

Learning Goals - Year 1

Year 1 pupil at Spring Grove Primary School:



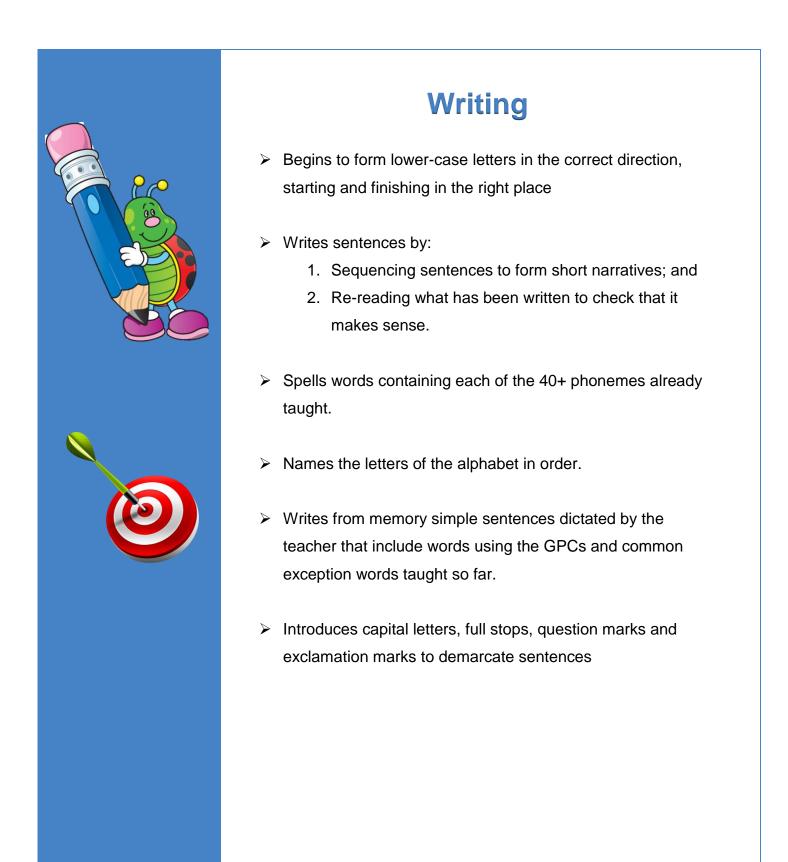
Reading

- Responds speedily with the correct sound to graphemes (letters or groups of letters) for all 40+ phonemes, including, where applicable, alternative sounds for graphemes
- Reads accurately by blending sounds in unfamiliar words
- Reads common exception words
- Reads aloud accurately books that are consistent with their developing phonic knowledge and that do not require them to use other strategies to work out words
- Develops pleasure in reading, motivation to read, vocabulary and understanding by:
 - listening to and discussing a wide range of poems, stories and non-fiction at a level beyond that at which they can read independently;
 - 2. Becoming very familiar with key stories, fairy stories and traditional tales.
- Understands both the books they can already read accurately and fluently and those they listen to by:
 - checking that the text makes sense to them as they read
 - 2. as they read, correcting inaccurate reading
 - discussing the significance of the title and events; and events and
 - 4. Predicting what might happen on the basis of what has been read so far.



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Maths

> Number and place value

- Counts to and across 100, forwards and backwards, beginning with 0 or one, or from any given number
- Counts, reads and writes numbers to 100 in numerals; counts in multiples of twos, fives and tens
- $\circ~$ Given a number, identifies one more and one less

Addition and subtraction

 Represents and uses number bonds and related subtraction facts within 20

Fractions (including decimals)

 Recognises, finds and names a half as one of two equal parts of an object, shape or quantity

Measurement

Compares, describes and solves practical problems for:

- lengths and heights e.g. long/short, longer/shorter, tall/short, double/half;
- o mass/weight e.g. heavy/light, heavier than, lighter than;
- capacity and volume e.g. full/empty, more than, less than, half, half full, quarter; and
- time e.g. quicker, slower, earlier, later.
- Tells the time to the hour and half past the hour and draws the hands on a clock face to show these times

Properties of shape

Recognises and names common 2-D and 3-D shapes, including:

- 2-D shapes eg rectangles (including squares), circles and triangles;
- 3-D shapes eg cuboids (including cubes), pyramids and sphere