English

Reading

- apply phonic knowledge to decode words
- match graphemes to the correct sounds
- Read unfamiliar words accurately by blending sounds
- read words of more than one syllable
- read words with contractions
- read books aloud and accurately
- reread these books to build up their fluency and confidence in word reading

Writing

- Spell all 40 high frequency words
- Spell days of the week
- name the letters of the alphabet
- spell common exception words
- add prefixes and suffixes
- Form capital letters and digits 0 – 9
- Compose sentences orally before writing these and read aloud to peers once written

Vocabulary, grammar and punctuation

- leave spaces between words
- join words and clauses using 'and'
- begin to punctuate sentences using a capital letter and a full stop, question mark or exclamation mark
- use a capital letter for names of people, places, the days of the week, and the personal pronoun 'I'

Mathematics

Number and place value/Calculation

- count to and across 100
- count in 1s, 2s, 5s and 10s
- identify one more and one less
- read and write numbers to 20
- Use language 'more than', 'most'
- Use +, - and = symbols
- Know and use number bonds to 20
- add and subtract one-digit and two-digit numbers to 20, including zero
- solve one-step problems using objects and pictorial representations including arrays

Fractions

- recognise, find and name a half and quarter

Measurement and geometry

- compare, describe and solve practical problems for measures
- measure and begin to record measures
- recognise and know the value of money
- sequence events in chronological order
- recognise and use language relating to dates
- tell and show the time to the hour and half past the hour
- recognise and name common 2-D and 3-D shapes
- Describe position, direction and movement

History -

Why is the Wii more fun than Grandads and Grandads old toys?
Would the queen have liked to have been born now?

- changes within living memory
- events beyond living memory that are significant nationally or globally
- the lives of significant individuals in the past

Geography – Where in the world is our school?

Why can't a Meerkat live in the North Pole?
Why do and did the wheels on the bus go?

- Name & locate the four countries and capital cities of the United Kingdom using atlases & globes
- Identify seasonal / daily weather patterns in the UK and the location of hot and cold areas of the world
- Use basic geographical vocabulary to refer to local & familiar features

Science

Plants and animals

- identify and name a variety of plants
- identify and describe the basic structure of plants
- identify and compare common animals
- identify, name, draw and label the basic parts of the human body and identify senses

Everyday materials

- identify, name and describe a variety of everyday materials
- compare and group together a variety of everyday materials

Seasonal changes

- observe weather and changes across the four seasons

• significant historical events, people and places in their own locality.	Use four compass directions & simple vocab	

Computing
- understand what algorithms are
- create and debug simple programs
- know how simple programmes work
- use technology to create, organise, store, manipulate and retrieve digital content
- use technology safely and respectfully

Music
- use their voices expressively and creatively
- play tuned and untuned instruments
- listen with concentration and understanding to a range of music
- experiment with, create, select and combine sounds

PE
- master basic movements including running, jumping, throwing and catching, as well as
- developing balance, agility and co-ordination, and begin to apply these in a range of
- activities
- participate in team games, developing simple tactics for attacking and defending
- perform dances using simple movement patterns.

Art and Design
- Use a range of materials to design and make products
- Use drawing, painting and sculpture to share their ideas, experience and imagination
- Develop techniques in using pattern, texture, colour, line, shape, form and space using clay and printing to a large scale and in 3d
- Learn about the work of a range of artists, craftsmen and designers,

Design Technology
Fruit Salad
- Design purposeful, functional & appealing
- products
- Generate, model & communicate ideas
- Use range of tools & materials to
- complete practical tasks
- Evaluate existing products & own ideas
- Build and improve structure & mechanisms
Understand where food comes from

RE

Languages

Languages are not statutory in Key stage 1