

**Writing****Narrative**

Write stories with imaginary settings.

**Non-fiction**

Write labels.

Write captions.

Write instructions.

Present information.

Write non-chronological reports.

**Poetry**

Write nonsense and humorous poems and limericks.

**Reading**

Listen to a range of texts.

Become familiar with a wide range of texts of different lengths.

Build up a repertoire of poems to recite.

**Communication**

Engage in meaningful discussions in all areas of the curriculum.

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

Through reading identify vocabulary that enriches and enlivens stories.

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.

**Mathematics**

Count and calculate in a range of practical contexts.

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

Repeat key concepts in many different practical ways to secure retention.

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****Physics****Light**

Look at sources and reflections.

**Earth and space**

Observe seasonal changes.

**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.)

**Physics****Electricity**

Look at appliances and circuits.

**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.

Write and test simple programs.

Use logical reasoning to predict the behaviour of simple programs.

**Design & Technology****Technical knowledge**

Explore and use mechanisms, such as levers, sliders, wheels and axles, in their products.

**Music**

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

**Physical Education**

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

Swimming and water safety: take swimming instruction either in Key Stage 1 or Key Stage 2.

**Religious Education**

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