

MUSIC

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
- Play tuned and un-tuned instruments musically.
- Listen with concentration and understanding to a range of high-quality live and recorded music.
- Experiment with, create, select and combine sounds using the inter-related dimensions of music.

SCIENCE

To work scientifically

- Ask simple questions.
- Observe closely, using simple equipment.
- Perform simple tests.
- Identify and classify.
- Use observations and ideas to suggest answers to questions.
- Gather and record data to help in answering questions.

Everyday materials

Pupils should be taught to:

- * distinguish between an object and the material from which it is made
- * identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock
- * describe the simple physical properties of a variety of everyday materials
- * compare and group together a variety of everyday materials on the basis of their simple physical properties
- * find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching

Uses of everyday materials

Pupils should be taught to:

- * identify and compare the uses of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard

RELIGIOUS EDUCATION—Christianity

- * To know a story about the early life of Jesus.
- * To know that Christmas is a festival observed by Christians.
- * To know how different cultures tell the Christmas story by hearing Christmas stories from around the world.

DESIGN TECHNOLOGY

Design

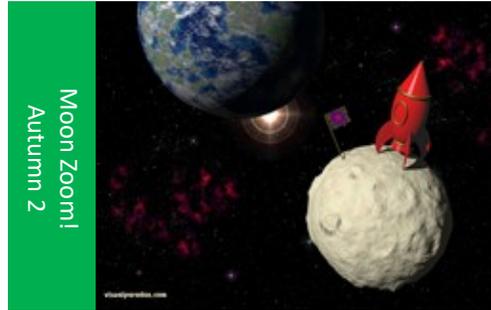
- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.

Make

- Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].
- Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.

Evaluate

- Evaluate their ideas and products against design criteria.



COMPUTING

Pupils should be taught to:

- * Complete simple tasks on a computer by following instructions.
- * Give simple instructions to everyday devices to make things happen.
- * Use everyday or simple scientific language to ask and/or answer a question on given data.

ENGLISH

Instructions
Reports
Character Profiles
Narrative
Non-chronological reports



ART

Pupils should be taught:

- To use a range of materials creatively to design and make products.
- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

GEOGRAPHY

Human and physical geography

* Use basic geographical vocabulary to refer to:

- key physical features including beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and

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- To learn how to keep safe on Bonfire Night.
- To challenge stereotypes.
- To understand what bullying is and where to get help.
- To understand the qualities of a good friend.
- To discuss conflict and resolutions.

HISTORY

To understand about:

- the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods.
- To learn about changes within living memory.