

Writing	Explore numbers and place value up to at least 100.	Learn about the work of a range of artists, artisans and designers.
Narrative	Explore the properties of shapes.	Computing
Write stories set in places pupils have been.	Use language to describe position, direction and movement.	Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions.
Write stories with imaginary settings.	Use and apply in practical contexts a range of measures, including time.	Write and test simple programs.
Write stories and plays that use the language of fairy tales and traditional tales.	Handle data in practical contexts.	Use logical reasoning to predict the behaviour of simple programs.
Non-fiction	Science	Organise, store, manipulate and retrieve data in a range of digital formats.
Write labels.	Biology	Communicate safely and respectfully online, keeping personal information private and recognise common uses of information technology beyond school.
Write lists.	Plants	Design & Technology
Write captions.	Identify, classify and describe their basic structure.	Design
Write instructions.	Observe and describe growth and conditions for growth.	Design purposeful, functional, appealing products for themselves and other users based on design criteria.
Write recounts.	Animals and humans	Generate develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.
Write glossaries.	Identify, classify and observe.	Make
Poetry	Look at growth, basic needs, exercise, food and hygiene.	Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing.
Write poems that use pattern, rhyme and description.	Chemistry	Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.
Reading	Materials	Evaluate
Listen to traditional tales.	Identify, name, describe, classify, compare properties and changes.	Explore and evaluate a range of existing products.
Listen to a range of texts.	Look at the practical uses of everyday materials.	Evaluate their ideas and products against design criteria.
Learn some poems by heart.	Physics	Technical knowledge
Discuss books.	Light	Build structures, exploring how they can be made stronger, stiffer and more stable.
Build up a repertoire of poems to recite.	Look at sources and reflections.	Cooking and nutrition
Use the class and school libraries.	Sound	Understand where food comes from.
Communication	Earth and space	Geography
Engage in meaningful discussions in all areas of the curriculum.	Observe seasonal changes.	Investigate the countries and capitals of the United Kingdom.
Listen to and learn a wide range of subject specific vocabulary.	Working Scientifically	Compare and contrast a small area of the United Kingdom with that of a non-European country.
Through reading identify vocabulary that enriches and enlivens stories.	Across all year groups scientific knowledge and skills should be learned by working scientifically. (This is documented in the Essentials for progress section.)	
Speak to small and larger audiences at frequent intervals.	Art & Design	
Practise and rehearse sentences and stories, gaining feedback on the overall effect and the use of standard English.	Use experiences and ideas as the inspiration for artwork.	
Listen to and tell stories often so as to internalise the structure.	Share ideas using drawing, painting and sculpture.	
Mathematics	Explore a variety of techniques.	
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 weather and climate in the United Kingdom and around the world.

Use world maps, atlases and globes.

Use simple compass directions.

Use fieldwork and observational skills.

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.

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.

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.

Perform dances using simple movement patterns.

Swimming and water safety: take swimming instruction either in Key Stage 1 or Key Stage 2.

Religious Education

Study the main stories of Christianity.

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

Study other religions of interest to pupils.

Additional Content