| Literacy |  |  |  |  |  |  | History |  | Art and Design |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Reading <br> Develop phonics until decoding secure. <br> Read common suffixes. <br> Read common 'exception' words. Discuss \& express views about fiction, non-fiction \& poetry Become familiar with \& retell stories. <br> Ask \& answer questions; make predictions. <br> Begin to make inferences. |  | Writing <br> Apply phonic knowledge when writing. <br> Learn to spell common 'exception' words. Begin to plan ideas for writing and learn how to re-read work checking for errors. Write for different purposes. Develop positive attitude and stamina for writing. |  |  | Grammar <br> Use a range punctuation including!?, and '. Use simple conjunctions. Begin to use expand noun phrases. <br> Use some features of standard English. | Topics: | Funnybones All Aboard Starry Starry Night Seaside Holidays | Topics: | Funny Bones Starry Starry Night Water Water Everywhere |
|  |  | Skills: | Develop an awareness of the past talking about similarities and differences. <br> Use a wide range of historical vocabulary. <br> Understand how evidence is used to make historical claims. | Skills: |  | Develop a wide range of art and design techniques in using line, shape, form and space. Use a range of materials creatively. <br> Learn about the work of a great artist. |
| Numeracy |  |  |  |  |  | Design and Technology |  | Geography |  |
| Number/Calculation Know 2, 5, $10 x$ tables $\cdot$ Begin to use place value (T/U) • Count in $2 \mathrm{~s}, 3 \mathrm{~s}, 5 \mathrm{~s}$ \& $10 \mathrm{~s} \cdot$ Identify, represent \& estimate numbers Compare / order numbers, inc. < $>=$. Write numbers to 100 . Know number facts to 20 (+ related to 100). Use $x$ and $\div$ symbols. |  |  |  |  | Geometry \& Measures Know and use standard measures Read scales to nearest whole unit. Use symbols for $£$ and $p$ and add/subtract simple sums of less than $£ 1$ or in pounds . Tell time to the nearest 5 minutes • Identify \& sort 2-d \& 3-d shapes • Identify 2-d shapes on 3-d surfaces - Order and arrange mathematical objects . |  |  | Fractions <br> Find and write simple fractions Understand equivalence of e.g. | Topics: | All Aboard Seaside Holidays | Topics: | Funny Bones <br> Water Water Everywhere |
|  |  | $2 / 4=1 / 2$ <br> Data <br> Interpret simple tables \& pictograms. Ask \& answer comparison questions. Ask \& answer questions about totalling | Skills: | Design purposeful, functional, appealing products. <br> Develop ideas in a range of ways. Use a range of tools and equipment. Select appropriate materials for the task. Evaluate their product. |  |  |  | Skills: | Use basic geographical vocabulary. Use simple fieldwork and observational skills to study the geography of the surrounding environment. Name, locate and identify the characteristics of the United Kingdom and its surrounding seas. |
| Science |  |  | PSHCE |  |  | Religious Education |  | Computing |  |
| Topics: | Everyday Materials, Animals including, Humans, Plants, Living things and their Environment. |  | Topics: | New Beginnings, Getting on and falling out, Good to be Me, Going for Goals, Relationships, Changes |  | Topics: | Judaism Christianity | Topics: | Computing E - Safety Digital Literacy |
| Skills: | Asking simple questions and recognising that they can be answered in different ways. Observing closely, using simple equipment. <br> Performing simple tests. Identifying and classifying. Using their observations and ideas to suggest answers to questions. <br> Gathering and recording data to help in answering questions. |  | Skills: |  | tify different feelings and how to manage them in a tive way. <br> rn how to solve problems | Skills: | Tell a religious story and say some things people believe. Talk about the similarities and differences between different religions. <br> Ask and answer questions about what is important to themselves and others. | Skills: | Understand what algorithms are. Create and debug simple programs. Use technology purposefully to create, organise, store, manipulate and retrieve digital content Use technology safely and respectfully, keeping personal information private. |
|  |  |  | make good choices. |  | Languages (KS2 Only) |  | Physical Education |  |
|  |  |  | n how to build good |  | Topics: |  | Topics: | Dance;;Athletics; Football; Gymnastics; Traditional Dancing; Invasion Games |
|  |  |  | peratively with each other. |  | Skills: |  | Skills: | Master basic movements, and begin to apply these in a range of activities. <br> Participate in team games, developing simple tactics for attacking and defending <br> Perform dances using simple movement patterns. |

