

Curriculum for Excellence: Experiences and Outcomes for First Level learning packs

First level Orange Pack		
Activity	Es & Os	
Reading Comprehension	I regularly select/listen to/watch texts which I enjoy... LIT 1-01a Using what I know...I can find and use information... LIT 1-14a	<input type="checkbox"/> Selects spoken texts regularly for enjoyment or to find information for a specific purpose and gives a reason for preferences. <input type="checkbox"/> Identifies and finds key information in fiction and non-fiction texts using content page, index, headings, sub-headings and diagrams to help locate information.
Cloze passage	To show understanding, I can respond to different questions... ENG 1-17a	<input type="checkbox"/> Identifies the main ideas of texts. <input type="checkbox"/> Makes appropriate suggestions about the purpose of a text. <input type="checkbox"/> Answers literal, inferential and evaluative questions about texts.
Writing tasks <ul style="list-style-type: none"> • About me - passport • Shopping lists • Letter • Diary • Stories 	I can write independently... LIT 1-20a/2-20a I can check my writing makes sense LIT 1-23a By considering type of text I can select ideas and relevant information LIT 1-26a I can convey information... LIT 1-28a/1-29a I can describe and share my experiences ENG 1-30a I can use what I learn to create my own stories... ENG 1-31a	<input type="checkbox"/> Creates texts selecting subject, purpose, format and resources for a range of purposes and audiences. <input type="checkbox"/> Writes independently, punctuating most sentences accurately, for example, using a capital letter, full stop, question mark or exclamation mark. <input type="checkbox"/> Links sentences using common conjunctions, for example, and, because, but or so. <input type="checkbox"/> Starts sentences in a variety of ways to engage the reader. <input type="checkbox"/> Checks writing to ensure it makes sense. <input type="checkbox"/> Presents writing in a clear and legible way using images and other features as appropriate. <input type="checkbox"/> Plans and organises ideas and information using an appropriate format. <input type="checkbox"/> Organises writing in a logical order and as appropriate to audience. <input type="checkbox"/> Uses relevant and/or interesting vocabulary as appropriate for the context.

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		<ul style="list-style-type: none"> <input type="checkbox"/> Writes about personal experiences in a logical order, using appropriate vocabulary to describe feelings, thoughts and events. <input type="checkbox"/> Creates texts with evidence of structure. <input type="checkbox"/> Creates interesting characters through their feelings and actions and physical description.
<p>Following instructions</p> <ul style="list-style-type: none"> • Make a milkshake • Shiny paper beads • Treasure map • Lost and found poster 	<p>I can select ideas and relevant information and organise in a relevant sequence... LIT 1-06a</p> <p>Using what I know... I can find and use information... LIT 1-14a</p> <p>By considering type of text... I can organise in an appropriate way... LIT 2-26a</p>	<ul style="list-style-type: none"> <input type="checkbox"/> Identifies the purpose and main ideas of spoken texts and uses the information gathered for a specific purpose. <input type="checkbox"/> Identifies and finds key information in fiction and non-fiction texts using content page, index, headings, sub-headings and diagrams to help locate information. <input type="checkbox"/> Plans and organises ideas and information using an appropriate format. <input type="checkbox"/> Includes relevant information in written texts. <input type="checkbox"/> Organises writing in a logical order and as appropriate to audience. <input type="checkbox"/> Uses relevant and/or interesting vocabulary as appropriate for the context.
Reading tasks	<p>To show my understanding I can identify main ideas... LIT 1-16a</p> <p>I can share my thoughts about character/setting... ENG 1-19a</p>	<ul style="list-style-type: none"> <input type="checkbox"/> Identifies the main ideas of texts. <input type="checkbox"/> Makes appropriate suggestions about the purpose of a text. <input type="checkbox"/> Answers literal, inferential and evaluative questions about texts. <input type="checkbox"/> Asks questions to help make sense of a text. <input type="checkbox"/> Recognises the difference between fact and opinion. <input type="checkbox"/> Offers own ideas about characters, writer's use of language, structure and/or setting. <input type="checkbox"/> Offers own ideas about the writer's message and, when appropriate, relates these to personal experiences.
Recognising common words	<p>I can spell the most commonly used words... LIT 1-21a</p>	<ul style="list-style-type: none"> <input type="checkbox"/> Spells most commonly used words correctly.

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Spelling ideas	I can spell most of the words in need to communicate... LIT 2-21a	<input type="checkbox"/> Applies knowledge of spelling patterns, rules and strategies to spell most words correctly
Handwriting	I can present my writing in a way that will make it legible... LIT 1-24a	<input type="checkbox"/> Presents writing in a clear and legible way using images and other features as appropriate.
Add/subtract to 99	I can use addition and subtraction... MNU 1-03a I can continue repeating patterns MNU 1-13a Through exploring number patterns I recognise number sequences MTH 1-13b	<input type="checkbox"/> Solves addition and subtraction problems with three digit whole numbers. <input type="checkbox"/> Adds and subtracts multiples of 10 or 100 to or from any whole number to 1000. <input type="checkbox"/> Continues and creates repeating patterns involving shapes, pictures and symbols. <input type="checkbox"/> Describes, continues and creates number patterns using addition, subtraction, doubling, halving, counting in jumps (skip counting) and known multiples.
Time <ul style="list-style-type: none"> • Quarter past • Quarter to • Timetables 	I can tell the time using 12 hour clock... MNU 1-10a I have begun to develop a sense of how long tasks take... MNU 1-10c	<input type="checkbox"/> Tells the time using half past, quarter past and quarter to using analogue and digital 12 hour clocks. <input type="checkbox"/> Uses and interprets a variety of calendars and 12 hour timetables to plan key events.
Shape identification	I have explored simple 3D and 2D objects... MTH 1-16a	<input type="checkbox"/> Names, identifies and classifies a range of simple 2D shapes and 3D objects and recognises these shapes in different orientations and sizes. <input type="checkbox"/> Uses mathematical language to describe the properties of a range of common 2D shapes and 3D objects including side, face, edge, vertex, base and angle. <input type="checkbox"/> Identifies 2D shapes within 3D objects and recognises 3D objects from 2D drawings.
Practical measurement	I can estimate how long and object is... MNU 1-11b	<input type="checkbox"/> Uses knowledge of everyday objects to provide reasonable estimates of length, height, mass and capacity. <input type="checkbox"/> Makes accurate use of a range of instruments including rulers, metre sticks, digital scales and measuring jugs when measuring lengths, heights, mass and capacities using the most appropriate instrument for the task.

Curriculum for Excellence: Experiences and Outcomes for First Level learning packs

		<ul style="list-style-type: none"> <input type="checkbox"/> Records measurements of length, height, mass and capacity to the nearest standard unit, for example, millimetres (mm), centimetres (cm), grams (g), kilograms (kg), millilitres (ml), litres (l).
Money – up to £10	<p>I can use money and work out change.... MNU 1-09a</p> <p>I have investigated different combinations of coins MNU 1-09b</p>	<ul style="list-style-type: none"> <input type="checkbox"/> Identifies and uses all coins and notes to £20 and explores different ways of making the same total. <input type="checkbox"/> Records amounts accurately in different ways using the correct notation, for example, 149p = £1.49 and 7p = £0.07. <input type="checkbox"/> Uses a variety of coin and note combinations, to pay for items and give change within £10. <input type="checkbox"/> Applies mental agility number skills to calculate the total spent in a shopping situation and is able to calculate change.
Times tables – 2, 5 and 10	<p>I can use multiplication... MNU 1-03a</p>	<ul style="list-style-type: none"> <input type="checkbox"/> Uses correct mathematical vocabulary when discussing the four operations including, subtract, add, sum of, total, multiply, product, divide and shared equally. <input type="checkbox"/> Applies strategies to determine multiplication facts, for example, repeated addition, grouping, arrays and multiplication facts. <input type="checkbox"/> Uses multiplication and division facts to solve problems within the number range 0 to 1000. <input type="checkbox"/> Multiplies and divides whole numbers by 10 and 100 (whole number answers only).
Fun sheets		