Reading

- Develop phonics until decoding secure
- Read common suffixes
- •Read & re-read phonic-appropriate •Spell using common suffixes, etc. books
- •Read common 'exception' words
- Discuss & express views about fiction, non-fiction & poetry
- •Become familiar with & retell stories
- Ask & answer questions; make predictions

Begin to use place value (T/U)

•Identify, represent & estimate

Compare / order numbers, inc. < >

Recognise commutative property

Begin to make inferences

Number/Calculation

•Know 2, 5, 10x tables

•Count in 2s, 3s, 5s & 10s

•Write numbers to 100

•Use x and ÷ symbols

of multiplication

English

- •Spell by segmenting into phonemes •Use .!?, and '
- Learn to spell common 'exception'
 ◆Use simple conjunctions words
- Use appropriate size letters & spaces

Writing

- Develop positive attitude & stamina for writing
- Begin to plan ideas for writing
- Record ideas sentence-by-sentence
 ●Use spoken language to develop
- •Make simple additions & changes after proof-reading

Grammar

Begin to expand

standard English

Use some features of

Speaking & Listening

Articulate & Justify answers

•Initiate & respond to comments

•Find and write simple fractions

Interpret simple tables &

Ask & answer comparison

Ask & answer questions

understanding

noun phrases

Fractions

pictograms

questions

about totalling

Data

- Use a range of materials
 - Use drawing, painting and sculpture
 - Develop techniques of colour, pattern, texture, line, shape, form and space

Art & Design (KS1)

Learn about range of artists, craftsmen and designers

Computing (KS1)

- Understand use of algorithms
- Write & test simple programs
 - Use logical reasoning to make predictions
- Organise, store, retrieve & manipulate data
- Communicate online safely and respectfully
- Recognise uses of IT outside of school

Design & Technology (KS1)

- 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

Geography (Y2)

- Name & locate world's continents and oceans
- Compare local area to a non-European country
- Use basic vocabulary to describe a less familiar
- Use aerial images and other models to create simple plans and maps, using symbols
- Use simple fieldwork and observational skills to study the immediate environment

Modern

Languages

- Listen and engage
- Appreciate stories and rhymes
- Develop vocabulary associated with greetings, colours, body parts
- To count to 10

Music (KS1)

- Sing songs
- Play tuned & untuned instruments musically
 - Listen & understand live and recorded music
 - Make and combine sounds musically

Mathematics

Geometry & Measures

- Know and use standard measures
- Read scales to nearest whole unit
- •Use symbols for £ and p and add/subtract simple sums of less than £1 or in pounds
- •Tell time to the nearest 5 minutes
- •Identify & sort 2-d & 3-d shapes
- •Identify 2-d shapes on 3-d •Know number facts to 20 (+ related surfaces
 - Order and arrange mathematical objects
 - •Use terminology of position & movement

History (KS1)

Key Concepts

 Changes in living memory (linked to aspects of national life where appropriate)

Key Individuals

Key Events

•e.g. Bonfire night

 Lives of significant historical figures, including comparison of those from different periods

- Master basic
- Participate in team games
- Perform dances using simple movement

Physical

Education (KS1)

- movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination

Religious

Education

- Elements of Christianity and Hinduism
- Religious celebrations, Harvest, Christmas and Easter
- Themed Unit Special Places including a Church Visit

Science

numbers

to 100)

Biology

- Health and Growth
- Variation
- Plants and animals in the local environment

Chemistry

- Grouping and changing materials
- Forces and movement

Physics

Using electricity

(Following the pre 2014 curriculum)