



St Mary's
Catholic Primary School and Nursery

Classroom Monitor Objective Coverage

Year 1
Summer Term

Year 1 English Summer Term

<u>English - Reading</u> Word Reading	<ul style="list-style-type: none">• Read common exception words• Read words with contractions and understand that the apostrophe represents the omitted letter• Read aloud accurately with books that match their phonic knowledge
<u>English - Reading</u> Comprehension	<ul style="list-style-type: none">• Listen to and discuss texts at a level beyond that at which they can read independently• Appreciate rhymes and poems and recite some by heart• Discuss word meanings, linking new meanings to those already known• Check the text makes sense as they read and correct inaccurate reading• Discuss the significance of the title and events, in books being read or listened to• Make inferences
<u>English - Writing</u> Handwriting	<ul style="list-style-type: none">• Sit correctly at a table holding a pencil comfortably and correctly• Form lower and upper case letters and digits 0 to 9
<u>English - Writing</u> Spelling	<ul style="list-style-type: none">• Spell words containing each of the 40+ phonemes already taught• Spell some common exception words and the days of the week• Name the letters of the alphabet in order• Write simple dictated sentences• Add suffixes where no change in spelling of root words• Use letter names to distinguish between alternative spellings of the same sound
<u>English - Writing</u> Composition	<ul style="list-style-type: none">• Sequence sentences to form short narratives• Read aloud their writing
<u>English - Writing</u> VGP	<ul style="list-style-type: none">• Use basic sentence punctuation• Use capital letters for proper nouns

Year 1 Maths Summer Term

<p><u>Mathematics</u> PM – Units 12 & 13 Number – Multiplication & Division</p>	<ul style="list-style-type: none"> • Count in multiples of twos, fives and tens. • Solve one step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher
<p><u>Mathematics</u> PM – Unit 14 Number - Fractions</p>	<ul style="list-style-type: none"> • Recognise, find and name a half as one of two equal parts of an object, shape or quantity. • Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity
<p><u>Mathematics</u> PM – Unit 15 Geometry – Position & Direction</p>	<ul style="list-style-type: none"> • Describe position, direction and movement, including whole, half, quarter and three quarter turns
<p><u>Mathematics</u> PM – Unit 16 Number - Place Value</p>	<ul style="list-style-type: none"> • Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. • Count, read and write numbers to 100 in numerals. • 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 or one less.
<p><u>Mathematics</u> PM – Unit 17 Measurement - Time</p>	<ul style="list-style-type: none"> • 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 use language relating to dates, including days of the week, weeks, months and years. • Compare, describe and solve practical problems for time [for example, quicker, slower, earlier, later] • measure and begin to record time (hours, minutes, seconds) • Sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening.
<p><u>Mathematics</u> PM – Unit 18 Measurement - Money</p>	<ul style="list-style-type: none"> • Recognise and know the value of different denominations of coins and notes.

Year 1 Wider Curriculum

Summer Term – Changes / Travel and Transport

<p><u>Science</u> Working Scientifically</p>	<ul style="list-style-type: none"> • Conduct simple tests, with support • Use observations to suggest answers to questions • Recognise findings • Gather and record data • With prompting, suggest how findings could be recorded
<p><u>Science</u> Seasonal Changes Plants</p>	<ul style="list-style-type: none"> • Observe changes across the four seasons • Observe and describe the seasons • Identify and describe the basic structure of a variety of common flowering plants • Identify and name common wild and garden plants
<p><u>Design and Technology</u> Technical Knowledge Make</p>	<ul style="list-style-type: none"> • Use simple mechanisms in products • Create temporary joins, fixed joins, & moving joins
<p><u>History</u> Historical Enquiry Periods in History</p>	<ul style="list-style-type: none"> • Discuss some significant historical events, people and places in own locality • Ask questions about the past • Discuss significant events and people in Britain within and beyond their living memory
<p><u>Geography</u> Human & Physical</p>	<ul style="list-style-type: none"> • Identify seasonal and daily weather patterns in the UK
<p><u>Art & Design</u> Independent Artist</p>	<ul style="list-style-type: none"> • Begin to recall all the equipment needed for an art session • Help prepare and clear away art equipment • Show ideas/imagination and produce simple designs • Make a model to show a simple idea or using imagination
<p><u>Music</u></p>	<ul style="list-style-type: none"> • Use body to make sounds. • Use voice to do: humming, whispers, whistles. • Identify the mood of a piece of music. • Sing in tune.
<p><u>PSHE (Unit 5)</u></p>	<ul style="list-style-type: none"> • Understand that money comes from different places • Understand that money can be used for different purposes • Understand simple ways to keep money safe
<p><u>PSHE (Unit 6)</u></p>	<ul style="list-style-type: none"> • Describe simple ways to stay safe in different environments
<p><u>Computing</u> Computer Science Information technology</p>	<ul style="list-style-type: none"> • Understand what algorithms are and how they are implemented as programs on digital devices • Understand that programmes execute by following precise and unambiguous instructions • Add Pictures, text animation and sound to an animated book • Save and open work • Use logical reasoning to predict the behaviour of simple programs • Use technology purposefully
<p><u>PE</u> Games Real PE Unit 5</p>	<ul style="list-style-type: none"> • Sprint up to 60m • Jump: side to side; both feet together; one foot to the other • Pass a ball to a partner using hands and feet • Stop a ball with feet before passing it • Move into a given space within a game