

ENGLISH			ART & DESIGN	COMPUTING
<p><u>READING</u> Decode words using phonics. Match graphemes for phonemes. Blend sounds in unfamiliar words containing taught GPCs. Read: common exception words; words with common suffixes; words of more than one syllable containing taught GPCs; contractions. Read aloud phonics-based books; re-read to develop fluency and confidence. Draw on prior knowledge to make sense of texts. Check for sense and correct reading errors. Make inferences and predictions. Explain their understanding of what is read to them.</p>	<p><u>WRITING</u> Spell: words containing each of the 40+ phonemes; common exception words; days of the week. Name letters of the alphabet. Learn and apply spelling rules in appendix 1. Form correctly: lower case, capital letters and digits. Practise handwriting in letter families. Compose sentences orally before writing. Reread sentences to check they make sense. Join words and clauses using 'and'. Leave spaces between words. Begin to use basic punctuation. Use capital letters to start sentences and proper nouns.</p>	<p><u>COMMUNICATION</u> Listen and respond appropriately. Ask relevant questions. Build vocabulary. Articulate and justify own ideas. Describe, explain and narrate for different purposes; express feelings. Participate actively in conversations. Speculate, hypothesise and explore ideas. Speak clearly and fluently in standard English. Take part in discussions, presentations, performances, role play, improvisations and debates. Explore different viewpoints. Communicate effectively using appropriate register.</p>		
MATHEMATICS			DESIGN & TECHNOLOGY	GEOGRAPHY
<p><u>NUMBER /CALCULATION</u> Count to/across 100 Count in 1s, 2s, 5s and 10s. Identify one more or one less. Read and write numbers to 20 in words and numerals. Use objects and pictures to represent numbers. Use language of comparison. Use +, - and = signs. Know number bonds to 20. Add and subtract numbers 0 to 20. Solve one step problems.</p>	<p><u>GEOMETRY & MEASURES</u> Compare, describe, measure, record and solve problems for lengths, weights, capacities/volumes, and times. Recognise coins and notes. Sequence events chronologically using ordering language. Use language related to dates. Tell the time to the hour and half the hour. Recognise and name common 2D and 3D shapes</p>	<p>Describe positions, direction and movement, including $\frac{1}{2}$, $\frac{1}{4}$, $\frac{3}{4}$ turns. <u>FRACTIONS</u> Recognise and use $\frac{1}{2}$ and $\frac{1}{4}$.</p>		
SCIENCE		HISTORY	MODERN LANGUAGES	MUSIC
<ul style="list-style-type: none"> Observe seasonal changes in weather and day length. Distinguish between an object and the material from which it is made. Describe the simple physical properties of a variety of everyday materials. Compare and group together a variety of everyday materials on the basis of their physical properties. Identify and name a variety of everyday materials including wood, plastic, glass, metal, water and rock. 			<ul style="list-style-type: none"> Simple greetings Know numbers 1-10 	
			PHYSICAL EDUCATION	RELIGIOUS EDUCATION
			<ul style="list-style-type: none"> Master and apply basic movement skills Participate in games including ball games. Perform dance using simple movement 	<p><u>LEARNING ABOUT RELIGION & BELIEF</u> Christianity – Easter story Judaism – artefacts and places of worship <u>LEARNING FROM RELIGION & BELIEF</u> Reflect: worship, wonder, praise, thanks, concern, joy and sadness. Ask and respond to puzzling questions</p>