Oracy – Year 1

Physical	Linguistic	Cognitive	Social and Emotional
1.To use gesture to support meaning in play. 2.To speak audibly so they can be heard and understood.	1.To use talk in play to practice new vocabulary. 2.To join phrases with words such as 'if', 'because' 'so' 'could' 'but'.	1.To ask questions. 2.To wonder about ideas. 3.To use 'because' to develop their ideas. 4.To describe events that have happened to them in detail.	1.To listen attentively in a pair or small group. 2.To take turns to speak with a partner independently.

Purpose for talk:

Understand and reason	Give instructions	Problem-solve	Organise and structure ideas
Acquire new language	Generate ideas and opinions	Analyse and evaluate	Influence
Gather and share information	Entertain	Reach consensus/ negotiate	Challenge

Audience:

Older	Younger	Adult	Large Group	Familiar
Unfamiliar	**Live**	**Peers**	**Small Group**	**Expert**

Autumn 1	Spring 1	Summer 1
Subject/Topic: Me & My World **Oracy Outcome:** L2, C2, S2 **Purpose**: Understand and reason, generate ideas & opinions, problem solve**,** reach consensus/negotiate, Influence, challenge **Context:** Debate – Should we help look after our local area even though the mess might not be ours? **Audience:** Adult, peers, familiar, class group, small group	**Subject/Topic:** Animal Antics **Oracy Outcome:** P2, C1, C3, C4 **Purpose:** Gather & share information, Acquire new language **Context:** Animal man visit, asking and answering questions on animals. Learning new vocabulary to name and classify animals. **Audience:** Expert/unfamiliar, peers/familiar, class group	**Subject/Topic:** Bright Lights Big City **Oracy Outcome:** P1, P2, L1, L2 **Purpose:** gather and share information, generate ideas & opinions, problem solve, challenge **Context:** News report & interview relating to King's missing pants. **Audience:** Adult, peers, familiar, class group
Autumn 2	**Spring 2**	**Summer 2**
Subject/Topic: A Toy's Story **Oracy Outcome:** P2, L2, C3, C4 **Purpose:** Entertain, Influence, share information **Context:** show & tell of favourite toy **Audience:** Adults, peers/familiar, class group	**Subject/Topic:** To Infinity & Beyond **Oracy Outcome:** C1, C3, C4 **Purpose:** Gather & share information, Acquire new language. **Context:** Wonderdome asking and answering questions on space. Learning new key space vocabulary. **Audience:** Expert/unfamiliar, peers/familiar, class group	**Subject/Topic:** Ready, Steady, Grow! **Oracy Outcome:** L1, C3, S1 **Purpose:** Generate ideas & opinions, Influence, challenge, reach consensus/negotiate, give instructions **Context:** Conscious alley debate – should Goldilocks go in the bear's house? **Audience:** Adult, peers, familiar, class group
Additional:		
Harvest, Christmas and Easter church service **Oracy Outcome:** P2, **Purpose:** Entertain **Context:** Performing songs, poems, narrating parts of a story **Audience:** Live, Adult, peers, large group, familiar/unfamiliar, older, younger	**Debates for each topic:** **Aut 1 -** Should we help look after our local area even though the mess might not be ours? Aut 2 – Should we always share our toys? Spr 1 – Should we eat animals? Spr 2 – Should we have sent animals into space before people? Sum 1 – Should we have a King? Sum 2 – Is it okay to pick flowers? **Oracy Outcome:** P2, L2, C2, C3, S1, S2 **Purpose**: Understand and reason, generate ideas & opinions, problem solve**,** reach consensus/negotiate, Influence, challenge **Context:** Debate – Should we help look after our local area even though the mess might not be ours? **Audience:** Adult, peers, familiar, class group, small group	