

<p>English</p> <p>Speaking and listening</p> <ul style="list-style-type: none"> -Develop an understanding of a courteous response -Ask questions with a specific focus, e.g. about a character -Listen, discuss and express their views -Use familiar and new punctuation to impact on intonation. 	<p>Reading</p> <ul style="list-style-type: none"> -Discuss the sequence of events in a book -Discuss and clarify the meanings of words, linking new meaning to known vocabulary -Make inferences on the basis of what is being said and done -Read accurately by blending the sounds in words that contain the graphemes taught so far -Read accurately words of two or more syllables -Read aloud books matched to their phonic knowledge 	<p>Writing</p> <ul style="list-style-type: none"> -Write for a range of purposes across different genres -Plan what they want to write through oral rehearsal -Make simple additions, revisions and corrections to their own writing -Add suffixes to spell common words, e.g. -le, -al, -est, -er, -ment, -less, -ful -Learn new ways of spelling sounds (phonemes), e.g. ee/ea/e-e -Recognise homophones, e.g. their, they're and there -Use present and past tense correctly -Expand noun phrases to describe and specify -Use commas in lists, apostrophes for possession and contracted forms -Sentences correctly punctuated with , . ! ? and capital letters -Start using some of the diagonal and horizontal strokes needed to join letters 	<p>Geography</p> <ul style="list-style-type: none"> - Use maps and atlases to identify countries, continents (including hot and cold climates) and oceans - Name, locate and identify characteristics of the four countries of the UK - Name and locate the capital cities and surrounding seas of the UK - Recognise UK seasonal and weather patterns - Compare human and physical differences between UK and non-European country 	<p>History</p> <ul style="list-style-type: none"> - Learn about people from the past who have contributed to national or international achievements - Research significant events beyond living memory - Study significant historical events, people and places in their own locality - Explore changes to farming, within living memory
<p>Mathematics</p> <p>Number and calculation</p> <ul style="list-style-type: none"> -To know number bonds to 20 and recall and use addition and subtraction facts fluently, including related facts to 100. - Compare and order number up to 100, use <, > symbols and = -Recall and use multiplication and division facts for the 2, 5 and 10 times tables -Recognise, find and name fractions 1/3, 1/4, 1/2, 3/4 of a length, shape or quantity 	<p>Measure</p> <ul style="list-style-type: none"> -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 -Tell and write the time to 5 minutes, including to and past the hour -Recognise and use symbols for pound and pence -Combine amounts of money to make a particular value 	<p>Geometry</p> <ul style="list-style-type: none"> -Identify and describe the properties of 2-D shapes, including lines of symmetry -identify and describe the properties of 3-D shapes, including number of faces, vertices and edges. -Sort 2-D and 3-D shapes by their properties <p>Position and direction</p> <ul style="list-style-type: none"> -Use appropriate vocab to describe position, direction and movement -Recognise right angles, half and three quarter turns (clockwise and Anti-clockwise) <p>Statistics</p> <ul style="list-style-type: none"> -interpret pictograms and construct tally charts, block diagrams and simple tables. 	<p>Design and Technology</p> <ul style="list-style-type: none"> - Explore and use mechanisms in products - Build structures, exploring how they can be made stronger, stiffer and more stable - Design and evaluate a range of functional products against design criteria - use the basic principles of a healthy and varied diet to prepare dishes, knowing where food comes from 	<p>RE</p> <ul style="list-style-type: none"> -Celebrate major Christian festivals. -Celebrate major festivals and special occasions from another religion. -Learn about the good earth and how different religions give thanks, e.g. Diwali, Harvest festival - Implement our Church school values, showing community, thankfulness, wisdom, endurance, friendship, compassion and hope
<p>Science</p> <ul style="list-style-type: none"> - Learn about light, dark and shadows - Describe weather change across the four seasons - Describe, compare and sort materials by their physical properties - Understand how some solid objects can change form by squashing, bending, twisting and stretching - describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets) -food chains - Learn about animal food sources - Observe and describe how plants grow and what they need to stay healthy 	<p>Physical Activity</p> <ul style="list-style-type: none"> -Master basic movements including running, jumping, throwing and catching - Develop agility, balance and co-ordination in their movements - Apply skills in team games, developing simple tactics of attacking and defending - Perform dances and simple movement patterns - Be able to swim using a range of strokes effectively 	<p>Computing</p> <ul style="list-style-type: none"> -Communicate safely online and respectfully; know where to go for help and support when they have concerns -Organise, store, manipulate and retrieve digital content -Use logical reasoning to make predictions -Create and de-bug simple programmes -Understand and use algorithms 	<p>Music</p> <ul style="list-style-type: none"> -Listen and understand live and recorded music -Create and compose music on their own and with others -Learn to sing and use their voices expressively -Have the opportunity to learn a musical instrument in class 	
		<p>Art and design</p> <ul style="list-style-type: none"> -Use a range of materials creatively to design and make products -Use drawing, painting and sculpture to develop and share imagination and ideas -Develop techniques in using colour, pattern, texture, line, shape, form and space -Learn about and create art based on a range of artists, craftsmen and designers 	<p>Foreign Language</p> <ul style="list-style-type: none"> - Learn key words and phrases in French, such as; how to say hello, colours, counting, animals etc 	