

Writing**Narrative**

Write stories set in places pupils have been.

Write stories and plays that use the language of fairy tales and traditional tales.

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.

Science**Biology****Plants**

Identify, classify and describe their basic structure.

Observe and describe growth and conditions for growth.

Physics**Light**

Look at sources and reflections.

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

Explore a variety of techniques.

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**

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

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.

Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.

Evaluate

Explore and evaluate a range of existing products.

Evaluate their ideas and products against design criteria.

Technical knowledge

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

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

Compare and contrast a small area of the United Kingdom with that of a non-European country.

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

Use world maps, atlases and globes.

Use aerial photographs.

History

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.

Significant historical events, people and places in their own locality.

Language

Languages is optional at Key Stage 1.

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

Study other religions of interest to pupils.