

**Writing****Non-fiction**

Write lists.

Write instructions.

Write glossaries.

**Reading**

Listen to traditional tales.

Listen to a range of texts.

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

Discuss books.

Use the class and school libraries.

Listen to short novels over time.

**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.

Listen to and tell stories often so as to internalise the structure.

**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.

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****Biology****Plants**

Identify, classify and describe their basic structure.

Observe and describe growth and conditions for growth.

**Physics****Forces**

Describe basic movements.

**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.

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.

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

**Design & Technology****Design**

Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.

**Make**

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

**Evaluate**

Evaluate their ideas and products against design criteria.

**Technical knowledge**

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

**Cooking and nutrition**

Use the basic principles of a healthy and varied diet to prepare dishes.

Understand where food comes from.

**Geography**

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

Use simple compass directions.

**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.

**Music**

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

Play tuned and untuned instruments musically.

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

Make and combine sounds using the inter-related dimensions of music.

**Physical Education**

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

**Religious Education**

Study other religions of interest to pupils.