

<b>Writing</b>	<b>Animals and humans</b>	Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.
<b>Narrative</b>	Identify, classify and observe.	
Write stories with imaginary settings.	Look at growth, basic needs, exercise, food and hygiene.	
Write narrative diaries.	<b>All living things</b>	<b>Evaluate</b>
<b>Non-fiction</b>	Investigate differences.	Explore and evaluate a range of existing products.
Write labels.	<b>Chemistry</b>	Evaluate their ideas and products against design criteria.
Write captions.	<b>Materials</b>	<b>Technical knowledge</b>
Write recounts.	Identify, name, describe, classify, compare properties and changes.	Build structures, exploring how they can be made stronger, stiffer and more stable.
Present information.	Look at the practical uses of everyday materials.	<b>Cooking and nutrition</b>
<b>Poetry</b>	<b>Physics</b>	Use the basic principles of a healthy and varied diet to prepare dishes.
Write poems that use pattern, rhyme and description.	<b>Earth and space</b>	<b>Geography</b>
<b>Reading</b>	Observe seasonal changes.	Investigate the world's continents and oceans.
Listen to a range of texts.	<b>Working Scientifically</b>	Compare and contrast a small area of the United Kingdom with that of a non-European country.
Learn some poems by heart.	Across all year groups scientific knowledge and skills should be learned by working scientifically. (This is documented in the Essentials for progress section.)	Explore weather and climate in the United Kingdom and around the world.
Become familiar with a wide range of texts of different lengths.	<b>Art &amp; Design</b>	Use basic geographical vocabulary to refer to and describe key physical and human features of locations.
Discuss books.	Use experiences and ideas as the inspiration for artwork.	Use world maps, atlases and globes.
<b>Mathematics</b>	Share ideas using drawing, painting and sculpture.	<b>History</b>
Count and calculate in a range of practical contexts.	Explore a variety of techniques.	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 and apply mathematics in everyday activities and across the curriculum.	<b>Computing</b>	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.
Repeat key concepts in many different practical ways to secure retention.	Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions.	Significant historical events, people and places in their own locality.
Explore numbers and place value up to at least 100.	Write and test simple programs.	<b>Music</b>
Add and subtract using mental and formal written methods in practical contexts.	Use logical reasoning to predict the behaviour of simple programs.	Use their voices expressively by singing songs and speaking chants and rhymes.
Multiply and divide using mental and formal written methods in practical contexts.	<b>Design &amp; Technology</b>	Play tuned and untuned instruments musically.
Explore the properties of shapes.	<b>Design</b>	Listen with concentration and understanding to a range of high-quality live and recorded music.
Use language to describe position, direction and movement.	Design purposeful, functional, appealing products for themselves and other users based on design criteria.	Make and combine sounds using the inter-related dimensions of music.
Use and apply in practical contexts a range of measures, including time.	Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.	
Handle data in practical contexts.	<b>Make</b>	
<b>Science</b>	Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing.	
<b>Biology</b>		
<b>Habitats</b>		
Look at the suitability of environments and at food chains.		

Physical Education

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

Additional Content