

Curriculum link to the Scottish Curriculum for Excellence

Curricular Area	Curricular Focus	Early Level - Primary 1 Experiences and Outcome/Benchmark
Literacy	Reading	<p>LIT 0-14a</p> <ul style="list-style-type: none"> - Finds information in a text to learn new things. - Shows an awareness of a few features of fiction and non-fiction texts when using/choosing texts for particular purposes.
	Writing	<p>LIT 0-26a</p> <ul style="list-style-type: none"> - Writes to convey ideas, messages and information in different ways in play, imaginative and real contexts. - Writes to reflect own experiences and feelings using appropriate vocabulary to convey meaning.
	Listening and Talking	<p>LIT 0-02a</p> <ul style="list-style-type: none"> - Makes an attempt to take turns when listening and talking in a variety of contexts. - Makes an attempt to use appropriate body language when listening to others, for example, eye contact. - Listens and responds to others appropriately. - Asks questions and responds relevantly to questions from others. - Follows and gives simple instructions. - Shares ideas with a wider audience, for example, group or class. <p>LIT 0-10a</p> <p>Uses new vocabulary and phrases in different contexts, for example, when expressing ideas and feelings or discussing a text.</p>
Numeracy and Mathematics	Number	<p>MNU 0-02a</p> <ul style="list-style-type: none"> - Recalls the number sequence forwards within the range 0 - 30, from any given number. - Recalls the number sequence backwards from 20. - Identifies and recognises numbers from 0 to 20. - Uses one-to-one correspondence to count a given number of objects to 20. - Uses ordinal numbers in real life contexts, for example, 'I am third in the line'. - Uses the language of before, after and in-between.
	Fractions	<p>MNU 0-07a</p> <ul style="list-style-type: none"> - Splits a whole into smaller parts and explains that equal parts are the same size. - Shares out a group of items equally into smaller groups.

Numeracy and Mathematics	Measurement	<p>MNU 0-11a</p> <ul style="list-style-type: none"> – Shares relevant experiences in which measurements of lengths, heights, mass and capacities are used, for example, in baking. – Describes common objects using appropriate measurement language, including tall, heavy and empty. – Compares and describes lengths, heights, mass and capacities using everyday language, including longer, shorter, taller, heavier, lighter, more and less. – Estimates, then measures, the length, height, mass and capacity of familiar objects using a range of appropriate non-standard units.
	Shape	<p>MTH 0-16a</p> <p>Recognises, describes and sorts common 2D shapes and 3D objects according to various criteria, for example, straight, round, flat and curved.</p>
	Position and Movement	<p>MTH 0-17a</p> <p>Understands and correctly uses the language of position and direction, including in front, behind, above, below, left, right, forwards and backwards, to solve simple problems in movement games.</p>
Science	Materials	<p>SCN 0-15a</p> <ul style="list-style-type: none"> – Explores and sorts materials into different groups depending on their properties, for example, whether they are strong, smooth, rough. – Justifies the selection of appropriate materials for different uses based on their physical properties.
	Forces	<p>SCN 0-07a</p> <ul style="list-style-type: none"> – Explores and sorts toys and objects into groups according to whether they need to be pushed or pulled. – Measures, using simple equipment, how the movement of an object is affected by the size of the force or the weight of the object. – Demonstrates, through play, how a force can make an object stay still, start to move, speed up, slow down and change shape.
	Energy Sources and Sustainability	<p>SCN 0-04a</p> <ul style="list-style-type: none"> – Ask questions and describes what can 'make things go', for example, batteries, wind-up toys and sunlight. – Talks about toys and common appliances and what they do when they work, for example, produce heat, light, movement or sound.
Expressive Arts	Art & Design	<p>EXA 0-05a</p> <p>Shares views and listens appropriately to the views of others on their own or others' work.</p> <p>EXA 0-06a</p> <p>Solves simple design problems, working on their own and with others, using a degree of trial and error, for example, designs a simple container for an agreed purpose.</p>

Technology	Food and Textile	<p>TCH 0-04c</p> <ul style="list-style-type: none"> - Explores and identifies at least two ideas by using given resources to solve the problem. - Selects an appropriate solution.
	Craft, Design, Engineering and Graphics	<p>TCH 0-09a</p> <ul style="list-style-type: none"> - Builds models using different materials e.g. junk modelling, wooden blocks. - Uses tools and materials (paper, card, wood, plastic) to create models. <p>TCH 0-10a</p> <ul style="list-style-type: none"> - Describes materials by touch for example sticky, squidgy, soft, fluffy, hard, rough, wet, heavy, light. - Uses a range of materials when creating a pictures/ models/concepts. - Identifies when a material is suitable or not for specific function or task. <p>TCH 0-11a</p> <ul style="list-style-type: none"> - Uses a range of materials (natural and man-made) and resources to create pictures. - Shares ideas with others. - Recognise 2D shapes and how they can be used to visually represent ideas/concepts.
Health and Wellbeing	Physical Education-Movement	<p>HWB 0-22a</p> <ul style="list-style-type: none"> - Shows awareness of personal space (i.e. where body ends and space begins). - Moves at different speeds, levels and directions with others in a designated space. - Shows awareness of body parts and body positions when performing a range of different movements. - Uses prior knowledge and identifies key information to help form a solution. - Demonstrates imagination through energetic play.
	Personal and Social Education	<p>HWB 0-27a / HWB 0-28a</p> <ul style="list-style-type: none"> - Demonstrates different ways of being active, for example, energetic play. - Identifies how being active affects their body, for example, raised heartbeat, getting hot. - Gives reasons why being active is good for health. <p>HWB 0-47a</p> <ul style="list-style-type: none"> - Identifies body differences and similarities.