

Year 1 End of year Expectations

| Reading | Writing |
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| <ul style="list-style-type: none"> • Match all 40+ graphemes to their phonemes (Phase 3) • Blend sounds in unfamiliar words • Divide words into syllables, for example, pocket, rabbit, carrot, thunder, sunset • Read compound words, for example, football, playground, farmyard, bedroom • Read words with contractions, e.g. I'm, I'll, we'll, and understand that the apostrophe represents the omitted letter(s) • Read phonically decodable texts with confidence • Read words containing 's, es, ing, ed, er, est' endings • Read words which have the prefix –un added • Add the endings –ing, –ed and –er to verbs where no change is needed to the root word • Read words of more than one syllable that contain taught GPCs (grapheme, phoneme correspondence) • Say what they like or dislike about a text • Link what they read or hear read to their own experiences • Retell key stories orally using narrative language • Understand and talk about the main characteristics within a known key story • Learn some poems and rhymes by heart • Use prior knowledge, context and vocabulary provided to understand texts • Check that the text makes sense to them as they read and correct miscues • Begin to draw inferences from the text and/or the illustrations • Make predictions based on the events in the text • Explain what they understand about a text | <ul style="list-style-type: none"> • Sit correctly at a table, holding a pencil comfortably and correctly. • Begin to form lower case letters in the correct direction, starting and finishing in the right place • Form capital letters and the digits 0-9 • Understand which letters belong to which handwriting 'families' (i.e. letters that are formed in similar ways) and to practise these • Identify known phonemes in unfamiliar words • Use syllables to divide words when spelling • Use knowledge of alternative phonemes to narrow down possibilities for accurate spelling • Use the spelling rule for adding s or es for verbs in 3rd person singular • Name the letters of the alphabet in order • Use letter names to show alternative spellings of the same phoneme • Compose a sentence orally before writing it • Sequence sentences to form short narratives • Sequence sentences in chronological order to recount an event or an experience • Re-read what they have written to check that it makes sense • Leave spaces between words • Begin to punctuate sentences using a capital letter and a full stop, question mark or exclamation mark • Use a capital letter for names of people, places, the days of the week, and the personal pronoun 'I' • Use 'and' to join sentences together • Know how the prefix 'un' can be added to words to change meaning • Use the suffixes: s, es, ed, er and ing within their writing |
| Speaking & Listening | Maths |
| <ul style="list-style-type: none"> • Speak clearly and confidently in front of others • Retell a well-known story, remembering the main characters • Prepare to use 'new' words when communicating • Hold attention well when collaborating with others • Does not stray away from main topic when engaged in collaborative talk • Prepare to ask relevant questions to extend understanding and knowledge • Initiate conversation in collaborative situation • Listen carefully to what others are saying in group talk • Respond appropriately to what others say in group talk • Happy to join in with role play | <ul style="list-style-type: none"> • Count reliably to 100 • Count on and back in 1s, 2s, 5s, and 10s from any given number to 100 • Write all numbers in words to 20 • Say the number that is one more or one less than a number to 100 • Recall all pairs of additions and subtractions number bonds to 20 • Add and subtract 1-digit and 2-digit numbers to 20, including zero • Know the signs (+); (-) and (=) • Solve a missing number problem, such as: 5 = 8 - • Solve a one-step problem involving an addition and subtraction, using concrete objects, pictorial representations and arrays • Solve a one-step problem involving a multiplication and division, using concrete objects, pictorial representations and arrays • Recognise all coins: £1; 50p; 20p; 10p; and 1p • Recognise and name the 2D shapes: circle; triangle; square and oblong |

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| | <ul style="list-style-type: none">• Recognise and name the 3D shapes: cube; sphere; cuboid• Name the days of the week and months of the year• Tell the time to 'o'clock' and half past the hour |
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