

Writing**Narrative**

Write stories with imaginary settings.

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

Write stories that mimic significant authors.

Non-fiction

Write instructions.

Poetry

Write nonsense and humorous poems and limericks.

Reading

Listen to traditional tales.

Listen to a range of texts.

Learn some poems by heart.

Become familiar with a wide range of texts of different lengths.

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.

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.

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

Science**Chemistry****Materials**

Identify, name, describe, classify, compare properties and changes.

Art & Design

Use experiences and ideas as the inspiration for artwork.

Share ideas using drawing, painting and sculpture.

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.

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.

Make

Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing.

Evaluate

Explore and evaluate a range of existing products.

Geography

Investigate the world's continents and oceans.

Use world maps, atlases and globes.

Use simple compass directions.

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.

Personal Development

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

Study role models who have achieved success.

Physical Education

Perform dances using simple movement patterns.

Religious Education

Study the main stories of Christianity.

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

Additional Content