English			Art & Design (LKS2)	Computing (LKS2)
Den din e	U	C	AIL & DESIGN (LKS2)	Computing(LKS2)
teading Use knowledge to read 'exception' words Read range of fiction & non-fiction Use dictionaries to check meaning Prepare poems & plays to perform Check own understanding of reading Draw inferences & make predictions Retrieve & record information from non-fiction books Discuss reading with others	Use dictionary to confirm spellings Write simple dictated sentences Use handwriting joins appropriately Plan to write based on familiar forms Rehearse sentences orally for writing Use varied rich vocabulary	Grammar Use range of conjunctions Use parfect tense Use trange of nouns & pronouns Use time connectives Introduce speech punctuation Know language of clauses Speaking & Listening Give structured descriptions Participate activity in conversation Consider & evaluate different viewpoints	 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 Design & Technology (LKS2) Use research& criteria to develop products which	 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
Number/Calculation Learn 3, 4 & 8x tables Secure place value to 100 Mentally add & subtract units, tens or hundreds to numbers of up to 3 digits Written column addition & subtraction Solve number problems, including multiplication & simple division and missing number problems Use commutativity to help calculations Science	Mathematics Gemetry & Measures •Measure & calculate with metric measures •Measure simple perimeter •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 Data •Interpret bar charts & pictograms History	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 Modern • Listen & engage • Ask & answer questions • Speak in sentences using familiar vocabulary • Develop appropriate pronunciation • Show understanding of words & phrases	Use voice & instrument with increasing accuracy, control and expression Improvise & compose music Listen with attention to detail
Science Biology Plants, incl. parts, life cele and requirements for life Animals: skeletons & nutrition Chemistry Classification of rock types •Simple understanding of fossilisatio Physics •Sources of light; shadows & reflecti •Simple forces, including magnetism	n Broader History - Alocal hist - Alocal hist - A study ou	taught chronologically) o Iron Age Britain, including: therers and early farmers e religion, technology & travel ill forts Study	 Appreciate stories, songs, poems & rhymes Broaden vocabulary Physical Use running, jumping, catchin and throwing in isolaruon 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) 	 Appreciate wide range of live & recorded music Begin to develop understanding of history Religious Continue to follow locally-agreed syllabus for RE

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