English

Reading

- Develop secure decoding using phonics, including 2 syllable words, and words with common suffixes.
- Listen to and discuss a wide range of contemporary and classic poetry, stories and non - Use appropriate size and spacing of letters fiction (including those structured in different ways) at a level beyond their own reading level.
- Continue to learn poems and recite them by heart.
- Ask and answer questions, using simple inference
- Make predictions based on what has already happened in a story.
- Participate in discussions about books.

Number/Calculation

- Count in steps of 2, 3 and

- Understand place value (T/U)

- Read, write and compare numbers to 100

- Solve problems using all four operations.

- Know and use addition facts to 20, and related

- Solve simple X and ÷ problems using arrays,

- Recognise, find, name and write fractions

- Recognise simple equivalences to a half.

Science

- Ask and answer simple questi

Living things and their habitats

- Know the difference between

things that are dead, alive and have

- Describe how living things reside in

- Create simple food chains for habi-

Observe and describe how seeds

and bulbs grow into mature plants.

by observing closely and gathering

Working Scientifically

and recording data.

never been alive

are interdependent.

tats studied.

Plants

(thirds and quarters), of objects or quantities.

repeated addition or mental methods.

forwards and backwards.

using < > and = symbols.

facts to 100

Fractions

Writing

- Use a range of strategies to spell words including contractions, the possessive apostrophe, some common exception words and suffixes in longer words.
- and words when writing., starting to join where appropriate.
- Write narratives, poetry, and recounts for different purposes.
- Planning (verbal or written) then writing, sentence by sentence, their ideas.
- Evaluate and proof read their own work, make improvements and correct errors in punctuation
- Read aloud their own work to others.

- Use capital letters, full stops, exclamation marks, question marks, commas for lists and apostrophes for contracted forms and the possessive
- Use expanded noun phrases to
- Use past and present tenses correctly.
- Use connectives for subordination and co coordination.

Speaking and listening

- Articulate and justify answers.
- Give wel structured descriptions and use language to develop understanding.

Maths

Measurement

- Choose and use appropriate standard units to estimate and measure and compare length/ height (m/cm), mass (kg/g), temperature (%c), capacity (I/ml) using appropriate equipment.
- Recognise £ and p notation and combine amounts to make a particular value.
- Tell and write to five minutes.
- Compare and sequence intervals of time.
- Know the number of minutes in an hour and hours in a day.

Geometry

- Identify and describe the properties of 2D shapes including number of sides and vertical line symmetry, and 3D shapes, including number of edges, vertices and faces.

- Compare and sort common 2D shapes and 3D shapes and everyday objects.
- Order and arrange mathematical objects in patterns and sequences.
- Use mathematical vocabulary to describe position and movement.
- Distinguish between quarter, half and three quarter turns.

Statistics

- Interpret and construct simple pictograms, tally charts and tables.
- Ask and answer simple questions bout data.

History

- Use simple common words to describe the passing of time
- Ask and begin to answer historical questions.
- To compare the lives of significant people e.g Christopher Columbus and Neil Armstrong, Willam Caxton and Tim Berners-Lee
- Know what animals need to survive and know how humans need to keep

now the key things plants nee

to survive.

Animals, including Humans

- Know that animals including hu-

mans have offspring which grow int

habitats to which they are suited and Uses of everyday Materials

- Identify the suitability of materials for a purpose.
- Find out how solid materials can be changed by squashing, bending, twisting and stretching.

- Understand key events In the history of the
- Choose and use parts of stories and other sources to show they know about and understand key features of events.
- Events beyond living memory that are nationally or globally important e.g Great fire of London

Art and Design

- Use a range of materials to creatively design and make products.
- Use drawing, painting and sculpture to share their ideas experiences and imagination.
- Develop techniques in colour, pattern, texture, line, shape, form and space.
- Know about the work of a... range of artists, craftsmen and designers.

Design and Technology

Design products which have a purpose and communicate their

Use a wide range of materials, including textiles, and tools

- Evaluate both existing products

Build and improve mechanisms in their

- Understand the basic principles of a healthy and varied diet to

Not a requirement at KS1

and their own work.

designs through drawings and mock ups.

based on their properties.

Geography

Name and locate the and oceans using world

world's continents maps and globes.

Compare the local area to a contrasting non European country.

Communicate online safely and respectfully.

Recognise uses of IT outside of school.

Computing

Use logical reasoning to make predictions.

Organise, store, retrieve and manipulate

Understand use of algorithms

- Write and test simple programs.

- Use simple compass directions and locational/directional language to describe location and routes on a map.
- Use basic geographical vocabulary to describe less familiar locations and hot and cold regions.
- Use aerial photos and plan perspectives to create maps with symbols and keys.

Languages

prepare dishes.

Music

 Use voices to sing and rhymes.

songs, chants

Play simple untuned and tuned instruments musically.

- Listen with concentration to and understand live and recorded music

Create, make and combine sounds musically

PE

- Master and extend basic movements including running, jumping, throwing and catching, balance, agility and co ordi-
- Participate in team games
- Engage in competitive (both against self and others) and co op-
- Perform dances using simple movements.
- Use simple tactics in games.

Following Locally agreed syllabus