

**Alignment Document
National Curriculum Key Stage 1
(2013)
UK**

Our program supports these areas of the Key Stage 1 National Curriculum

Our lessons develop inquiry skills through many subjects, all across the curriculum in **every single lesson**. Here are the standards we most align with:



English

- Spoken Language
- *Reading comprehension* *



Mathematics

- Measurement
- Geometry



Science

- Working Scientifically
- Plants, animals (including humans,) everyday materials, seasonal changes, living things and habitats



Computing

- Understand about algorithms
- Use logical reasoning
- Create and debug simple programs



Physical Development

- Master basic movements
- Develop balance, agility and co-ordination
- Participate in team games



Geography

- Human and physical geography
- Geographical skills



Art and Design

- Use a range of materials creatively
- Use drawing, painting and sculpture



Relationships Education/PSHE



Design and Technology

- Make
- Evaluate
- Technical knowledge

** Our lessons are story based. This means children's comprehension of stories will be developed each lesson. Some of the lessons can be tweaked to include more writing and reading with the children, but this is not the main aim of any of our sessions.*

English







	<p>Spoken Language</p> <ul style="list-style-type: none"> - all statements 	<p>all lessons Children collaborate and discuss the solutions in every single lesson</p>
	<p>Reading Comprehension</p> <ul style="list-style-type: none"> - develop pleasure in reading, motivation to read, vocabulary and understanding - understand both the books they can already read accurately and fluently and those they listen to - participate in discussion about what is read to them, taking turns and listening to what others say - explain clearly their understanding of what is read to them. 	<p>all lessons Every lesson begins with a shared story which can be used to develop comprehension skills</p>

Mathematics

	<p>Measurement</p> <p>Compare, describe and solve practical problems for:</p> <ul style="list-style-type: none"> - lengths and heights - mass/weight - capacity and volume - time <p>measure and begin to record</p>	<p>some lessons Hoseli's Balloon-Party Problem Measuring Kindergarten Shape Creatures A Frantic Fall</p> <p>For some of our lessons, we use the adaptation tips to suggest practising standard units of measure (when appropriate).</p>
	<p>Geometry</p> <p>Recognise and name common 2-D and 3-D shapes, including:</p> <ul style="list-style-type: none"> - 2-D shapes [for example, rectangles (including squares), circles and triangles] - 3-D shapes [for example, cuboids (including cubes), pyramids and spheres] 	<p>Growing Dino Kindergarten Shape Creatures Bubbles! A Secret Friend Egg-straordinary Nest Building Planning an Escape Beehive</p>

Science

Our program fully aligns with the Key Stage 1 working scientifically requirements

-  Ask simple questions and recognising that they can be answered in different ways
-  Observe closely, using simple equipment
-  Perform simple tests
-  Identify and classify
-  Use their observations and ideas to suggest answers to questions
-  Gather and record data to help in answering questions.

Every single lesson starts with a problem in the form of a letter (from an imaginary character.)

Children then test out their ideas practically to try and find a solution.

By solving the problem, all of the above skills are developed.



Lesson suggestions

Science



	<p>Plants</p> <ul style="list-style-type: none"> - identify and name a variety of common wild and garden plants - identify and describe the basic structure of a variety of common flowering plants, including trees - observe and describe how seeds and bulbs grow into mature plants - find out and describe how plants need water, light and a suitable temperature to grow and stay healthy 	 <p>Flowery Business From Seed to Plant Busy Bees What Makes a Living Thing?</p>
	<p>Animals (including humans)</p> <ul style="list-style-type: none"> - identify and name a variety of common animals - identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense. - notice that animals, including humans, have offspring which grow into adults - find out about and describe the basic needs of animals, including humans, for survival - describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene. 	<p>Digging Dinosaurs Habitat Hunting Beehive What's your Superpower? Happy Heartbeat The Peculiar Party of Mr Hush Eggy Mystery Egg-Straordinary Nest Building What Makes a Living Thing? Fruity Surprise All of our movement lessons Germs in Hiding</p>
	<p>Everyday materials</p> <ul style="list-style-type: none"> - identify and name a variety of everyday materials - describe the simple physical properties of a variety of everyday materials - compare and group together a variety of everyday materials on the basis of their simple physical properties. - identify and compare the suitability of a variety of everyday materials, - find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching. 	<p>Many of our lessons practice observing materials, then classify them.</p> <p>Friction on the Slopes Magical Winter Garden Measuring Floating and Sinking Busy Bees White as Snow Foam Eruption Force of the Wind</p>
	<p>Seasonal changes</p> <ul style="list-style-type: none"> - observe changes across the four seasons - observe and describe weather associated with the seasons and how day length varies 	<p>All 10 lessons in Kelvin's Weather Adventure Summer Sandcastles Getting Dressed for Autumn</p>
	<p>Living things and habitats</p> <ul style="list-style-type: none"> - explore and compare the differences between things that are living, dead, and things that have never been alive - identify that most living things live in habitats to which they are suited - identify and name a variety of plants and animals in their habitats, including microhabitats 	<p>What Makes a Living Thing? Habitat Hunting Beehive Hiding in Plain Sight Egg-Straordinary Nest Building Busy Bees</p>

Lesson suggestions



Physical Development

	<ul style="list-style-type: none"> - Master basic movements - Develop balance, agility and co-ordination - Participate in team games 	 <p>Recommended lessons:</p> <p>Crab Walk Lava Pond Party Robot Stop and Go Off Balance</p>
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Geography



	<ul style="list-style-type: none"> - Human and physical geography - Geographical skills 	 <p>Recommended lessons for map work and describing environments:</p> <p>Hoseli's Magnet Map Planes, Trains and Hot Air Balloons Journey into Imagination Northbound Habitat Hunting</p>
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Arts and Design





	<ul style="list-style-type: none"> - Use a range of materials creatively - Use drawing, painting and sculpture 	 <p>Many lessons</p> <p>Especially:</p> <p>Planes, Trains and Hot Air Balloons Winter Garden Habitat Hunting Spooky Shadows Great Inventors of the Secret Forest Safe Landing Fruity Surprise</p>
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Lesson suggestions



Relationships/Wellbeing

	<p>We are big believers in using a story to introduce social and emotional learning to children.</p> <p>All of our lessons start with a story. Each one can be used to introduce different emotions and feelings from the characters' point of view.</p> <p>Children then develop their social skills as they collaborate to help someone else.</p>	 <p>most lessons Especially Puppy Playtime Caring for A Pet Dog True Friend All 5 Pikkuli Lessons</p>
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Design Technology

	<p>Make</p> <ul style="list-style-type: none"> - select from and use a range of tools and equipment to perform practical tasks - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics 	 <p>many lessons Especially: Planes, Trains and Kitty Balloons Winter Garden Habitat Hunting Spooky Shadows Great Inventors of the Secret Forest Safe Landing Fruity Surprise</p>
	<p>Evaluate</p> <ul style="list-style-type: none"> - explore and evaluate a range of existing products - evaluate their ideas and products against design criteria 	
	<p>Technical Knowledge</p> <ul style="list-style-type: none"> - build structures, exploring how they can be made stronger, stiffer and more stable - explore and use mechanisms in their products. 	

Computing

	<ul style="list-style-type: none"> - understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions - create and debug simple programs - use logical reasoning to predict the behaviour of simple programs 	 <p>Recommended lessons: Space Adventure Getting Dressed for Autumn Where are you, Hoseli? The Assistant to the Assistant Robot</p>
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