Reading

•Match graphemes for all phonemes •Name letters of the alphabet

- Read accurately by blending sounds
- Read words with very common suffixes
- Read contractions & understand purpose
- Read phonics books aloud
- Link reading to own experiences
- Join in with predictable phrases
- Discuss significance of title & events
- Make simple predictions

Number/Calculation

Count to / across 100

Use +, - and = symbols

Know number bonds to 20

Count in 1s, 2s, 5s and 10s

•Read & write numbers to 20

Use language, e.g. 'more than',

 add and subtract one-digit and two-digit numbers to 20, including

·Identify 'one more' and 'one less'

English

Writing

- Spell very common 'exception' words
- Spell days of the week
- Use very common prefixes &
- Form lower case letters correctly
- Form capital letters & digits
- Compose sentences orally before writing
- ·Read own writing to peers or teachers

Grammar

- Leave spaces between words
- Begin to use basic punctuation: . ? !
- Use capital letters for proper nouns.
- Use common plural & verb suffixes Speaking & Listening
- Listen & respond appropriately
- Ask relevant questions
- Maintain attention & participate

Describe position & movement,

including half and quarter turns

•Recognise & use 1/2 & 1/4

Art & Design (KS1)

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

Mathematics

Geometry & Measures

- Use common vocabulary for comparison, e.g. heavier, taller, full, longest, quickest
- Begin to measure length, capacity, weight
- Recognise coins & notes
- Use time & ordering vocabulary
- •Tell the time to hour/half-hour
- Use language of days, weeks, months & years
- •Recognise & name common 2-d •Solve one-step problems, including and 3-d shapes
 - Order & arrange objects

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 (Y1)

- Name & locate the four countries and capital cities of the United Kingdom using atlases & globes
- identify seasonal / daily weather patterns in the UK and the location of hot and cold areas of the world
- Use basic geographical vocabulary to refer to local & familiar features
- Use four compass directions & simple vocab

Modern

Languages

Education (KS1)

Music (KS1)

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

Science

simple arrays

Biology

'most'

zero

- Identify basic plants
- Identify basic plant parts (roots, leaves, flowers, etc.)
- Identify & compare common animals
- Identify & name basic body parts

Chemistry

- Distinguish between objects & materials
- Identify & name common materials
- Describe simple properties of some materials
- Compare & classify materials

Physics

Observe weather associated with changes of season

History (KS1)

Key Concepts

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

Fractions

Key Individuals

- Lives of significant historical figures, including comparison of those from different periods
- Significant local people

Kev Events

- e.g. Bonfire night
- Events of local importance

Physical

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

Not required at KS1

- Participate in team games
- · Perform dances using simple movement
- Swimming proficiency at 25m (KS1 or KS2)



(Education

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English Reading Writing Grammar Develop phonics until decoding Spell by segmenting into phonemes •Use .!?, and' secure Learn to spell common 'exception' Use simple conjunctions Read common suffixes words Begin to expand Read & re-read phonic-appropriate Spell using common suffixes, etc. noun phrases books Use some features of Use appropriate size letters & Read common 'exception' words standard English spaces Discuss & express views about Develop positive attitude & Speaking & Listening fiction, non-fiction & poetry stamina for writing Articulate & Justify answers 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 Ask & answer questions; make Make simple additions & changes predictions after proof-reading Begin to make inferences Mathematics Number/Calculation Geometry & Measures Fractions Know 2, 5, 10x tables •Know and use standard measures •Find and write simple fractions Begin to use place value (T/U) Read scales to nearest whole unit Understand equivalence of e.g. 2/4 = 1/2 Count in 2s, 3s, 5s & 10s Use symbols for £ and p and add/subtract simple sums of less ·Identify, represent & estimate Interpret simple tables & numbers than £1 or in pounds Compare / order numbers, inc. <> Tell time to the nearest 5 minutes pictograms Identify & sort 2-d & 3-d shapes Write numbers to 100 •Identify 2-d shapes on 3-d Know number facts to 20 (+ related surfaces) to 100) Order and arrange mathematical Use x and ÷ symbols objects Recognise commutative property Use terminology of position &

Ask & answer comparison questions Ask & answer questions about totalling movement

History (KS1) **Key Concepts** Changes in living memory (linked to aspects of national life where appropriate) Kev Individuals Lives of significant historical figures, including comparison of those from different periods Significant local people

understanding

Art & Design (KS1) Use a range of materials

- Use drawing, painting and sculpture
- Develop techniques of colour, pattern, texture, line, shape, form and space
- Learn about range of artists, craftsmen and designers

Computing (KS1)

- Understand use of algorithms
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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

Languages Modern

Music (KS1)

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

Not required at KS1

- Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination
- Participate in team games
- Swimming proficiency at 25m (KS1 or KS2)

Geography (Y2)

· Name & locate

· Use aerial images and other models to create

world's continents and oceans

simple plans and maps, using symbols

· Compare local area to a non-European country

Use basic vocabulary to describe a less familiar

 Use simple fieldwork and observational skills to study the immediate environment

- Make and combine sounds musically

Physical

Education (KS1)

- Perform dances using simple movement

Religious

Education

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Identify and compare uses of different materials

Growing plants (water, light, warmth)

Basic needs of animals & offspring

Simple food chains & habitats

Chemistry

Compare how things move on different surfaces

of multiplication

Differentiate living.

dead and non-living

Science Biology

Key Events

- e.g. Bonfire night
 - Events of local importance

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Reading

- Use knowledge to read 'exception'
 Use prefixes & suffixes in spelling
- •Read range of fiction & non-fiction •Write simple dictated sentences
- Use dictionaries to check meaning
 Use handwriting joins appropriately
- Prepare poems & plays to perform Plan to write based on familiar
- Check own understanding of reading
- Draw inferences & make predictions
- non-fiction books
- Discuss reading with others

Number/Calculation

Learn 3, 4 & 8x tables

Secure place value to 100

Written column addition &

Solve number problems, including

multiplication & simple division

and missing number problems

Use commutativity to help

English

Writing

- Use dictionary to confirm spellings
 Use perfect tense

- forms
- Rehearse sentences orally for writing
- Use varied rich vocabulary
- Retrieve & record information from •Create simple settings & plot
 - Assess effectiveness of own and others' writing

Grammar

- Use range of conjunctions
- Use range of nouns &
- Use time connectives
- Introduce speech punctuation
- Know language of clauses Speaking & Listening
- Give structured descriptions
- Participate activity in conversation

Consider & evaluate different viewpoints

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

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.

Geography (LKS2)

· Locate world's

Design & Technology (LKS2)

- Use research& criteria to develop products which are fit for purpose
- Use annotated sketches and prototypes to explain ideas

Modern

Ask & answer questions

Listen & engage

- Evaluate existing products an improve own work
- Use mechanical systems in own work
- Understand seasonality; prepare & cook mainly savoury dishes

Speak in sentences using familiar vocabulary

Develop appropriate pronunciation

Show understanding of words & phrases

Appreciate stories, songs, poems & rhymes

Languages (LKS2) Music (LKS2)

 Use voice & instruments with increasing accuracy, control and expression

Use fieldwork to observe, measure & record

- Improvise & compose music
- Listen with attention to detail
- · Appreciate wide range of live & recorded
- Begin to develop understanding of history

Mathematics

Geometry & Measures

- Measure & calculate with metric
- or hundreds to numbers of up to 3 Add/subtract using money in context
 - Use Roman numerals up to XII; tell time
 - Calculate using simple time problems
 - Draw 2-d / Make 3-d shapes
 - ·Identify and use right angles
 - ·Identify horizontal, vertical, perpendicular and parallel lines

Fractions & decimals

- •Use & count in tenths
- Recognise, find & write fractions
- Recognise some equivalent fractions
- Add/subtract fractions up to <1
- Order fractions with common denominator
- Interpret bar charts & pictograms

Science

Biology

digits

subtraction

calculations

- Plants, incl. parts, lifecycle and requirements for life
- Animals: skeletons & nutrition.

Chemistry

- Classification of rock types
- Simple understanding of fossilisation

Physics

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

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

Physical

Broaden vocabulary

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 &
- athletics Compare performances to achieve personal
- Swimming proficiency at 25m (KS1 or KS2)

Religious

Education

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Broader History Study

- A local history study, e.g.
- A depth study linked to a studied perio
- A study over a period of time
- A post-1066 study of relevant local history

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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

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

Know all tables to 12 x 12

Secure place value to 1000

Number/Calculation

- Use negative whole numbers
- •Round numbers to nearest 10, 100 or 1000
- Use Roman numerals to 100 (C)
- Column addition & subtraction up to 4 digits
- Multiply & divide mentally

Science

Food chains

 Changes of state The water cycle

Sound as vibrations

Electricity: simple circuits & conductors

Chemistry

Physics

Classify living things

Digestive system & teeth

Biology

Use standard short multiplication

Geometry & Measures

Compare 2-d shapes, including quadrilaterals & triangles

- Find area by counting squares
- Calculate rectangle perimeters
- Estimate & calculate measures
- Identify acute, obtuse & right angles
- 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

- · Earliest ancient civilisations, i.e.
 - Ancient Sumer;

Broader History Study

- Indus Valley;
- Ancient Egypt; or
- Shang Dynasty of Ancient China

Art & Design (LKS2)

- Use sketchbooks to collect, record and evaluate ideas
- 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)

Use 8 points of compass, symbols & keys

Describe & understand climate, rivers,

cycle, settlements, trade links, etc.

Geography (LKS2) Design & Technology (LKS2)

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

Evaluate existing products an

- Modern
- Listen & engage

Ask & answer question

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

Languages (LKS2) Music (LKS2)

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
- Begin to develop understanding of history

Education (LKS2) Physical

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

Religious

(Education

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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
- Make recommendations to others
 Develop character, setting and
- Learn poetry by heart

Number/Calculation

all four operations

Confidently add & subtract

1.000,000

context

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

Writing

prefixes, silent letters, etc.

English

- Use a thesaurus
- Plan writing to suit audience & purpose
- 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 common denominators, with mixed numbers
- Multiply fractions by units
- Write decimals as fractions
- Order & round decimal numbers
- Link percentages to fractions & decimals

Listen & engage

 Engage in conversations, expressing opinions Speak in simple language & be understood

Art & Design (UKS2)

Use sketchbooks to collect, record, review, revisit

Improve mastery of techniques such as drawing.

painting and sculpture with varied materials

· Learn about great artists, architects & designers

Use research& criteria to develop products which

Use annotated sketches, cross-section

Analyse & evaluate existing

products and improve own work

Cook savoury dishes for a healthy & varied diet

Use mechanical & electrical systems in

own products, including programming

Languages (UKS2)

diagrams & computer-aided design

are fit for purpose and aimed at specific groups

& evaluate ideas

- Develop appropriate pronunciation
- · Present ideas & information orally

Modern

- · Show understanding in simple reading
- · Adapt known language to create new ideas
- Describe people, places & things
- Understand basic grammar, e.g. gender

· Use running,

Education (UKS2) Physical

- 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)

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

Design & Technology (UKS2) Geography (UKS2),

- 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

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

Religious

Education

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•Use square and cube numbers

mentally

multiple

Science Biology

- Life cycles of plants
- & animals (inc. mammal, insect, bird, amphibian) Describe changes as humans develop & mature

Chemistry

- Classify materials according to a variety of properties
- Understand mixtures & solutions
- Know about reversible changes; identify irreversible

Physics

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

History

British History (taught chronologically)

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

Broader History Study

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

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

rounding to 10,000,000, including

All written methods, including long

Use order of operations (not

Number/Calculation

Secure place value &

negatives

division

indices)

Algebra

Science

Classification,

Biology

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,
 - hypothesise & explore Use appropriate
 - register & language

Mathematics

Geometry & Measures

- Confidently use a range of measures & conversions
- Calculate area of triangles / parallelograms
- Use area & volume formulas
- Classify shapes by properties
- Know and use angle rules
- Identify factors, multiples & primes
 Translate & reflect shapes, using Solve multi-step number problems all four quadrants

Data

- Introduce simple use of unknowns
 Use pie charts
 - Calculate mean averages

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

British History (taught chronologically)

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

Physics

Light & Shadows; the eye

Evolution & Adaptation

- Forces, including gravity
- Electricity: investigating circuits

including micro-organisms

Health & Lifestyles, incl. circulatory system

History

- - - Leisure

Broader History Study

- · Non-European society, i.e.
- Islamic civilization, including Baghdad
- 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

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

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

Physical

· Use running,

Education (UKS2)

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

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

Geography (UKS2),

- 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

- 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

Religious

Education

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