

Curriculum for Excellence: Experiences and Outcomes for Early/First level learning packs.

Early/First Blue Pack		
Activity	Es & Os	
Reading Single Sounds	I explore sounds, letters, words LIT 0-13a/0-21a	<input type="checkbox"/> Hears and says the different single sounds made by letters.
Writing Single Sounds	I explore interesting materials for writing LIT 0-21b	<input type="checkbox"/> Forms most lowercase letters legibly. <input type="checkbox"/> Knows the sounds of lowercase and some uppercase letters.
Creating cvc and cvcc words	I explore sounds, letters, words LIT 0-13a/0-21a	<input type="checkbox"/> Hears and says blends/sounds made by a combination of letters. <input type="checkbox"/> Knows the difference between a letter, word and numeral. <input type="checkbox"/> Reads from left to right and top to bottom. <input type="checkbox"/> Uses knowledge of sounds, letters and patterns to read words.
Recognising common words	I can spell the most commonly used words ... LIT 1-21a	<input type="checkbox"/> Uses knowledge of sight vocabulary/tricky words to read familiar words in context. <input type="checkbox"/> Spells most commonly used words correctly.
Copy text / Write name	I explore sounds, letters and words, discovering how they work together, and I can use what I learn to help me as I read or write. ENG 0-12a / LIT 0-13a / LIT 0-21a	<input type="checkbox"/> Forms most lowercase letters legibly. <input type="checkbox"/> Uses a pencil with increasing control and confidence. <input type="checkbox"/> Writes words from left to right. <input type="checkbox"/> Makes an attempt to spell familiar words correctly. <input type="checkbox"/> Makes an attempt to use a capital letter and a full stop in at least one sentence.
Recognise numbers 1-10 and beyond	I have explored numbers ...I can use them to count, describe sequences and order MNU 0-03a	<input type="checkbox"/> Recalls the number sequence backwards from 20. <input type="checkbox"/> Identifies and recognises numbers from 0 to 20. <input type="checkbox"/> Orders all numbers forwards and backwards within the range 0 - 20. <input type="checkbox"/> When counting objects, understands that the number

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		name of the last object counted is the name given to the total number of objects in the group
Write numbers 1-10 and beyond	I have explored numbers, I can use them to count and create sequences... MNU 0-02a	<input type="checkbox"/> Recalls the number sequence backwards from 20. <input type="checkbox"/> Identifies and recognises numbers from 0 to 20. <input type="checkbox"/> Orders all numbers forwards and backwards within the range 0 - 20.
Add and subtract within 10-30	Through exploring pattern I can recognise and continue simple number sequences... MTH 1-13b	<input type="checkbox"/> Describes, continues and creates number patterns using addition, subtraction, doubling, halving, counting in jumps (skip counting) and known multiples.
Shape identification	I enjoy investigating objects and shapes... MTH 0-16a	<input type="checkbox"/> Recognises, describes and sorts common 2D shapes and 3D objects according to various criteria, for example, straight, round, flat and curved.
Using coins – money (up to 30p)	I can use money to pay for items... MNU 1-09a I have investigated how different coins can be used... MNU 1-09b	<input type="checkbox"/> Identifies and uses all coins and notes to £20 and explores different ways of making the same total.  <input type="checkbox"/> Uses a variety of coin and note combinations, to pay for items and give change within £10.
Time <ul style="list-style-type: none"> <li>• o'clock</li> <li>• half past</li> </ul>	I can tell the time using 12 hour clock... MNU 1-10a	<input type="checkbox"/> Tells the time using half past, quarter past and quarter to using analogue and digital 12 hour clocks.