

Writing	Add and subtract using mental and formal written methods in practical contexts.	Organise, store, manipulate and retrieve data in a range of digital formats.
Narrative	Explore the properties of shapes.	Communicate safely and respectfully online, keeping personal information private and recognise common uses of information technology beyond school.
Write stories set in places pupils have been. Write stories and plays that use the language of fairy tales and traditional tales.	Use and apply in practical contexts a range of measures, including time.	Design & Technology
Non-fiction	Science	Make
Write labels.	Biology	Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing.
Write lists.	Habitats	Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.
Write captions.	Look at the suitability of environments and at food chains.	Evaluate
Write instructions.	Animals and humans	Explore and evaluate a range of existing products.
Poetry Write poems that use pattern, rhyme and description.	Identify, classify and observe.	Evaluate their ideas and products against design criteria.
Reading	Look at growth, basic needs, exercise, food and hygiene.	Technical knowledge
Listen to traditional tales.	All living things	Build structures, exploring how they can be made stronger, stiffer and more stable.
Listen to a range of texts.	Investigate differences.	Explore and use mechanisms, such as levers, sliders, wheels and axles, in their products.
Learn some poems by heart.	Chemistry	Geography
Become familiar with a wide range of texts of different lengths.	Materials	Explore weather and climate in the United Kingdom and around the world.
Discuss books.	Identify, name, describe, classify, compare properties and changes.	Use basic geographical vocabulary to refer to and describe key physical and human features of locations.
Build up a repertoire of poems to recite.	Look at the practical uses of everyday materials.	Use simple compass directions.
Use the class and school libraries.	Physics	Use aerial photographs.
Communication	Earth and space	Use fieldwork and observational skills.
Engage in meaningful discussions in all areas of the curriculum.	Observe seasonal changes.	History
Listen to and learn a wide range of subject specific vocabulary.	Working Scientifically	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.
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.)	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.
Speak to small and larger audiences at frequent intervals.	Art & Design	Music
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.	Use their voices expressively by singing songs and speaking chants and rhymes.
Mathematics	Share ideas using drawing, painting and sculpture.	
Count and calculate in a range of practical contexts.	Explore a variety of techniques.	
Use and apply mathematics in everyday activities and across the curriculum.	Learn about the work of a range of artists, artisans and designers.	
Repeat key concepts in many different practical ways to secure retention.	Computing	
Explore numbers and place value up to at least 100.	Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions.	
	Write and test simple programs.	

Play tuned and untuned instruments musically.

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