Science
- Identify and name a variety of common animals that are birds, fish, amphibians, reptiles, mammals and invertebrates.
- Identify and name a variety of common animals that are carnivores, herbivores and omnivores.
- Describe and compare the structure of a variety of common animals and describe how they are suited to their environment.
- Describe the importance for humans of exercise and eating the right amounts of different types of food.
- identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses
- Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.

Computing
Pupils should be taught to:

Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions

- Create and debug simple programs

- Use logical reasoning to predict the behaviour of simple programs

- 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, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies

Art
- 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, line, shape, form and space.
- About the work of a range of artists and craft makers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Design and technology
- generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.

- select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.

- evaluate their ideas and products against design criteria

- explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products

History
events beyond living memory that are significant nationally or globally

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

significant historical people and places in their own locality.

Physical education
- master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

- participate in team games, developing simple tactics for attacking and defending

- perform dances using simple movement patterns

Geography
name and locate the world's seven continents and five oceans
name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas
understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country
identify daily weather patterns patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles
use basic geographical vocabulary to refer to:
key physical features and key human features
use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage
use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key.

Music
use their voices expressively and creatively by singing songs and speaking chants and rhymes
play 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 (duration, timbre, texture).