English

Reading

- Develop secure decoding using phonics, including 2 syllable words, and words with common suffixes.
- Listen to and discuss a wide range of contemporary and classic poetry, stories and non - Use appropriate size and spacing of letters fiction (including those structured in different ways) at a level beyond their own reading level.
- Continue to learn poems and recite them by different purposes. heart.
- Ask and answer questions, using simple inference
- Make predictions based on what has already happened in a story.
- Participate in discussions about books.

Number/Calculation

- Count in steps of 2, 3 and

- Understand place value (T/U)

- Read, write and compare numbers to 100

- Solve problems using all four operations.

- Know and use addition facts to 20, and related

- Solve simple X and ÷ problems using arrays,

- Recognise, find, name and write fractions

- Recognise simple equivalences to a half.

(thirds and quarters), of objects or quantities.

repeated addition or mental methods.

forwards and backwards.

using < > and = symbols.

facts to 100.

Fractions

Writing

- Use a range of strategies to spell words including contractions, the possessive apostrophe, some common exception words and suffixes in longer words.
- and words when writing., starting to join where appropriate.
- Write narratives, poetry, and recounts for
- Planning (verbal or written) then writing, sentence by sentence, their ideas.
- Evaluate and proof read their own work make improvements and correct errors in punctuation.
- Read aloud their own work to others.

- Use capital letters, full stops, exclamation marks, question marks, commas for lists and apostrophes for contracted forms and the possessive.
- Use expanded noun phrases to
- Use past and present tenses correctly.
- Use connectives for subordination and co coordination

Speaking and listening

- Articulate and justify answers.
- structured descrip-- Give we use language to develop understanding.

Maths

- Choose and use appropriate standard units to estimate and measure and compare length/ height (m/cm), mass (kg/g), temperature (°c), capacity (I/ml) using appropriate equipment.
- Recognise £ and p notation and combine amounts to make a particular value.
- Tell and write to five minutes.
- Compare and sequence intervals of time.
- Know the number of minutes in an hour and hours in a day.

Geometry

- Identify and describe the properties of 2D shapes including number of sides and vertical line symmetry, and 3D shapes, including number of edges, vertices and faces.

- Compare and sort common 2D shapes and 3D shapes and everyday objects.
- Order and arrange mathematical objects in patterns and sequences.
- Use mathematical vocabulary to describe position and movement.
- Distinguish between quarter, half and three quarter turns.

Statistics

- Interpret and construct simple pictograms, tally charts and tables.
- Ask and answer simple questions about data.

- · Use simple common words to describe the passing of time
- ers-Lee
- Know what animals need to survive
 - Events beyond living memory that are nationally or globally important e.g Great fire of London

Art and Design

- Use a range of materials to creatively design and make products.
- Use drawing, painting and sculpture to share their ideas experiences and imagination.
- Develop techniques in colour, pattern, texture, line, shape, form and space.
- range of artists, crafts- Know about the work of a... men and designers.

Communicate online safely and respectfully. Recognise uses of IT outside of school.

- Understand use of algorithms

Write and test simple programs.

Design and Technology

- Design products which have a purpose and communicate their designs through drawings and mock ups.
- Use a wide range of materials, including textiles, and tools based on their properties.
 - Evaluate both existing products and their own work.
 - Build and improve mechanisms in their
- Understand the basic principles of a healthy and varied diet to prepare dishes.

Not a requirement at KS1

Geography

Name and locate the and oceans using world

world's continents maps and globes.

songs, chants

Compare the local area to a contrasting non European country.

Computing

Use logical reasoning to make predictions.

Organise, store, retrieve and manipulate

- Use simple compass directions and locational/directional language to describe location and routes on a map.
- Use basic geographical vocabulary to describe less familiar locations and hot and cold regions.
- Use aerial photos and plan perspectives to create maps with symbols and keys.

Languages

Music

- Use voices to sing and rhymes.
 - Play simple untuned and tuned instruments musically.
 - Listen with concentration to and understand live and recorded music
- Create, make and combine sounds musically.

Science

Working Scientifically

- Ask and answer simple questi by observing closely and gathering and recording data.

Living things and their habitats

- Know the difference between things that are dead, alive and have never been alive.
- Describe how living things reside in habitats to which they are suited and Uses of everyday Materials are interdependent.
- Create simple food chains for habitats studied

Plants

- Observe and describe how seeds and bulbs grow into mature plants. now the key things plants nee to survive.

Animals, including Humans

- Know that animals including humans have offspring which grow int
- and know how humans need to keep

- Identify the suitability of materials for a purpose.
- Find out how solid materials can be changed by squashing, bending, twisting and stretching.

History

- Ask and begin to answer historical questions.
- To compare the lives of significant people e.g Christopher Columbus and Neil Armstrong, Willam Caxton and Tim Bern-
 - Understand key events In the history of the
 - Choose and use parts of stories and other sources to show they know about and understand key features of events.

PE

- Master and extend basic movements including running, jumping, throwing and catching, balance, agility and co ordi-
- Participate in team games
- Engage in competitive (both against self and others) and co operative activities.
- Perform dances using simple movements.
- Use simple tactics in games.

Following Locally agreed syllabus