



**Writing**

**Narrative**

Write stories set in places pupils have been.

Write stories with imaginary settings.

Write stories and plays that use the language of fairy tales and traditional tales.

**Non-fiction**

Write labels.

Write lists.

Write instructions.

Write recounts.

Present information.

Write non-chronological reports.

**Poetry**

Write poems that use pattern, rhyme and description.

**Reading**

Listen to traditional tales.

Listen to a range of texts.

Learn some poems by heart.

Build up a repertoire of poems to recite.

Use the class and school libraries.

**Communication**

Engage in meaningful discussions in all areas of the curriculum.

Listen to and learn a wide range of subject specific vocabulary.

Speak to small and larger audiences at frequent intervals.

Practise and rehearse sentences and stories, gaining feedback on the overall effect and the use of standard English.

Listen to and tell stories often so as to internalise the structure.

**Mathematics**

Count and calculate in a range of practical contexts.

Use and apply mathematics in everyday activities and across the curriculum.

Explore numbers and place value up to at least 100.

Add and subtract using mental and formal written methods in practical contexts.

Multiply and divide using mental and formal written methods in practical contexts.

Explore the properties of shapes.

Use language to describe position, direction and movement.

Use and apply in practical contexts a range of measures, including time.

Handle data in practical contexts.

**Science**

**Biology**

**Plants**

Identify, classify and describe their basic structure.

**Animals and humans**

Identify, classify and observe.

**Chemistry**

**Materials**

Identify, name, describe, classify, compare properties and changes.

**Physics**

**Light**

Look at sources and reflections.

**Working Scientifically**

Across all year groups scientific knowledge and skills should be learned by working scientifically. (This is documented in the Essentials for progress section.)

**Art & Design**

Use experiences and ideas as the inspiration for artwork.

Share ideas using drawing, painting and sculpture.

Explore a variety of techniques.

Learn about the work of a range of artists, artisans and designers.

**Computing**

Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions.

Use logical reasoning to predict the behaviour of simple programs.

Organise, store, manipulate and retrieve data in a range of digital formats.

Communicate safely and respectfully online, keeping personal information private and recognise common uses of information technology beyond school.

**Design & Technology**

**Design**

Design purposeful, functional, appealing products for themselves and other users based on design criteria.

**Make**

Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing.

**Evaluate**

Explore and evaluate a range of existing products.

**Technical knowledge**

Build structures, exploring how they can be made stronger, stiffer and more stable.

**Cooking and nutrition**

Use the basic principles of a healthy and varied diet to prepare dishes.

**Geography**

Explore weather and climate in the United Kingdom and around the world.

Use world maps, atlases and globes.

Use simple compass directions.

Use aerial photographs.

Use fieldwork and observational skills.

**History**

Key events in the past that are significant nationally and globally, particularly those that coincide with festivals or other events that are commemorated throughout the year.

Significant historical events, people and places in their own locality.

**Music**

Use their voices expressively by singing songs and speaking chants and rhymes.

Play tuned and untuned instruments musically.

Listen with concentration and understanding to a range of high-quality live and recorded music.

Make and combine sounds using the inter-related dimensions of music.

**Physical Education**

Participate in team games, developing simple tactics for attacking and defending.



Perform dances using simple movement patterns.

#### Religious Education

Study the main stories of Christianity.

Study at least one other religion. Choose from Buddhism, Hinduism, Islam, Judaism or Sikhism.

Study other religions of interest to pupils.