Writing

Narrative

Write stories with imaginary settings.

Write stories that mimic significant authors.

Non-fiction

Write lists.

Write captions.

Write instructions.

Write recounts.

Present information.

Poetry

Write poems that use pattern, rhyme and description.

Write nonsense and humorous poems and limericks.

Reading

Listen to a range of texts.

Learn some poems by heart.

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.

Speak to small and larger audiences at frequent intervals.

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.)

Art & Design

Use experiences and ideas as the inspiration for artwork.

Share ideas using drawing, painting and sculpture.

Computing

Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions.

Use logical reasoning to predict the behaviour of simple programs.

Organise, store, manipulate and retrieve data in a range of digital formats.

Communicate safely and respectfully online, keeping personal information private and recognise common uses of information technology beyond school.

Design & Technology

Design

Design purposeful, functional, appealing products for themselves and other users based on design criteria.

Make

Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing.

Evaluate

Explore and evaluate a range of existing products.

Technical knowledge

Build structures, exploring how they can be made stronger, stiffer and more stable.

Geography

Investigate the world's continents and oceans.

Investigate the countries and capitals of the United Kingdom.

Explore weather and climate in the United Kingdom and around the world.

Use basic geographical vocabulary to refer to and describe key physical and human features of locations.

Use world maps, atlases and globes.

Use simple compass directions.

Use fieldwork and observational skills.

History

The lives of significant individuals in Britain's past who have contributed to our nation's achievements – scientists such as Isaac Newton or Michael Faraday, reformers such as Elizabeth Fry or William Wilberforce, medical pioneers such as William Harvey or Florence Nightingale, or creative geniuses such as Isambard Kingdom Brunel or Christina Rossetti.

Key events in the past that are significant nationally and globally, particularly those that coincide with festivals or other events that are commemorated throughout the year.

Music

Play tuned and untuned instruments musically.

Physical Education

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

Religious Education

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