

Writing	Use language to describe position, direction and movement.	Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.
Narrative	Use and apply in practical contexts a range of measures, including time.	
Write stories set in places pupils have been.		
Write stories and plays that use the language of fairy tales and traditional tales.		
Non-fiction	Science	Evaluate
Write lists.	Biology	Explore and evaluate a range of existing products.
Write instructions.	Plants	Evaluate their ideas and products against design criteria.
Write glossaries.	Identify, classify and describe their basic structure.	
Reading	Observe and describe growth and conditions for growth.	Technical knowledge
Listen to traditional tales.		Build structures, exploring how they can be made stronger, stiffer and more stable.
Listen to a range of texts.	Physics	Explore and use mechanisms, such as levers, sliders, wheels and axles, in their products.
Become familiar with a wide range of texts of different lengths.	Light	
Discuss books.	Look at sources and reflections.	Cooking and nutrition
Use the class and school libraries.	Working Scientifically	Use the basic principles of a healthy and varied diet to prepare dishes.
Listen to short novels over time.	Across all year groups scientific knowledge and skills should be learned by working scientifically. (This is documented in the Essentials for progress section.)	Understand where food comes from.
Communication	Art & Design	Geography
Engage in meaningful discussions in all areas of the curriculum.	Explore a variety of techniques.	Compare and contrast a small area of the United Kingdom with that of a non-European country.
Listen to and learn a wide range of subject specific vocabulary.	Learn about the work of a range of artists, artisans and designers.	Use basic geographical vocabulary to refer to and describe key physical and human features of locations.
Through reading identify vocabulary that enriches and enlivens stories.	Computing	Use world maps, atlases and globes.
Speak to small and larger audiences at frequent intervals.	Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions.	Use aerial photographs.
Practise and rehearse sentences and stories, gaining feedback on the overall effect and the use of standard English.	Write and test simple programs.	History
Listen to and tell stories often so as to internalise the structure.	Use logical reasoning to predict the behaviour of simple programs.	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.
Mathematics	Organise, store, manipulate and retrieve data in a range of digital formats.	Significant historical events, people and places in their own locality.
Count and calculate in a range of practical contexts.	Design & Technology	Language
Use and apply mathematics in everyday activities and across the curriculum.	Design	Languages is optional at Key Stage 1.
Repeat key concepts in many different practical ways to secure retention.	Design purposeful, functional, appealing products for themselves and other users based on design criteria.	Music
Explore numbers and place value up to at least 100.	Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.	Use their voices expressively by singing songs and speaking chants and rhymes.
Add and subtract using mental and formal written methods in practical contexts.	Make	Play tuned and untuned instruments musically.
Multiply and divide using mental and formal written methods in practical contexts.	Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing.	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 at least one other religion. Choose from Buddhism, Hinduism, Islam, Judaism or Sikhism.

Study other religions of interest to pupils.