous person from the locality and explain why they are famous.

Local History

- Know the name of a famous person, or a famous place, close to where they live.

PE

Gymnastics Movements

- Make body curled, tense, stretched and relaxed.
- Control body when travelling and balancing.
- Copy sequences and repeat them.
- Roll, curl, travel and balance in different ways.

Basic movements and Team Games

- Throw underarm.
- Throw and kick in different ways.

Dance

- Perform own dance moves.
- Copy or make up a short dance.
- Move safely in a space.

. Computing

Algorithms

- Create a series of instructions and plan a journey for a programmable toy.

Create programs

- Create, store and retrieve digital content.

Art

Using materials

- Know how to cut, roll and coil materials.
- Know how to use IT to create a picture.

Drawing

- Know how to show how people feel in paintings and drawings.
- Know how to use pencils to create lines of different thickness in drawings.

Use colour, pattern, texture, line, form, space and shape

- Know how to create moods in art work.
- Know the names of the primary and secondary colours.
- Know how to create pattern in print.

Range of artists

- Describe what can be seen and give an opinion about the work of an artist.
- Ask questions about a piece of art.

Music

Singing

- Make different sounds with voice and with instruments.
- Follow instructions about when to play and sing.

Playing and instrument

- Use instruments to perform and choose sounds to represent different things.

Listening and appreciate

- Say whether they like or dislike a piece of music.

Create own music

- Clap and repeat short rhythmic and melodic patterns.
- Make a sequence of sounds and respond to different moods in music.