

Writing	Observe and describe growth and conditions for growth.	Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.
Narrative	Habitats	
Write stories set in places pupils have been.	Look at the suitability of environments and at food chains.	
Write stories with imaginary settings.	Animals and humans	Evaluate
Write stories that mimic significant authors.	Identify, classify and observe.	Explore and evaluate a range of existing products.
Write narrative diaries.	All living things	Evaluate their ideas and products against design criteria.
Non-fiction	Investigate differences.	Technical knowledge
Write glossaries.	Physics	Build structures, exploring how they can be made stronger, stiffer and more stable.
Present information.	Earth and space	Explore and use mechanisms, such as levers, sliders, wheels and axles, in their products.
Poetry	Observe seasonal changes.	Cooking and nutrition
Write poems that use pattern, rhyme and description.	Art & Design	Use the basic principles of a healthy and varied diet to prepare dishes.
Write nonsense and humorous poems and limericks.	Use experiences and ideas as the inspiration for artwork.	Understand where food comes from.
Reading	Share ideas using drawing, painting and sculpture.	Geography
Listen to traditional tales.	Explore a variety of techniques.	Compare and contrast a small area of the United Kingdom with that of a non-European country.
Listen to a range of texts.	Learn about the work of a range of artists, artisans and designers.	Explore weather and climate in the United Kingdom and around the world.
Learn some poems by heart.	Computing	Use basic geographical vocabulary to refer to and describe key physical and human features of locations.
Become familiar with a wide range of texts of different lengths.	Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions.	Use world maps, atlases and globes.
Discuss books.	Write and test simple programs.	History
Build up a repertoire of poems to recite.	Use logical reasoning to predict the behaviour of simple programs.	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.
Use the class and school libraries.	Organise, store, manipulate and retrieve data in a range of digital formats.	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.
Listen to short novels over time.	Communicate safely and respectfully online, keeping personal information private and recognise common uses of information technology beyond school.	Significant historical events, people and places in their own locality.
Communication	Design & Technology	Language
Engage in meaningful discussions in all areas of the curriculum.	Design	Languages is optional at Key Stage 1.
Listen to and learn a wide range of subject specific vocabulary.	Design purposeful, functional, appealing products for themselves and other users based on design criteria.	Music
Through reading identify vocabulary that enriches and enlivens stories.	Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.	Use their voices expressively by singing songs and speaking chants and rhymes.
Speak to small and larger audiences at frequent intervals.	Make	
Listen to and tell stories often so as to internalise the structure.	Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing.	
Debate issues and formulate well-constructed points.		
Mathematics		
Explore the properties of shapes.		
Science		
Biology		
Plants		
Identify, classify and describe their basic structure.		

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.

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.

Study other religions of interest to pupils.

Additional Content