English					Art and Design	
Reading	Writing	(Grammar		 Use a range of materials to creatively design and make products. 	- Understand u
-Match all graphemes to phonemes - Read accurately by blending words and	- Name in order and write alphabet.		Leave a space between words and punctu- ate sentences correctly.		- Use drawing, painting and sculpture.	- Write and tes
reading common suffixes Form the digits 0-9, - Read and understand contractions		prrectly.	Use capital letters for proper nouns. Use common plurals and verb suffixes	\cup	- Develop techniques in colour, pattern, texture, line,	\sim
- Become very familiar with key stories, f	them down.	res hefore writing	Use 'and' to link ideas in their writing.	\frown	shape, form and space. - Know about the work of a range of artists, craftsmen and	\sim
stories and traditional tales; be able to re them.	- Sequence their ideas to parratives	form short written	Speaking and listening Listen and respond appropriately.		designers.	- Communicate
 Read a range of texts for pleasure, linki them to their own experiences. 	n to their own experiences. n in with predictable phrases k about what they have read and make		Ask relevant questions			
 Join in with predictable phrases Talk about what they have read and ma 			Maintain attention and participate.		Design and Technology	Coograph
simple predictions based on what they have read.	teachers and peers.	correctly.			- Design products which have a purpose and communi- cate their designs through drawings and mock ups.	- Name and ident capital cities of th
Number/Calculation	Mat	ths	coins and notes.		- Use a wide range of materials, including textiles, based on their properties.	- Use maps to ide
- Count, read and write	- Recognise, find ar	nd name halves and		Į	- Use simple tools safely and appropriately.	- Identify seasona
numbers to 100,(numbers 1 –20 i words too),	n quarters of shapes, tities.	, objects and quan-			- Evaluate both existing products and their own work.	familiar features.
- Count in steps of 1, 2, 5 and 10.	10. Measurement		 Tell the time to the hour and half past the hour using a clock face. 		- Build and improve mechanisms in their products.	- Use simple field and local environ
- Read, write and interpret + - and = - Compare, describe and s		-	Geometry		- Understand where food comes from.	
 Know and use number bonds to and—facts) 	to 20 (+ problems involving length, heig mass/weight, capacity and volu and time.		 Recognise and name common 2D and 3D shapes 	ſ	Languages	Music
- Add and subtract 1 digit and 2 di numbers to 20, including 0.	- Measure and beg	-	- Describe position and movement including whole,	J	\bigcirc	- Use voices to s rhymes.
- Solve one step problems involvin		gnt, capacity and	half and three quarter turns	\frown		- Play simple un
and -, and with support x and divi by using simple arrays.	- Know the values o	of and recognise	\mathbf{Y}		Not a requirement at KS1	
Science (History			- Make and com
Working Scientifically	animals	- Use simple com	mon words to describe the passing of ti	ime		
- Ask and answer simple questions by observing closely and gathering parts data.	- Name and label the basic of a human body.	_	o answer historical questions. lives of significant people e.g Rosa Park	45		
Plants	Materials		mily Davison, Mary Seacole and Florence Nightingale.		PE	RE
- Identify a range of common wild mater	-	- Understand key events In the history of the local area. - About changes within living memory (where appropriate linked to aspects of change in National life)		he	- Master basic movements including running, jumping,	
- Describe the basic structure of rials.	ribe simple properties of			J	throwing and catching, balance, agility and co ordination.	\sim
	non materials.				- Participate in team games.	\sim
- Identify and name a range of com- Seaso mon animals -Obse	ns rve and describe changes in		eyond living memory which are significan	nt	Perform dances using simple movements.Use simple tactics in games.	
	er, within and across seasons.	nationally or glob	oally (e.g Bonfire Night)			
- Describe and compare common						

Computing

- use of algorithms
- est simple programs.
- Use logical reasoning to make predictions.
- Organise, store, retrieve and manipulate data.
- te online safely and respectfully.
- ses of IT outside of school.

- ifv the he UK.
- four countries and
- entify the UK and it's countries.
- al and daily weather patterns in the UK.
- raphical vocabulary to describe local and
- dwork and observation skills to study school nments.

sing



- ntuned and tuned instruments musically.
- Listen to and understand live and recorded nusic
- mbine sounds musically.



Following Locally agreed syllabus

Curriculum 2014 Year Р