English Art & Design (KS1) Computing (KS1) Reading Writing Grammar Use a range of materials · Understand use of algorithms •Match graphemes for all phonemes •Name letters of the alphabet Leave spaces between words Read accurately by blending Spell very common 'exception' Begin to use basic Use drawing, painting and sculpture Write & test simple programs sounds words punctuation: . ?! Develop techniques of colour, pattern, texture, Use logical reasoning to make •Read words with very common •Spell days of the week Use capital letters for line, shape, form and space predictions suffixes Use very common prefixes & proper nouns. Read contractions & understand suffixes Use common plural & verb suffixes Learn about range of artists, craftsmen and Organise, store, retrieve & manipulate data designers purpose Form lower case letters correctly Speaking & Listening Communicate online safely and respectfully Read phonics books aloud •Form capital letters & digits Listen & respond appropriately Recognise uses of IT outside of school Link reading to own experiences Compose sentences orally before Ask relevant questions Join in with predictable phrases Maintain attention & participate writing Design & Technology (KS1) Geography (Y1) Discuss significance of title & Read own writing to peers or events teachers Design purposeful, functional & appealing Make simple predictions Name & locate products the four countries and capital cities of the · Generate, model & communicate ideas **Mathematics** United Kingdom using atlases & globes · Use range of tools & materials to Number/Calculation **Geometry & Measures** · identify seasonal / daily weather patterns in complete practical tasks •Count to / across 100 Use common vocabulary for Describe position & movement, the UK and the location of hot and cold areas of the world Count in 1s, 2s, 5s and 10s including half and quarter turns Evaluate existing products & own ideas · Use basic geographical vocabulary to refer to ·Identify 'one more' and 'one less' full, longest, quickest Build and improve structure & mechanisms Fractions local & familiar features •Read & write numbers to 20 ·Begin to measure length, •Recognise & use 1/2 & 1/4 Use four compass directions & simple vocab ·Use language, e.g. 'more than', capacity, weight Understand where food comes from •Recognise coins & notes Modern Languages Music (KS1) Use time & ordering vocabulary •Use +, - and = symbols •Know number bonds to 20 •Tell the time to hour/half-hour · Sing songs ·Use language of days, weeks, add and subtract one-digit and two-digit numbers to 20, including months & years Play tuned & untuned instruments musically •Recognise & name common 2-d Solve one-step problems, including and 3-d shapes Listen & understand live and recorded Order & arrange objects Not required at KS1 History (KS1) Science Make and combine sounds musically **Biology Key Concepts** ·Changes in living memory (linked to aspects of Identify basic plants ·Identify basic plant parts (roots, leaves, flowers, etc.) national life where appropriate) Education (KS1) Education Physical Religious Identify & compare common animals **Key Individuals** Identify & name basic body parts · Lives of significant historical figures, Master basic Chemistry including comparison of those from movement, e.g. running, jumping, throwing, Distinguish between objects & materials different periods catching, balance, agility and co-ordination Identify & name common materials •Significant local people Continue to follow locally- Describe simple properties of some materials Participate in team games agreed syllabus for RE Compare & classify materials **Key Events**

e.g. Bonfire night

Events of local importance

Physics

Observe weather associated with changes of season

· Perform dances using simple movement

Swimming proficiency at 25m (KS1 or KS2)

English Art & Design (KS1) Computing (KS1) Reading Writing Grammar Use a range of materials · Understand use of algorithms Develop phonics until decoding •Spell by segmenting into phonemes •Use . !?, and' secure •Learn to spell common 'exception' •Use simple conjunctions · Use drawing, painting and sculpture Write & test simple programs Read common suffixes words Begin to expand Develop techniques of colour, pattern, texture, · Use logical reasoning to make •Read & re-read phonic-appropriate •Spell using common suffixes, etc. noun phrases line, shape, form and space predictions books •Use appropriate size letters & Use some features of Read common 'exception' words standard English Learn about range of artists, craftsmen and · Organise, store, retrieve & manipulate data designers Discuss & express views about Develop positive attitude & Speaking & Listening · Communicate online safely and respectfully fiction, non-fiction & poetry stamina for writing Articulate & Justify answers Recognise uses of IT outside of school Become familiar with & retell ·Begin to plan ideas for writing •Initiate & respond to comments stories •Record ideas sentence-by-sentence •Use spoken language to develop Design & Technology (KS1) Geography (Y2) Ask & answer questions; make Make simple additions & changes understanding predictions after proof-reading Design purposeful, functional & appealing Begin to make inferences Name & locate products world's continents and oceans Generate, model & communicate ideas **Mathematics** Compare local area to a non-European country · Use range of tools & materials to Use basic vocabulary to describe a less familiar Number/Calculation **Geometry & Measures** Fractions complete practical tasks •Know 2, 5, 10x tables •Know and use standard measures •Find and write simple fractions Use aerial images and other models to create Evaluate existing products & own ideas Begin to use place value (T/U) Read scales to nearest whole unit Understand equivalence of e.g. simple plans and maps, using symbols •Count in 2s, 3s, 5s & 10s •Use symbols for £ and p and 2/4 = 1/2Build and improve structure & mechanisms Use simple fieldwork and observational skills to •Identify, represent & estimate add/subtract simple sums of less Data study the immediate environment •Interpret simple tables & Understand where food comes from pictograms Compare / order numbers, inc. <> •Tell time to the nearest 5 minutes Modern Music (KS1) Languages •Identify & sort 2-d & 3-d shapes Ask & answer comparison questions •Write numbers to 100 •Identify 2-d shapes on 3-d Sing songs Know number facts to 20 (+ related surfaces Ask & answer question Play tuned & untuned instruments musically about totalling Order and arrange mathematical objects Use x and ÷ symbols Listen & understand live and •Use terminology of position & Recognise commutative property recorded music Not required at KS1 of multiplication movement Make and combine sounds musically Science History (KS1) Biology **Key Concepts** Differentiate living, ·Changes in living memory (linked to aspects of dead and non-living national life where appropriate) **Physical** Education (KS1) Religious Education Growing plants (water, light, warmth) ·Basic needs of animals & offspring **Key Individuals** Simple food chains & habitats · Lives of significant historical figures, Master basic including comparison of those from movement, e.g. running, jumping, throwing, different periods Chemistry catching, balance, agility and co-ordination ·Significant local people Identify and compare uses of different materials Continue to follow locally-Participate in team games Compare how things move on different surfaces agreed syllabus for RE **Key Events** · Perform dances using simple movement •e.g. Bonfire night Events of local importance

Swimming proficiency at 25m (KS1 or KS2)

English Reading Writing Grammar •Use knowledge to read 'exception' •Use prefixes & suffixes in spelling •Use range of conjunctions •Use dictionary to confirm spellings •Use perfect tense Read range of fiction & non-fiction Write simple dictated sentences •Use range of nouns & •Use dictionaries to check meaning •Use handwriting joins appropriately pronouns Use time connectives Prepare poems & plays to perform Plan to write based on familiar Check own understanding of Introduce speech punctuation forms reading Rehearse sentences orally for Know language of clauses •Draw inferences & make writing Speaking & Listening •Use varied rich vocabulary predictions Give structured descriptions •Retrieve & record information from •Create simple settings & plot Participate activity in conversation non-fiction books Assess effectiveness of own and Consider & evaluate Discuss reading with others different viewpoints others' writing **Mathematics** Number/Calculation Geometry & Measures Fractions & decimals Learn 3, 4 & 8x tables Measure & calculate with metric •Use & count in tenths Secure place value to 100 •Recognise, find & write fractions Mentally add & subtract units, tens Measure simple perimeter Recognise some equivalent or hundreds to numbers of up to 3 •Add/subtract using money in fractions Add/subtract fractions up to <1 Written column addition & •Use Roman numerals up to XII; Order fractions with common Solve number problems, including •Calculate using simple time Data multiplication & simple division Interpret bar charts & and missing number problems •Draw 2-d / Make 3-d shapes Use commutativity to help Identify and use right angles ·Identify horizontal, vertical,

History

- British History (taught chronologically) · Stone Age to Iron Age Britain, including:
- hunter-gatherers and early farmers
- Bronze age religion, technology & travel
- Iron age hill forts

Chemistry

Science

·Plants, incl. parts,

Biology

- Classification of rock types
- Simple understanding of fossilisation

lifecycle and requirements for life

Animals: skeletons & nutrition

Physics

- Sources of light; shadows & reflections
- Simple forces, including magnetism

- A post-1066 study of a relevant period in

Art & Design (LKS2)

- Use sketchbooks to collect, record and evaluate
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials
- Learn about great artists, architects & designers

Computing (LKS2)

- · Design & write programs to achieve specific goals, including solving problems
 - Use logical reasoning
 - Understand computer networks
- · Use internet safely and appropriately
- · Collect and present data appropriately

Design & Technology (LKS2)

- · Use research& criteria to develop products which are fit for purpose
- Use annotated sketches and prototypes to explain ideas
 - Evaluate existing products and improve own work

Use mechanical systems in own work

· Understand seasonality; prepare & cook mainly savoury dishes

Geography (LKS2)

- Locate world's countries, focussing on Europe & Americas focus on key physical & human features
- Study a region of the UK (not local area)
- Use 8 points of compass, symbols & keys
- · Describe & understand climate, rivers, mountains, volcanoes, earthquakes, settlements, trade links, etc.
- Use fieldwork to observe, measure & record

Modern

Languages (LKS2) Music (LKS2)

- Listen & engage
- · Ask & answer questions
- Speak in sentences using familiar vocabulary
- Develop appropriate pronunciation
- Show understanding of words & phrases
- · Appreciate stories, songs, poems & rhymes
- Broaden vocabulary

- Use voice & instruments with increasing accuracy, control and expression
 - Improvise & compose music
 - · Listen with attention to detail
- · Appreciate wide range of live & recorded
- · Begin to develop understanding of history

Physical Education (LKS2)

- Use running, jumping, catching and throwing in isolation and in combination
- Play competitive games, modified as appropriate
- Develop flexibility & control in gym, dance &
- Compare performances to achieve personal
- Swimming proficiency at 25m (KS1 or KS2)

Religious

Education

Continue to follow locallyagreed syllabus for RE

Broader History Study

- · A local history study, e.g.
 - A depth study linked to a studied period
 - A study over a period of time

Reading

- Secure decoding of unfamiliar words
- Read for a range of purposes
- Retell some stories orally
- Discuss words & phrases that capture the imagination
- Identify themes & conventions
- Retrieve & record information
- Make inferences & justify predictions
- Recognise a variety of forms of poetry
- Identify & summarise ideas

•Know all tables to 12 x 12

Secure place value to 1000

Multiply & divide mentally

Use negative whole numbers

•Use Roman numerals to 100 (C)

Use standard short multiplication

Number/Calculation

or 1000

to 4 digits

Science

Food chains

Biology

English

Writing

- Correctly spell common homophones
- Increase regularity of handwriting
- Plan writing based on familiar forms
- Organise writing into paragraphs
- Use simple organisational devices
- Proof-read for spelling & punctuation errors
- Evaluate own and others' writing
- •Read own writing aloud

Grammar

- •Use wider range of conjunctions
- Use perfect tense appropriately
- Select pronouns and nouns for clarity
- Use & punctuate direct speech
- Use commas after front adverbials Speaking & Listening
- Articulate & justify opinions
- Speak audibly in Standard English

Gain, maintain & monitor interest of listeners

Mathematics

Geometry & Measures

Compare 2-d shapes, including quadrilaterals & triangles

- •Find area by counting squares
- Calculate rectangle perimeters
- •Round numbers to nearest 10, 100 •Estimate & calculate measures
 - •Identify acute, obtuse & right angles
- Column addition & subtraction up
 Identify symmetry
 - Use first quadrant coordinates
 - •Introduce simple translations Data
 - •Use bar charts, pictograms & line graphs

Fractions & decimals

- Recognise tenths & hundredths
- •Identify equivalent fractions
- •Add & subtract fractions with common denominators
- Recognise common equivalents
- •Round decimals to whole numbers
- Solve money problems

History

British History (taught chronologically)

- · Roman Empire & impact on Britain:
 - Julius Caesar's attempted invasion
 - Roman Empire & successful invasion
 - British resistance, e.g. Boudicca
 - Romanisation of Britain

- - Ancient Sumer;

Art & Design (LKS2)

- Use sketchbooks to collect, record and evaluate
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials
- Learn about great artists, architects & designers

Computing (LKS2)

- . Design & write programs to achieve specific goals, including solving problems
 - · Use logical reasoning
 - Understand computer networks
- Use internet safely and appropriately
- · Collect and present data appropriately

countries, focussing on Europe & Americas

mountains, volcanoes, earthquakes, water

Use fieldwork to observe, measure & record

focus on key physical & human features

· Study a region of the UK (not local area)

· Describe & understand climate, rivers,

cycle, settlements, trade links, etc.

Use 8 points of compass, symbols & keys

Design & Technology (LKS2) Geography (LKS2)

- Use research& criteria to develop products which are fit for purpose
- Use annotated sketches and prototypes to explain ideas
 - Evaluate existing products and improve own work
- Use mechanical systems in own work Understand seasonality; prepare & cook mainly
- savoury dishes

Languages (LKS2) Music (LKS2) Modern

- Listen & engage
- · Ask & answer questions
- · Speak in sentences using familiar vocabulary
- · Develop appropriate pronunciation
- Show understanding of words & phrases
- · Appreciate stories, songs, poems & rhymes
- Broaden vocabulary

Locate world's

- Use voice & instruments with increasing accuracy, control and expression
 - Improvise & compose music
 - Listen with attention to detail
- · Appreciate wide range of live & recorded music
- · Begin to develop understanding of history

Physical

Education (LKS2)

- Use running, jumping, catchin and throwing in isolation and in combination
- Play competitive games, modified as appropriate
- Develop flexibility & control in gym, dance & athletics
- Compare performances to achieve personal bests
- Swimming proficiency at 25m (KS1 or KS2)

Religious

Education

Continue to follow locallyagreed syllabus for RE

Chemistry

 Changes of state The water cycle

Classify living things

Digestive system & teet

Physics

- Sound as vibrations
- Electricity: simple circuits & conductors

Broader History Study

- · Earliest ancient civilisations, i.e.
 - Indus Valley;
- Ancient Egypt; or
- Shang Dynasty of Ancient China

Reading

- Apply knowledge of morphology & Secure spelling, inc. homophones, etymology when reading new words
- Reading & discuss a broad range of Legible, fluent handwriting genres & texts
- Identifying & discussing themes
- Learn poetry by heart

Number/Calculation

all four operations

•Life cycles of plants

Confidently add & subtract

1,000,000

context

mentally

multiple

Science

Biology

Secure place value to

- Discuss authors' use of language
- Retrieve & present information from non-fiction texts.
- Formal presentations & debates

Use negative whole numbers in

Use Roman numerals to 1000 (M)

•Use standard written methods for

Use vocabulary of prime, factor &

Multiply & divide by powers of ten

Use square and cube numbers

English

Writing prefixes, silent letters, etc.

- •Use a thesaurus
- •Plan writing to suit audience & purpose
- Make recommendations to others
 Develop character, setting and atmosphere in narrative
- Draw inference & make predictions •Use organisational & presentational •Command of Standard English features
 - •Use consistent appropriate tense
 - Proof-reading
 - Perform own compositions

Grammar

- •Use expanded noun phrases
- Use modal & passive verbs
- Use relative clauses
- Use commas for clauses •Use brackets, dashes
- & commas for parenthesis Speaking & Listening
- Give well-structured explanations
 - Consider & evaluate
 - different viewpoints Use appropriate register

Mathematics

Geometry & Measures

- Convert between different units
- Calculate perimeter of composite shapes & area of rectangles
- Estimate volume & capacity
- •Identify 3-d shapes
- Measure & identify angles
- Understand regular polygons Reflect & translate shapes

Data

- •Interpret tables & line graphs
- Solve questions about line graphs

Fractions

- •Compare & order fractions
- . Add & subtract fractions with mixed numbers
- Multiply fractions by units
- •Write decimals as fractions
- Order & round decimal numbers
- Link percentages to fractions & decimals

History

British History (taught chronologically)

- · Anglo-Saxons & Vikings, including:
 - Roman withdrawal from Britain; Scots invasion
 - Invasions, settlements & kingdoms
 - Viking invasions; Danegald
 - Edward the Confessor

Chemistry

Classify materials according to a variety of properties

& animals (inc. mammal, insect, bird, amphibian)

Describe changes as humans develop & mature

- Understand mixtures & solutions
- Know about reversible changes; identify irreversible

Physics

- Understand location and interaction of Sun, Earth & Moon
- Introduce gravity, resistance & mechanical forces

Broader History Study

- · Ancient Greece, i.e.
- A study of Greek life and achievements and their influence on the western world

Art & Design (UKS2)

- Use sketchbooks to collect, record, review, revisit & evaluate ideas
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials
- Learn about great artists, architects & designers



Design & Technology (UKS2)

Use research& criteria to develop products which

Use annotated sketches, cross-section

Analyse & evaluate existing

· Cook savoury dishes for a healthy & varied diet

diagrams & computer-aided design

are fit for purpose and almed at specific groups

products and improve own work

Use mechanical & electrical systems in

own products, including programming

Geography (UKS2)

& communication

- Name & locate counties, cities, regions & features of UK
- Understand latitude, longitude, Equator, hemispheres, tropics, polar circles & time zones

Computing (UKS2)

· Design & write programs to solve problems

Understand uses of networks for collaboration

· Be discerning in evaluating digital content

Use sequences, repetition, inputs,

variables and outputs in programs

Detect & correct errors in programs

- Study a region of Europe, and of the Americas
- Understand biomes, vegetation belts, land use, economic activity, distribution of resources, etc.
- Use 4- and 6-figure grid references on OS maps
- Use fieldwork to record & explain areas

Modern

Languages (UKS2)

- Listen & engage
- Engage in conversations, expressing opinions
- Speak in simple language & be understood
- Develop appropriate pronunciation
- · Present ideas & information orally
- · Show understanding in simple reading
- · Adapt known language to create new ideas
- Describe people, places & things
- · Understand basic grammar, e.g. gender

Music (UKS2)

- · Perform with control & expression solo & in ensembles
 - Improvise & compose using dimensions of music
- · Listen to detail and recall aurally
- · Use & understand basics of staff notation
- · Develop an understanding of the history of music, including great musicians & composers

Physical

athletics

- Education (UKS2) Use running,
- jumping, catching and throwing in isolation and in combination
- Play competitive games, applying basic principles · Develop flexibility & control in gym, dance &
- Take part in Outdoor & Adventurous activities
- Compare performances to achieve personal bests
- Swimming proficiency at 25m (KS1 or KS2)

Religious

Education

Continue to follow locallyagreed syllabus for RE

Reading

- Read a broad range of genres
- Recommend books to others
- Make comparisons within/across books
- Support inferences with evidence
- Summarising key points from texts
- Identify how language, structure, etc. contribute to meaning
- Discuss use of language, inc. figurative
- Discuss & explain reading, providing reasoned justifications for views

English

Writing

- •Use knowledge of morphology & etymology in spelling
- Develop legible personal handwriting style
- •Plan writing to suit audience & purpose; use models of writing
- Develop character & setting in narrative
- Select grammar & vocabulary for effect
- Use a wide range of cohesive devices
- •Ensure grammatical consistency

Grammar

- •Use appropriate register/ style
- •Use the passive voice for purpose
- •Use features to convey & clarify meaning
- Use full punctuation
- Use language of subject/object **Speaking & Listening**
- Use questions to build knowledge
- Articulate arguments & opinions
- Use spoken language to speculate, ypothesise & explore Use appropriate register & language

Art & Design (UKS2)

- · Use sketchbooks to collect, record, review, revisit & evaluate ideas
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials
- Learn about great artists, architects & designers

Design & Technology (UKS2)

Use research& criteria to develop products which

Use annotated sketches, cross-section

diagrams & computer-aided design

Analyse & evaluate existing

are fit for purpose and aimed at specific groups

products and improve own work

products, including programming

Cook savoury dishes for a healthy & varied diet

Use mechanical & electrical systems in own

Computing (UKS2)

- · Design & write programs to solve problems
 - Use sequences, repetition, inputs, variables and outputs in programs
 - Detect & correct errors in programs
- · Understand uses of networks for collaboration & communication
- · Be discerning in evaluating digital content

counties, cities, regions & features of UK

hemispheres, tropics, polar circles & time zones

· Study a region of Europe, and of the Americas

· Understand biomes, vegetation belts, land use, economic activity, distribution of resources, etc.

· Use 4- and 6-figure grid references on OS maps

· Understand latitude, longitude, Equator,

Use fieldwork to record & explain areas

control & expression solo & in ensembles

Use & understand basics of staff notation

· Develop an understanding of the history of

· Listen to detail and recall aurally

Improvise & compose using

dimensions of music

music, including great musicians & composers

Geography (UKS2)

· Name & locate

Mathematics

Geometry & Measures

- ·Confidently use a range of measures & conversions
- Calculate area of triangles /
- •Use area & volume formulas
- Classify shapes by properties
- Know and use angle rules
- all four quadrants

Fractions, decimals & percentages

- Compare & simplify fractions
- Use equivalents to add fractions
- Multiply simple fractions
- Divide fractions by whole numbers
- Solve problems using decimals & percentages
- •Use written division up to 2dp
- •Introduce ratio & proportion

Number/Calculation Secure place value &

- rounding to 10,000,000, including
- •All written methods, including long
- •Use order of operations (not
- oldentify factors, multiples & primes oTranslate & reflect shapes, using Solve multi-step number problems

Algebra

Introduce simple use of unknowns
 Use pie charts

Data

- •Calculate mean averages

Modern

Languages (UKS2) Music (UKS2)

- Listen & engage
- · Engage in conversations, expressing opinions
- · Speak in simple language & be understood
- Develop appropriate pronunciation
- · Present ideas & information orally
- · Show understanding in simple reading
- · Adapt known language to create new ideas
- · Describe people, places & things

Physical

· Understand basic grammar, e.g. gender

Religious

· Perform with

Education

Science

Biology

- Classification. including micro-organisms
- Health & Lifestyles, incl. circulatory system
- Evolution & Adaptation

Physics

- ·Light & Shadows; the eye
- Forces, including gravity
- Electricity: investigating circuits

History

British History (taught chronologically)

- · An extended period study, e.g.
 - The changing power of monarchs
 - Significant turning points in British history
 - Crime & punishment
 - Leisure

Broader History Study

- · Non-European society, i.e.
- Islamic civilization, including Baghdad
- Mayan civilization
- Benin (West Africa)

Education (UKS2)

- · Use running, jumping, catching
- and throwing in isolation and in combination Play competitive games, applying basic principles
- · Develop flexibility & control in gym, dance &
- Take part in Outdoor & Adventurous activities
- · Compare performances to achieve personal bests
- Swimming proficiency at 25m (KS1 or KS2)

Continue to follow locallyagreed syllabus for RE