

<u>English</u>			<u>Mathematics</u>
<p>Reading</p> <ul style="list-style-type: none"> • apply phonic knowledge to decode words • match graphemes to the correct sounds • Read unfamiliar words accurately by blending sounds • read words of two or more syllables • Read words containing common suffixes • Read most words quickly and accurately • read books aloud and accurately • reread these books to build up their fluency and confidence in word reading 	<p>Writing</p> <ul style="list-style-type: none"> • Learn new ways of spelling known sounds • Learn to spell common homophones • Spell words with contractions • spell common exception words • add prefixes and suffixes • Form capital letters and digits correctly • Use correct spacing between words • Compose sentences orally before writing these and read aloud to peers once written 	<p>Vocabulary, grammar and punctuation</p> <ul style="list-style-type: none"> • join words and clauses using 'and' • Use punctuation correctly including full stops, capital letters, exclamation marks, question marks and commas in a list • Use the present and past tense correctly • Use words when, if, that, because correctly • Use words or, and, but correctly 	<p>Number and place value/Calculation</p> <ul style="list-style-type: none"> • Count in 2s, 3s, 5s from 0 • Count in 10s from any number • Know the value of each digit in a 2 digit number • Compare and order numbers up to 100 • Know number bonds to 20 and begin to know up to 100 • solve problems using objects and pictorial representations including arrays and some written methods • Add 2 digit numbers and 1 digit numbers • Check calculations and find missing numbers • Know multiplication facts for 2, 5 and 10 x tables <p>Fractions</p> <ul style="list-style-type: none"> • recognise, find and name $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$, and $\frac{3}{4}$ <p>Measurement and geometry</p> <ul style="list-style-type: none"> • Choose and use appropriate units to estimate and measure • Compare and order different measures • Find combinations of money that make the same amount • Solve problems involving money • tell and show the time to five minutes and half past the hour • know minutes in an hour and hours in a day • recognise and name properties of 2-D and 3-D shapes and sort these • Describe position, direction and movement and begin to recognise right angles
<p><u>History</u></p> <p>Would it be better to live by the seaside or in Manchester?</p> <p>Would you prefer to live in England or Africa?</p> <ul style="list-style-type: none"> • changes within living memory • events beyond living memory that are significant nationally or globally • the lives of significant individuals in the past 	<p><u>Geography</u></p> <p>What was life like around the time of the Titanic?</p> <p>Why were Neil Armstrong and Christopher Columbus brave people?</p> <ul style="list-style-type: none"> • 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 	<p><u>Science</u></p> <p>Plants and animals</p> <ul style="list-style-type: none"> • Observe and describe how plants grow and what they need to stay healthy • Know that animals have offspring that grow into adults • Identify what animals need to survive • Describe the importance of exercise, diet and hygiene for humans • identify, and compare how useful different materials are • Explore how the shape of different materials can be changed 	

<ul style="list-style-type: none"> significant historical events, people and places in their own locality. 	<ul style="list-style-type: none"> Use basic geographical vocabulary to refer to local & familiar features Use four compass directions & simple vocab 		
<p><u>Computing</u></p> <ul style="list-style-type: none"> 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 	<p><u>Music</u></p> <ul style="list-style-type: none"> 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 	<p><u>PE</u></p> <ul style="list-style-type: none"> 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. 	
<p><u>Art and Design</u></p> <ul style="list-style-type: none"> 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, 	<p><u>Design Technology</u></p> <ul style="list-style-type: none"> 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 	<p><u>RE</u></p>	<p><u>Languages</u></p> <p>Languages are not statutory in Key stage 1</p>