



Path 4- Reading

- Read aloud and understand words based on knowledge of root words, prefixes and suffixes
- Read further exception words, including those with unusual spelling/sound links
- Retell some fairy tales or traditional tales orally
- Identify themes and conventions in a range of books
- Perform plays and poetry aloud using intonation, tone, volume and action
- Recognise some different forms of poetry
- Use dictionaries to check the meanings of words
- Check that a text makes sense, including explaining the meaning of words in context
- Identify and summarise the main ideas drawn from more than one paragraph
- Draw inferences about feelings thoughts and motives
- Use evidence to justify inferences

Path 4- Writing:



- Use the possessive apostrophe accurately with plurals
- Adopt the features of existing texts to shape own writing
- Organise paragraphs around a theme
- Develop detail of characters, settings and plot in narratives
- Use simple organisational devices in non-fiction
- Suggest improvements to grammar and vocabulary
- Proofread own work for spelling and punctuation errors
- Read aloud using appropriate intonation, tone and volume
- Use a range of conjunctions to extend sentences with more than one clause
- Choose nouns and pronouns for clarity and cohesion
- Use conjunctions, adverbs and prepositions to express time, cause & place
- Use fronted adverbials
- Understand the difference between plural and possessive '-s'
- Use extended noun phrases, including with prepositions
- Use and punctuate direct speech correctly

Path 4- Maths:



- Count in multiples of 6, 7, 9, 25 and 1000.
- Count backwards through zero, including negative numbers.
- Order and compare numbers beyond 1000.
- Round any number to the nearest 10, 100 or 1000.
- Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.
- Recall multiplication and division facts for tables up to 12×12 .
- Recognise and show, using diagrams, families of equivalent fractions.
- Count up and down in hundredths; understand this comes when an object is split into 100 parts and dividing tenths by 10.
- Round decimals with one decimal place to the nearest whole number.
- Solve simple measure and money problems involving fractions and decimals to two decimal places
- Convert between different units of measure, ie. Kilometre and metre, hour to minute.
- Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.
- Identify lines of symmetry in 2D shapes presented in different orientations.
- Plot specified points and draw sides to complete a given polygon.
- Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.