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.

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.

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

Sound

Look at sources.

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.)

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.

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

Physical Education

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

Religious Education

Study other religions of interest to pupils.