

**Writing****Non-fiction**

Write labels.

Write lists.

Write captions.

Write instructions.

Write glossaries.

Present information.

Write non-chronological reports.

**Poetry**

Write poems that use pattern, rhyme and description.

Write nonsense and humorous poems and limericks.

**Reading**

Listen to a range of texts.

Learn some poems by heart.

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.

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.

Debate issues and formulate well-constructed points.

**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.

Explore the properties of shapes.

Use language to describe position, direction and movement.

**Science****Physics****Earth and space**

Observe seasonal changes.

**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**

Use experiences and ideas as the inspiration for artwork.

Share ideas using drawing, painting and sculpture.

Explore a variety of techniques.

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

**Computing**

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.

**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**

Evaluate their ideas and products against design criteria.

**Technical knowledge**

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

**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.

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.

**Music**

Use their voices expressively by singing songs and speaking chants and rhymes.

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.

**Personal Development**

Discuss and learn techniques to improve in the eight areas of success.

Study role models who have achieved success.

**Physical Education**

Participate in team games, developing simple tactics for attacking and defending.

**Religious Education**

Study the main stories of Christianity.

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

**Additional Content**