

<b>Writing</b>	Explore numbers and place value so as to read and understand the value of all numbers.	Select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
<b>Narrative</b>	Add and subtract using efficient mental and formal written methods.	
Write stories of mystery and suspense.	Multiply and divide using efficient mental and formal written methods.	
<b>Non-fiction</b>	Describe position, direction and movement in increasingly precise ways.	
Write instructions.	Use and apply measures to increasingly complex contexts.	
Write explanations.	Gather, organise and interrogate data.	
Write in a journalistic style.	Understand the practical value of using algebra.	
<b>Poetry</b>		
Write cinquain.		
<b>Reading</b>	<b>Science</b>	<b>Design &amp; Technology</b>
Read and listen to a wide range of styles of text, including fairy stories, myths and legends.	<b>Biology</b>	<b>Design</b>
Listen to and discuss a wide range of texts.	<b>Plants</b>	Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.
Increase familiarity with a wide range of books, including myths and legends, traditional stories, modern fiction, classic British fiction and books from other cultures.	Look at the function of parts of flowering plants, requirements of growth, water transportation in plants, life cycles and seed dispersal.	Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.
Take part in conversations about books.	Evolution and inheritance	
Use the school and community libraries.	<b>Physics</b>	<b>Make</b>
Read and listen to whole books.	<b>Forces and magnets</b>	Select from and use a wider range of tools and equipment to perform practical tasks, such as cutting, shaping, joining and finishing, accurately.
<b>Communication</b>	Look at contact and distant forces, attraction and repulsion, comparing and grouping materials.	<b>Evaluate</b>
Engage in meaningful discussions in all areas of the curriculum.	Look at poles, attraction and repulsion.	Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
Listen to and learn a wide range of subject specific vocabulary.	Look at the effect of gravity and drag forces.	<b>Technical knowledge</b>
Through reading identify vocabulary that enriches and enlivens stories.	Look at transference of forces in gears, pulleys, levers and springs.	Understand and use mechanical systems in their products, such as gears, pulleys, cams, levers and linkages.
Speak to small and larger audiences at frequent intervals.	<b>Working Scientifically</b>	Apply their understanding of computing to programme, monitor and control their products.
Practise and rehearse sentences and stories, gaining feedback on the overall effect and the use of standard English.	Across all year groups scientific knowledge and skills should be learned by working scientifically. (This is documented in the Essentials for progress section.)	<b>Cooking and nutrition</b>
Listen to and tell stories often so as to internalise the structure.	<b>Art &amp; Design</b>	Understand and apply the principles of a healthy and varied diet.
Debate issues and formulate well-constructed points.	Use experiences, other subjects across the curriculum and ideas as inspiration for artwork.	Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.
<b>Mathematics</b>	Develop and share ideas in a sketchbook and in finished products.	Understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed.
Count and calculate in increasingly complex contexts, including those that cannot be experienced first hand.	Improve mastery of techniques.	<b>Geography</b>
Rigorously apply mathematical knowledge across the curriculum, in particular in science, technology and computing.	<b>Computing</b>	Understand the significance of the geographic zones of the world.
Deepen conceptual understanding of mathematics by frequent repetition and extension of key concepts in a range of engaging and purposeful contexts.	Design and write programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.
	Use logical reasoning to explain how a simple algorithm works, detect and correct errors in algorithms and programs.	Use a wide range of geographical sources in order to investigate places and patterns.
		<b>History</b>
		Ancient Greece.

History of interest to pupils.

### Language

In the chosen modern language:

- Speak
- Read
- Write.

### Music

Play and perform in solo and ensemble contexts, using voice and playing instruments with increasing accuracy, control and expression.

Improvise and compose music using the inter-related dimensions of music separately and in combination.

Listen with attention to detail and recall sounds with increasing aural memory.

Use and understand the basics of the stave and other musical notations.

### Physical Education

Play competitive games, modified where appropriate, such as football, netball, rounders, cricket, hockey, basketball, badminton and tennis and apply basic principles suitable for attacking and defending.

Take part in athletics activities.

Take part in outdoor and adventurous activity challenges both individually and within a team.

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

### Religious Education

Study at least two other religions in depth. Choose from Buddhism, Hinduism, Islam, Judaism or Sikhism.

Study three of the major six religions not studied in depth in order to gain a brief outline.

Study other religions of interest to pupils.