

Programme of study

In this project, children will have the opportunity to...

Spoken language		Reading			
<input type="checkbox"/>	En SL 6	Maintain attention and participate in collaborative conversations, staying on topic and initiating and responding to comments.	<input type="checkbox"/>	En R C 2a	Draw on what they already know or on background information provided by the teacher.
<input type="checkbox"/>	En SL 5	Give well-structured descriptions, explanations and narratives for different purposes, including for expressing feelings.	<input type="checkbox"/>	En R C 1a	Listen to and discuss a wide range of poems, stories and non-fiction at a level beyond that which they can read independently.
<input type="checkbox"/>	En SL 9	Participate in discussions, presentations, performances, role play, improvisations and debates.	<input type="checkbox"/>	En R C 1e	Learn to appreciate rhymes and poems and recite some by heart.
Writing		Mathematics			
<input type="checkbox"/>	En W C 1b	Compose a sentence orally before writing it.	<input type="checkbox"/>	Ma M 1	Compare, describe and solve practical problems for lengths and heights, (e.g. long/short, longer/shorter, tall/short, double/half); mass or weight (e.g. heavy/light, heavier than, lighter than).
<input type="checkbox"/>	En W C 1c	Sequence sentences to form short narratives.	<input type="checkbox"/>	Ma M 2	Measure and begin to record lengths and heights.
<input type="checkbox"/>	En W C 1a	Say out loud what they are going to write about.	<input type="checkbox"/>	Ma M 3	Recognise and know the value of different denominations of coins and notes.
<input type="checkbox"/>	En W C 2	Discuss what they have written with the teacher or other pupils.			
<input type="checkbox"/>	En W C 3	Read aloud their writing clearly enough to be heard by their peers or the teacher.			
<input type="checkbox"/>	En W H 2	Begin to form lower case letters in the correct direction, starting and finishing in the correct place.			
<input type="checkbox"/>	En W C 1d	Re-read what they have written to check it makes sense.			
<input type="checkbox"/>	En W H 4	Form digits 0-9 correctly.			

The POS shown in bold text will be applied by the children during the Innovate stage.

<h2>Art & design</h2>		<h2>History</h2>	
<input type="checkbox"/>	AD 2 Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.	<input type="checkbox"/>	Hi 2 Learn about events beyond living memory that are significant nationally or globally.
<input type="checkbox"/>	AD 1 Use a range of materials creatively to design and make products.	<h2>Music</h2>	
<input type="checkbox"/>	AD 3 Develop a range of art and design techniques in using colour, pattern, texture, line, shape, form and space.	<input type="checkbox"/>	Mu 1 Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
<h2>Computing</h2>		<input type="checkbox"/>	Mu 2 Play tuned and untuned instruments musically.
<input type="checkbox"/>	Co 3 Use logical reasoning to predict the behaviour of simple programs.	<h2>PE</h2>	
<input type="checkbox"/>	Co 4 Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	<input type="checkbox"/>	PE 3 Perform dances using simple movement patterns.
<h2>D&T</h2>		<input type="checkbox"/>	PE 2 Participate in team games, developing simple tactics for attacking and defending.
<input type="checkbox"/>	DT M 1 Select from and use a range of tools and equipment to perform practical tasks (e.g. cutting, shaping, joining and finishing).	<h2>Science</h2>	
<input type="checkbox"/>	DT M 2 Select from and use a wide range of materials and components including construction materials, textiles and ingredients according to their characteristics.	<input type="checkbox"/>	Sc A 1 Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals.
<input type="checkbox"/>	DT D 2 Design purposeful, functional, appealing products for themselves and other users based on design criteria.	<input type="checkbox"/>	Sc A 2 Identify and name a variety of common animals that are carnivores, herbivores and omnivores.
<h2>Geography</h2>		<input type="checkbox"/>	Sc A 3 Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets).
<input type="checkbox"/>	Ge LK 1 Name and locate the world's seven continents and five oceans.	<input type="checkbox"/>	Sc P 1 Identify and name a variety of common plants, including deciduous and evergreen trees.
<p>The POS shown in bold text will be applied by the children during the Innovate stage.</p>			