

Reading

- continue to apply phonic knowledge and skills as the route to decode words until automatic decoding has become embedded and reading is fluent
- read accurately by blending the sounds in words that contain the graphemes taught so far, especially recognizing alternative sounds for graphemes
- read accurately words of two or more syllables that contain the same graphemes as above
- read words containing common suffices
- read further common exception words, noting unusual correspondences between spelling and sound and where these occur in the word
- read most words quickly and accurately, without overt sounding and blending, when they have been frequently encountered
- read aloud books closely matched to their improving phonic knowledge, sounding out unfamiliar words accurately, automatically and without undue hesitation
- re-read these books to build up their fluency and confidence in word reading.
- develop pleasure in reading, motivation to read, vocabulary and understanding by:
 - listening to, discussing and expressing views about a wide range of contemporary and classic poetry, stories and non-fiction at a level beyond that at which they can read independently
 - discussing the sequence of events in books and how items of information are related
 - becoming increasingly familiar with and retelling a wider range of stories, fairy stories and traditional tales
 - being introduced to non-fiction books that are structured in different ways
 - recognising simple recurring literary language in stories and poetry
 - discussing and clarifying the meanings of words, linking new meanings to known vocabulary
 - discussing their favourite words and phrases
 - continuing to build up a repertoire of poems learnt by heart, appreciating these and reciting some, with appropriate intonation to make the meaning clear
- understand both the books that they can already read accurately and fluently and those that they listen to by:
 - drawing on what they already know or on background information and vocabulary provided by the teacher
 - checking that the text makes sense to them as they read and correcting inaccurate reading
 - making inferences on the basis of what is being said and done
 - answering and asking questions
 - predicting what might happen on the basis of what has been read so far
 - participate in discussion about books, poems and other works that are read to them and
- those that they can read for themselves, taking turns and listening to what others say
- explain and discuss their understanding of books, poems and other material, both those that they listen to and those that they read for themselves



Writing

Develop positive attitudes towards and stamina for writing by:

- writing narratives about personal experiences and those of others (real and fictional)
- writing about real events
- writing poetry
- writing for different purposes
- consider what they are going to write before beginning by:
- planning or saying out loud what they are going to write about
- writing down ideas and/or key words, including new vocabulary
- encapsulating what they want to say, sentence by sentence
- make simple additions, revisions and corrections to their own writing by:
- evaluating their writing with the teacher and other pupils
- re-reading to check that their writing makes sense and that verbs to indicate time are used correctly and consistently, including verbs in the continuous form
- proof-reading to check for errors in spelling, grammar and punctuation [for example, ends of sentences punctuated correctly]
- read aloud what they have written with appropriate intonation to make the meaning clear

Develop their understanding of the concepts by:

- learning how to use both familiar and new punctuation correctly, including full stops, capital letters, exclamation marks, question marks, commas for lists and apostrophes for contracted forms and the possessive (singular)
- learn how to use:
- sentences with different forms: statement, question, exclamation, command
- expanded noun phrases to describe and specify [for example, the blue butterfly]
- the present and past tenses correctly and consistently including the progressive form
- subordination (using when, if, that, or because) and co-ordination (using or, and, or but)
- some features of written Standard English
- use and understand the grammatical terminology

Text Correct choice an	d consistent use of	present tense and	past tense
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throughout writing

Use of the **progressive** form of **verbs** in the **present** and **past tense** to mark actions in progress [for example, *she is drumming*, *he was shouting*]

Punctuation

Use of capital letters, full stops, question marks and exclamation marks

to demarcate sentences

Commas to separate items in a list

Apostrophes to mark where letters are missing in spelling and to mark

singular possession in nouns [for example, the girl's name]

Terminology for pupils

noun, noun phrase

statement, question, exclamation, command compound, suffix

adjective, adverb, verb tense (past, present)

apostrophe, comma



Maths

NUMBER AND PLACE VALUE

- count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward
- recognise the place value of each digit in a two-digit number (tens, ones)
- identify, represent and estimate numbers using different representations, including the number line
- compare and order numbers from 0 up to 100; use <, > and = signs
- read and write numbers to at least 100 in numerals
- read and write numbers to at least 100 in words
- use place value and number facts to solve problems

CALCULATION

- solve problems with addition and subtraction:
 - o using concrete objects and pictorial representations, including those involving numbers, quantities and measures
 - o applying their increasing knowledge of mental and written methods
- recall and use addition and subtraction facts to 20 fluently
- derive and use related facts up to 100
- add and subtract numbers using concrete objects, pictorial representations, and mentally, including:
 - o a two-digit number and ones
 - o a two-digit number and tens
 - o two two-digit numbers
 - o adding three one-digit numbers
- show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot
- recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems
- recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers
- calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs
- show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot
- solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts

FRACTIONS AND DECIMALS

- recognise, find, name and write fractions $^{1}/_{3}$, $^{1}/_{4}$ $^{2}/_{4}$, $^{3}/_{4}$ of a length, shape, set of objects or quantity
- write simple fractions for example, $\frac{1}{2}$ of 6 = 3
- recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$



MEASURES

- choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels
- compare and order lengths, mass, volume/capacity and record the results using >,
 and =
- recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value
- find different combinations of coins that equal the same amounts of money
- solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change
- compare and sequence intervals of time
- tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times
- know the number of minutes in an hour and the number of hours in a day.

GEOMETRY

- identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line
- identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces
- identify 2-D shapes on the surface of 3-D shapes [for example, a circle on a cylinder and a triangle on a pyramid]
- compare and sort common 2-D and 3-D shapes and everyday objects.
- order and arrange combinations of mathematical objects in patterns and sequences
- use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise)

STATISTICS

- interpret and construct simple pictograms, tally charts, block diagrams and simple tables
- ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity
- ask and answer questions about totalling and comparing categorical data



Science

ANIMALS INCLUDING HUMANS

- Notice that animals, including humans, have offspring which grow into adults
- Find out about and describe the basic needs of animals, including humans, for survival (water, food and air)
- Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.

MATERIALS

- Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses
- Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.

PLANTS

- Observe and describe how seeds and bulbs grow into mature plants
- Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.

LIVING THINGS AND THEIR HABITATS

- Explore and compare the differences between things that are living, dead, and things that have never been alive
- Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other.
- Identify and name a variety of plants and animals in their habitats, including microhabitats
- Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.

Computing

- Understand that algorithms are implemented as programs on digital devices
- Understand that programs execute by following precise and unambiguous instructions
- Debug simple programs
- Use logical reasoning to predict the behaviour of simple programs
- Use technology purposefully to organise digital content
- Use technology purposefully to manipulate digital content
- Use technology respectfully
- Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies



History

- To be taught about events beyond living memory that are significant nationally or globally.
- To find out about the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods.
- To find out about significant historical events, people and places in their own locality.

Geography

Location:

Have simple locational knowledge about individual places and environments, especially in the local area but also in the UK. Name and locate the world's seven continents and five oceans.

Place knowledge:

Understand geographical similarities and differences through studying the human and physical geography of a small area in a contrasting non-European country.

Human and physical vocabulary:

Use basic geographical vocabulary to refer to:

- Physical features (beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather)
- Human features (city, town, village, factory, farm, house, office, port, harbour and shop).

Geographical skills and fieldwork:

Investigate places using:

- World maps, atlases and globes (to identify the world's seven continents and five oceans).
- Aerial photographs and plan perspectives (to recognise landmarks and basic human and physical features of its environment).

Art & Design

- use a range of materials
- use drawing and painting
- develop techniques of colour, pattern, texture and line
- learn about a range of artists and recognise similarities and differences between them and make links



Design & Technology

- confidently design purposeful, functional and appealing products
- generate, model and communicate their ideas through mock ups and, where appropriate, information and communication technology
- use a range of tools and materials to complete practical tasks such as cutting, shaping, joining and finishing
- evaluate existing products against design criteria
- cooking & nutrition use the basic principles of a healthy and varied diet/understand where food comes from

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

Music

- Use their voices expressively and creatively; through rhymes, song and chants
- Play untuned and tuned instruments musically
- Listen with concentration and understanding to a range of live and recorded music
- Experiment with, create, select and combine sounds