

**Writing**

Write narratives about personal experiences, descriptions and about real events

Write a character description

Write recounts

Present information

Write non-chronological reports

Write poems that use pattern, rhyme and description

Write nonsense and humorous poems and limericks

**Reading**

Listen to traditional tales

Listen to a range of texts

Learn some poems and stories by heart

Become familiar with a wide range of texts of different lengths

Discuss books

Build up a repertoire of poems to recite

Use the class and school libraries

Listen to short novels over time

**Communication**

Engage in meaningful discussions in all areas of the curriculum

Listen to and learn a wide range of subject specific vocabulary

Through reading identify vocabulary that enriches and enlivens stories

Speak to small and larger audiences at frequent intervals

Practise and rehearse sentences and stories, gaining feedback on the overall effect and the use of standard English

Listen to and tell stories often so as to internalise the structure

Debate issues and formulate well-constructed points

**Mathematics**

Count and calculate in a range of practical contexts

Use and apply mathematics in everyday activities and across the curriculum

Repeat key concepts in many different practical ways to secure retention

Explore numbers and place value up to at least 100

Add and subtract using mental and formal written methods in practical contexts

Multiply and divide using mental and formal written methods in practical contexts

Explore the properties of shapes

Use language to describe position, direction and movement

Use and apply in practical contexts a range of measures, including time and money

Handle data in practical contexts

Recognise, find, name and write simple fractions

**Science**

Observe and describe growth and conditions for growth

Observe seasonal changes.

**Working Scientifically**

Across all year groups scientific knowledge and skills should be learned by working scientifically

**Computing**

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.

Use logical reasoning to predict the behaviour of simple programs

**Art & Design**

Develop a wider range of art and design techniques using colour, pattern, texture, line, shape, form and space

Learn about the work of a range of artists, artisans and designers

**Design & Technology**

**Design**

Design purposeful, functional, appealing products for themselves and other users based on design criteria

Generate develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

**Make**

Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing

Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

**Evaluate**

Explore and evaluate a range of existing products

Evaluate their ideas and products against design criteria

**Cooking and Nutrition**

Use the basic principles of a healthy and varied diet to prepare dishes

**Geography**

Use basic geographical vocabulary to refer to and describe key physical and human features of locations

Use fieldwork and observational skills

**History**

Changes within living memory- famous families/own families

Significant historical events, people and places in their own locality

**Music**

Use their voices expressively by singing songs and speaking chants and rhymes. 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**

Feelings and relationships - what makes us different?

Making friends and breaking friends

**Physical Education**

**Dance**

Perform dances using simple movement Patterns - Maypole and Country dancing

**Gym**

Linking movements together

**Games**

Participate in team games developing simple tactics for attacking and defending

Engage in competitive and co-operative physical activities

**Religious Education**

Is the world a fair place?

What does it mean to belong?

**Other Learning**

'Bike IT' Breakfasts

Computer programs to support learning across the curriculum

Displays of work in communal areas

Environmental Week

Forest School

Happy Playtimes

Learning linked to Summer Performance

Leavers Assembly

Maypole and Country dancing at the Summer Fayre

Practising for competitive and co-operative physical activities in preparation for Sports Day

Preparing for class assemblies

School and class rules

School Council and Eco School

St. George's Day

Walk to School Days