Writing

Narrative

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

Write narrative diaries.

Non-fiction

Write glossaries.

Present information.

Poetry

Write nonsense and humorous poems and limericks.

Reading

Listen to traditional tales.

Learn some poems by heart.

Discuss books.

Build up a repertoire of poems to recite.

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.

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.

Debate issues and formulate well-constructed points.

Mathematics

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.

Explore the properties of shapes.

Use and apply in practical contexts a range of measures, including time.

Handle data in practical contexts.

Science

Biology

Habitats

Look at the suitability of environments and at food chains.

Animals and humans

Identify, classify and observe.

Look at growth, basic needs, exercise, food and hygiene.

All living things

Investigate differences.

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.)

Physics

Electricity

Look at appliances and circuits.

Art & Design

Explore a variety of techniques.

Learn about the work of a range of artists, artisans and designers.

Computing

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.

Communicate safely and respectfully online, keeping personal information private and recognise common uses of information technology beyond school.

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.

Evaluate

Explore and evaluate a range of existing products.

Evaluate their ideas and products against design criteria.

Technical knowledge

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

Geography

Investigate the world's continents and oceans.

Use world maps, atlases and globes.

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.

Perform dances using simple movement patterns.

Religious Education

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

Additional Content