**Y1 Reading:**

\*Read accurately by blending

Sounds.

\*Link reading to own experiences

\*Join in with predictable phrases

\*Discuss significance of title &

Events.

\*Make simple predictions.

**Y1 Writing:**\*Spell days of the week.

\*Form lower case letters correctly.

\*Form capital letters & digits.

\*Compose sentences orally before

Writing.

\*Read own writing to peers or teachers.

**Y1 Grammar:**

\*Leave spaces between words

\*Begin to use basic

punctuation: . ? !

\*Use capital letters for

proper nouns.

\*Use common plural & verb suffixes

**Y1 Maths:**

\*Count forwards & backwards within 100.

\*Compose numbers to 10 from 2 parts.

\*Compose equations with +, -, = and relate to real life contexts.

\*Read & write numbers to 20.

\*Use language, e.g. ‘more than’.

\*Count in 1s, 2s, doubles.

\*Use common vocabulary for comparison.

\*Begin to measure length, capacity, weight.

**Y1 Science:**

\*Identifying and classifying.

\*Gathering and recording data.

\*Identify/name human/animal body parts.

\*Using 5 senses.

\*Observing changes over time.

**Y1 Art/DT**

## \*to use a range of materials creatively to design and make product.

\*design purposeful, functional, appealing products.

\*explore and evaluate a range of existing products.

\*evaluate their ideas and products against design criteria.

**Y1 Geography:**

\*understand geographical similarities and differences.

\*use local and world maps and atlases.

\*use aerial photographs and plan perspectives to recognise landmarks.

\*use basic geographical vocabulary to refer to physical/human features.

**Y1 History:**

\*changes within living memory.

\*Changes beyond living memory.

\*Significant historical events.

**Y1 PE:**

\*master basic movements.

\*participate in team games and develop tactics.

**Y1 Computing:**

\*use technology purposefully to create, organise, store, manipulate and retrieve digital content.

\*recognise common uses of information technology beyond school.
\*use technology safely and respectfully.

**Y1 Music:**
\*use their voices expressively and creatively.

\*play tuned and untuned instruments.

**Y2 Reading/comprehension:**

\*read most words quickly and accurately, without overt sounding and blending, when they have been frequently encountered.

\*read words containing common suffixes.

\*develop pleasure in reading, motivation to read, vocabulary and understanding

\*participate in discussion about books, poems and other works.

**Y2 Writing:**

\*add suffixes to spell longer words.

\*start using some of the diagonal and horizontal strokes needed to join letters.

\*Develop positive attitudes towards and stamina for writing (across genres).

\*make simple additions, revisions and corrections to their own writing.

\* read aloud what they have written with appropriate intonation to make the meaning clear.

\*subordination (using when, if, that, or because) and co-ordination (using or, and, or but)

\*learning the grammar for year 2 in English.

**Y2 Maths:**\*recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100.

\*recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables.

\*identify and describe the properties of 2-D shapes.

\*identify and describe the properties of 3-D shapes.

\*identify 2-D shapes on the surface of 3-D shapes.

\*compare and sort common 2-D and 3-D shapes and everyday objects.

\*recognise, find, name and write fractions.

\*write simple fractions.

\*order and arrange combinations of mathematical objects in patterns and sequences.

\*use mathematical vocabulary to describe position, direction and movement.

**Y2 Science:**

\*Identifying and classifying.

\*Gathering and recording data.

\*Identify/name human/animal body parts.

\*Using 5 senses.

\*Observing changes over time.

**Y2 Art/DT:**

## \*to use a range of materials creatively to design and make products.

## \*to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

\*select from and use a wide range of materials and components.

\*evaluate their ideas and products against design criteria.

**Y2 Geography:**

\*understand geographical similarities and differences.

\*use local and world maps and atlases.

\*use aerial photographs and plan perspectives to recognise landmarks.

\*use basic geographical vocabulary to refer to physical/human features.

**Y2 History:**

\*changes within living memory.

\*Changes beyond living memory.

\*Significant historical events.

**Y2 PE:**

\*master basic movements.

\*participate in team games and develop tactics.

**Y2 Computing:**

\*use technology purposefully to create, organise, store, manipulate and retrieve digital content.

\*recognise common uses of information technology beyond school.
\*use technology safely and respectfully.

**Y2 Music:**\*use their voices expressively and creatively.

\*play tuned and untuned instruments.