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 •Use very common prefixes & proper nouns. Learn about range of artists, craftsmen and Organise, store, retrieve & manipulate data Read contractions & understand suffixes Use common plural & verb suffixes designers •Form lower case letters correctly Speaking & Listening purpose Communicate online safely and respectfully •Read phonics books aloud Listen & respond appropriately •Form capital letters & digits Recognise uses of IT outside of school Link reading to own experiences Ask relevant questions Compose sentences orally before Join in with predictable phrases writing Maintain attention & participate Design & Technology (KS1) Geography (Y1) Discuss significance of title & Read own writing to peers or events teachers · Design purposeful, functional & appealing Make simple predictions products Name & locate 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 · identify seasonal / daily weather patterns in **Geometry & Measures** complete practical tasks Count to / across 100 Use common vocabulary for . Describe position & movement, the UK and the location of hot and cold areas comparison, e.g. heavier, taller, including half and quarter turns of the world Count in 1s, 2s, 5s and 10s Evaluate existing products & own ideas full, longest, quickest Use basic geographical vocabulary to refer to ·Identify 'one more' and 'one less' Build and improve structure & mechanisms Begin to measure length, Fractions local & familiar features •Read & write numbers to 20 Use four compass directions & simple vocab •Recognise & use ½ & ¼ Use language, e.g. 'more than', capacity, weight Understand where food comes from 'most' •Recognise coins & notes Modern Languages Music (KS1) •Use +, - and = symbols Use time & ordering vocabulary •Tell the time to hour/half-hour Know number bonds to 20 Sing songs Use language of days, weeks, ·add and subtract one-digit and months & years two-digit numbers to 20, including 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 simple arrays music Science History (KS1) Make and combine sounds musically Biology Identify basic plants Changes in living memory (linked to aspects of •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** · Perform dances using simple movement e.g. Bonfire night Events of local importance Observe weather associated with changes of season 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' Learn to spell common 'exception' Use simple conjunctions secure Use drawing, painting and sculpture __Write & test simple programs Read common suffixes 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 Use appropriate size letters & Use some features of · Learn about range of artists, craftsmen and Read common 'exception' words spaces standard English · 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 understanding Make simple additions & changes 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 and use standard measures •Find and write simple fractions Know 2, 5, 10x tables · Use aerial images and other models to create Evaluate existing products & own ideas Begin to use place value (T/U) Understand equivalence of e.g. Read scales to nearest whole unit simple plans and maps, using symbols Count in 2s, 3s, 5s & 10s Use symbols for £ and p and 2/4 = 1/2 Build 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 Understand where food comes from than £1 or in pounds •Interpret simple tables & numbers Compare / order numbers, inc. <> Tell time to the nearest 5 minutes pictograms Modern Languages Music (KS1) Identify & sort 2-d & 3-d shapes Ask & answer comparison Write numbers to 100 •Identify 2-d shapes on 3-d questions Sing songs Know number facts to 20 (+ related surfaces Ask & answer question about totalling Play tuned & untuned instruments musically to 100) Order and arrange mathematical Use x and ÷ symbols objects Listen & understand live and Recognise commutative property •Use terminology of position & 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** Master basic ·Lives of significant historical figures, Simple food chains & habitats movement, e.g. running, jumping, throwing, including comparison of those from catching, balance, agility and co-ordination different periods Chemistry 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 Art & Design (LKS2) Computing (LKS2) Reading Writing Grammar •Use knowledge to read 'exception' •Use prefixes & suffixes in spelling Use range of conjunctions Use sketchbooks to collect, record and evaluate Design & write programs to achieve specific goals, including solving problems Use dictionary to confirm spellings Use perfect tense Read range of fiction & non-fiction Write simple dictated sentences Use range of nouns & Improve mastery of techniques such as drawing, Use logical reasoning Use dictionaries to check meaning ◆Use handwriting joins appropriately pronouns painting and sculpture with varied materials Understand computer networks Prepare poems & plays to perform →Plan to write based on familiar Use time connectives · Learn about great artists, architects & designers Check own understanding of forms Introduce speech punctuation Use internet safely and appropriately reading •Rehearse sentences orally for •Know language of clauses · Collect and present data appropriately Draw inferences & make writing Speaking & Listening predictions Use varied rich vocabulary · Give structured descriptions Retrieve & record information from •Create simple settings & plot Participate activity in conversation Design & Technology (LKS2) Geography (LKS2) non-fiction books Assess effectiveness of own and Consider & evaluate Discuss reading with others others' writing different viewpoints Use research& criteria to develop products which · Locate world's are fit for purpose countries, focussing on Europe & Americas Use annotated sketches and Mathematics focus on key physical & human features prototypes to explain ideas Number/Calculation Geometry & Measures Fractions & decimals Study a region of the UK (not local area) Evaluate existing products ar •Learn 3, 4 & 8x tables Measure & calculate with metric •Use & count in tenths Use 8 points of compass, symbols & keys improve own work Secure place value to 100 Recognise, find & write fractions Describe & understand climate, rivers, Mentally add & subtract units, tens Measure simple perimeter mountains, volcanoes, earthquakes, •Recognise some equivalent Use mechanical systems in own work or hundreds to numbers of up to 3 •Add/subtract using money in fractions settlements, trade links, etc. Understand seasonality; prepare & cook digits context •Add/subtract fractions up to <1 Use fieldwork to observe, measure & record mainly savoury dishes Written column addition & Use Roman numerals up to XII; Order fractions with common subtraction tell time denominator Languages (LKS2) Music (LKS2) Modern •Calculate using simple time Solve number problems, including Data multiplication & simple division problems •Interpret bar charts & Listen & engage Use voice & and missing number problems Draw 2-d / Make 3-d shapes pictograms · Ask & answer questions instruments with increasing accuracy, control Use commutativity to help Identify and use right angles and expression Speak in sentences using familiar vocabulary calculations Identify horizontal, vertical, Improvise & compose music · Develop appropriate pronunciation perpendicular and parallel lines Listen with attention to detail · Show understanding of words & phrases Science History · Appreciate stories, songs, poems & rhymes · Appreciate wide range of live & recorded **Biology** British History (taught chronologically) Broaden vocabulary Plants, incl. parts, Stone Age to Iron Age Britain, including: · Begin to develop understanding of history lifecycle and requirements for life - hunter-gatherers and early farmers Education (LKS2) Physical Education Religious Animals: skeletons & nutrition - Bronze age religion, technology & travel - Iron age hill forts Use running, Chemistry jumping, catchi Classification of rock types and throwing in isolation and in combination Simple understanding of fossilisation Play competitive games, modified as appropriate **Broader History Study** Continue to follow locally-· Develop flexibility & control in gym, dance & · A local history study, e.g. agreed syllabus for RE **Physics** athletics - A depth study linked to a studied period Sources of light; shadows & reflections Compare performances to achieve personal - A study over a period of time

Swimming proficiency at 25m (KS1 or KS2)

- A post-1066 study of relevant local history

Simple forces, including magnetism

English Art & Design (LKS2) Computing (LKS2) Reading Writing Grammar Secure decoding of unfamiliar Correctly spell common Use wider range of conjunctions · Use sketchbooks to collect, record and evaluate Design & write programs to achieve specific •Use perfect tense appropriately homophones goals, including solving problems ideas Read for a range of purposes Increase regularity of handwriting Select pronouns and Improve mastery of techniques such as drawing, Use logical reasoning Retell some stories orally •Plan writing based on familiar nouns for clarity painting and sculpture with varied materials Understand computer networks Discuss words & phrases that forms •Use & punctuate · Learn about great artists, architects & designers capture the imagination Organise writing into paragraphs direct speech · Use internet safely and appropriately Identify themes & conventions Use simple organisational devices Use commas after front adverbials · Collect and present data appropriately •Retrieve & record information Speaking & Listening Proof-read for spelling & Make inferences & justify Articulate & justify opinions punctuation errors •Speak audibly in Standard English predictions Evaluate own and others' writing Design & Technology (LKS2) Geography (LKS2) Recognise a variety of forms of •Read own writing aloud Gain, maintain & monitor interest of · Use research& criteria to develop products which Identify & summarise ideas listeners are fit for purpose · Locate world's countries, focussing on Europe & Americas Use annotated sketches and focus on key physical & human features Mathematics prototypes to explain ideas · Study a region of the UK (not local area) Number/Calculation Geometry & Measures Fractions & decimals · Evaluate existing products an Use 8 points of compass, symbols & keys Compare 2-d shapes, including improve own work Describe & understand climate, rivers, •Know all tables to 12 x 12 quadrilaterals & triangles •Recognise tenths & hundredths Use mechanical systems in own work mountains, volcanoes, earthquakes, water ·Find area by counting squares Secure place value to 1000 Identify equivalent fractions cycle, settlements, trade links, etc. Use negative whole numbers Calculate rectangle perimeters •Add & subtract fractions with Understand seasonality; prepare & cook mainly Use fieldwork to observe, measure & record •Round numbers to nearest 10, 100 •Estimate & calculate measures common denominators savoury dishes or 1000 •Identify acute, obtuse & right Recognise common equivalents Modern Languages (LKS2) Music (LKS2) Use Roman numerals to 100 (C) angles •Round decimals to whole Column addition & subtraction up Identify symmetry numbers · Listen & engage Use voice & to 4 digits Use first quadrant coordinates Solve money problems. Ask & answer questions instruments with increasing accuracy, control Multiply & divide mentally Introduce simple translations and expression Use standard short multiplication Data Speak in sentences using familiar vocabulary Improvise & compose music •Use bar charts, pictograms & line · Develop appropriate pronunciation Listen with attention to detail · Show understanding of words & phrases Science History · Appreciate wide range of live & recorded · Appreciate stories, songs, poems & rhymes Biology British History (taught chronologically) Roman Empire & impact on Britain: Classify living things · Broaden vocabulary · Begin to develop understanding of history - Julius Caesar's attempted invasion Digestive system & teet - Roman Empire & successful invasion Education (LKS2) Food chains Physical Religious (Education - British resistance, e.g. Boudicca Use running, Romanisation of Britain Chemistry jumping, catching and throwing in isolation and in combination Changes of state The water cycle Play competitive games, modified as appropriate Continue to follow locally-**Broader History Study** Develop flexibility & control in gym, dance & agreed syllabus for RE Physics · Earliest ancient civilisations, i.e. athletics - Ancient Sumer: Sound as vibrations · Compare performances to achieve personal - Indus Valley: Electricity: simple circuits & conductors - Ancient Egypt; or Swimming proficiency at 25m (KS1 or KS2)

- Shang Dynasty of Ancient China

English Art & Design (UKS2) Computing (UKS2) Reading Writing Grammar Apply knowledge of morphology & Secure spelling, inc. homophones, Use expanded noun phrases Use sketchbooks to collect, record, review, revisit Design & write programs to solve problems etymology when reading new prefixes, silent letters, etc. Use modal & passive verbs & evaluate ideas Use sequences, repetition, inputs, Use a thesaurus Use relative clauses variables and outputs in programs Improve mastery of techniques such as drawing, Reading & discuss a broad range of ◆Legible, fluent handwriting Use commas for clauses painting and sculpture with varied materials Detect & correct errors in programs genres & texts Plan writing to suit audience & Use brackets, dashes · Learn about great artists, architects & designers Identifying & discussing themes & commas for parenthesis purpose Understand uses of networks for collaboration Make recommendations to others Develop character, setting and Speaking & Listening & communication Learn poetry by heart atmosphere in narrative Give well-structured explanations Be discerning in evaluating digital content Draw inference & make predictions •Use organisational & presentational •Command of Standard English Discuss authors' use of language Consider & evaluate Design & Technology (UKS2) Geography (UKS2) Retrieve & present information •Use consistent appropriate tense different viewpoints from non-fiction texts. Proof-reading Use appropriate Use research& criteria to develop products which Name & locate Formal presentations & debates Perform own compositions register are fit for purpose and aimed at specific groups counties, cities, regions & features of UK · Use annotated sketches, cross-section Understand latitude, longitude, Equator, diagrams & computer-aided design Mathematics hemispheres, tropics, polar circles & time zones Analyse & evaluate existing Number/Calculation · Study a region of Europe, and of the Americas **Geometry & Measures** Fractions products and improve own work · Understand biomes, vegetation belts, land use, Secure place value to Convert between different units Compare & order fractions Use mechanical & electrical systems in 1,000,000 economic activity, distribution of resources, etc. Calculate perimeter of composite •Add & subtract fractions with own products, including programming Use negative whole numbers in shapes & area of rectangles common denominators, with Use 4- and 6-figure grid references on OS maps • Cook savoury dishes for a healthy & varied diet Use fieldwork to record & explain areas context Estimate volume & capacity mixed numbers Use Roman numerals to 1000 (M) Multiply fractions by units Identify 3-d shapes Languages (UKS2) Music (UKS2) Modern Use standard written methods for ·Write decimals as fractions Measure & identify angles all four operations Order & round decimal numbers Understand regular polygons •Confidently add & subtract Reflect & translate shapes Link percentages to Listen & engage · Perform with mentally fractions & decimals control & expression solo & in ensembles Engage in conversations, expressing opinions Use vocabulary of prime, factor & •Interpret tables & line graphs Speak in simple language & be understood Improvise & compose using multiple •Solve questions about line graphs Develop appropriate pronunciation dimensions of music Multiply & divide by powers of ten Present ideas & information orally · Listen to detail and recall aurally Use square and cube numbers · Show understanding in simple reading Science History · Adapt known language to create new ideas Use & understand basics of staff notation Describe people, places & things Biology British History (taught chronologically) Develop an understanding of the history of · Understand basic grammar, e.g. gender Life cycles of plants Anglo-Saxons & Vikings, including: music, including great musicians & composers - Roman withdrawal from Britain; Scots invasion & animals (inc. mammal, insect, bird, amphibian) Education (UKS2) Physical Religious Describe changes as humans develop & mature - Invasions, settlements & kingdoms - Viking invasions; Danegald · Use running, Chemistry Edward the Confessor jumping, catching and throwing in isolation and in combination Classify materials according to a variety of properties Play competitive games, applying basic principles Continue to follow locally- Understand mixtures & solutions **Broader History Study** agreed syllabus for RE Know about reversible changes; identify irreversible Develop flexibility & control in gym, dance & · Ancient Greece, i.e. athletics - A study of Greek life and achievements and Physics Take part in Outdoor & Adventurous activities

· Compare performances to achieve personal

Swimming proficiency at 25m (KS1 or KS2)

their influence on the western world

Understand location and interaction of Sun, Earth &

Introduce gravity, resistance & mechanical forces

Education

English Reading Writing Grammar Read a broad range of genres Use knowledge of morphology & •Use appropriate register/ style Recommend books to others etymology in spelling •Use the passive voice for purpose Make comparisons within/across Develop legible personal Use features to convey books handwriting style & clarify meaning Support inferences with evidence Plan writing to suit audience & Use full punctuation purpose; use models of writing •Use language of subject/object Summarising key points from texts Develop character & setting in Speaking & Listening Identify how language, structure, narrative •Use questions to build knowledge etc. contribute to meaning Discuss use of language, inc. Select grammar & vocabulary for Articulate arguments & opinions figurative Use spoken language to speculate Use a wide range of cohesive ypothesise & explore Discuss & explain reading, providing reasoned justifications devices Use appropriate Ensure grammatical consistency for views register & language Mathematics Number/Calculation Geometry & Measures Fractions, decimals & percentages Secure place value & •Compare & simplify fractions . Confidently use a range of rounding to 10,000,000, including measures & conversions •Use equivalents to add fractions negatives Calculate area of triangles / Multiply simple fractions •All written methods, including long parallelograms •Divide fractions by whole division •Use area & volume formulas numbers Use order of operations (not Classify shapes by properties Solve problems using decimals & indices) . Know and use angle rules percentages •Identify factors, multiples & primes •Translate & reflect shapes, using •Use written division up to 2dp Solve multi-step number problems all four quadrants •Introduce ratio & proportion Algebra Data •Introduce simple use of unknowns •Use pie charts Calculate mean averages Science History Biology British History (taught chronologically) An extended period study, e.g. Classification. including micro-organisms - The changing power of monarchs Health & Lifestyles, incl. circulatory system - Significant turning points in British history - Crime & punishment Use running, Evolution & Adaptation Leisure **Physics Broader History Study** ·Light & Shadows; the eye · Non-European society, i.e. Forces, including gravity Islamic civilization, including Baghdad · Electricity: investigating circuits Mayan civilization Benin (West Africa)

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

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
- · Be discerning in evaluating digital content

Design & Technology (UKS2)

- Use research& criteria to develop products which are fit for purpose and aimed at specific groups
- Use annotated sketches, cross-section diagrams & computer-aided design
 - Analyse & evaluate existing products and improve own work
 - Use mechanical & electrical systems in own products, including programming
- Cook savoury dishes for a healthy & varied diet

Geography (UKS2),

& communication

- Name & locate counties, cities, regions & features of UK
- Understand latitude, longitude, Equator, 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
- Use fieldwork to record & explain areas

Languages (UKS2) Music (UKS2) Modern

- · 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

- · 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

Education (UKS2)

- 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
- Swimming proficiency at 25m (KS1 or KS2)

Religious

Education

Continue to follow locallyagreed syllabus for RE