FIRST® LEGO® League Discover – CARGO CONNECT℠ season curriculum grid: Scottish Curriculum for Excellence
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Curricular Area	Curricular Focus	Early Level – Primary 1 Experiences and Outcome/Benchmark
Literacy	Reading	**LIT 0-14a** - 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	**LIT 0-26a** - 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	**LIT 0-02a** - 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. **LIT 0-10a** Uses new vocabulary and phrases in different contexts, for example, when expressing ideas and feelings or discussing a text.

Numeracy and Mathematics	Number	**MNU 0-02a** - 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.
	Measurement	**MNU 0-11a** - 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	**MTH 0-16a** Recognises, describes and sorts common 2D shapes and 3D objects according to various criteria, for example, straight, round, flat and curved.
	Position and Movement	**MTH 0-17a** 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.
	Data Analysis	**MNU 0-20b** I can match objects, and sort using my own and others' criteria, sharing my ideas with others. Uses knowledge of colour, shape, size and other properties to match and sort items in a variety of different ways.

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Science	Materials	**SCN 0-15a** - 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	**SCN 0-07a** - 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	**SCN 0-04a** - 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.
	Topical Science	**SCN 0-20a** I can talk about science stories to develop my understanding of science and the world around me.
Expressive Arts	Art & Design	**EXA 0-05a** Shares views and listens appropriately to the views of others on their own or others' work. **EXA 0-06a** 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.

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Technology	Food and Textile	**TCH 0-04c** - Explores and identifies at least two ideas by using given resources to solve the problem. - Selects an appropriate solution.
	Craft, Design, Engineering and Graphics	**TCH 0-09a** - Builds models using different materials eg. junk modelling, wooden blocks. - Uses tools and materials (paper, card, wood, plastic) to create models. **TCH 0-11a** - 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. I understand how local shops and services use technologies to provide us with what we need and want in our daily lives. Gives examples of how people (for example police, fire, healthcare) who help us use technologies in their everyday work.
Health and Wellbeing	Planning for Choices and Change	**HWB 0-20a** I can describe some of the kinds of work that people do and I am finding out about the wider world of work.

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Social Studies	People in Society, Economy and Business	**SOC 0-09a** I have experimented with imaginative ways such as modelling and drawing, to represent the world around me, the journeys I make and the different ways I can travel. **SOC 0-16a** By exploring my local community, I have discovered the different roles people play and how they can help. **SOC 0-20a** In real-life and imaginary play, I explore how local shops and services provide us with what we need in our daily lives.

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