

Name:

Home Language:.....

Started:..... Completed:.....

Word Reading: Apply knowledge	Word Reading: New words exceptions	Word Reading: Fluency accuracy
<input type="checkbox"/> Applies phonic knowledge <input type="checkbox"/> Decoding skills becoming embedded <input type="checkbox"/> Uses knowledge of high frequency words when attempting compound words <input type="checkbox"/> Blends letter sounds that contain graphemes known <input type="checkbox"/> Recognises some alternative sounds for graphemes <input type="checkbox"/> Accurately reads words of 2+ syllables containing known graphemes <input type="checkbox"/> Reads words containing common suffixes	<input type="checkbox"/> Points out exception words <input type="checkbox"/> Reads common exception words <input type="checkbox"/> Points out unusual relationship between sound and spelling in common exception words <input type="checkbox"/> Sounds out unknown words, generally accurately <input type="checkbox"/> Sounds out unknown words automatically <input type="checkbox"/> Solves new words whilst reading	<input type="checkbox"/> Reads most words quickly <input type="checkbox"/> Reads most words accurately <input type="checkbox"/> Usually monitors own reading <input type="checkbox"/> Reads high frequency words accurately <input type="checkbox"/> No overt sounding/blending with known words <input type="checkbox"/> Reads aloud <input type="checkbox"/> Reads silently mouthing the words <input type="checkbox"/> Fluency builds with re-reading text <input type="checkbox"/> Some expression and intonation <input type="checkbox"/> Reads known books confidently <input type="checkbox"/> Takes note of punctuation when reading
Comprehension: Attitudes to reading	Comprehension: Understanding	Comprehension: Responding
Listens to, discusses and gives own views on a range of literature at a level above their reading ability - <input type="checkbox"/> - contemporary poetry <input type="checkbox"/> - classic poetry <input type="checkbox"/> - stories <input type="checkbox"/> - diversely organised non-fiction <input type="checkbox"/> Can explain the sequence of events in a text <input type="checkbox"/> Can explain how a concept/idea in a text is connected <input type="checkbox"/> Retells a wide range of fairy stories/traditional tales <input type="checkbox"/> Points out common language used in stories i.e. once upon a time <input type="checkbox"/> Talks about how different non-fiction books are structured <input type="checkbox"/> Asks for clarification on the meaning of unknown word/phrase <input type="checkbox"/> Can say why they like a word/phrase <input type="checkbox"/> Can recite a poem with correct intonation	<input type="checkbox"/> Draws on background information to help understanding <input type="checkbox"/> Knows when the text isn't making sense <input type="checkbox"/> Corrects any inaccurate evening <input type="checkbox"/> Makes inferences on basis of what is said/done <input type="checkbox"/> Can identify main trait of a character <input type="checkbox"/> Answers questions about text <input type="checkbox"/> Asks questions about text <input type="checkbox"/> Uses knowledge of what they have read to predict what might happen <input type="checkbox"/> Recognises facts <input type="checkbox"/> Uses headings to find information <input type="checkbox"/> Gives meanings of words found in text	<input type="checkbox"/> Joins in group discussions about text they read/have read to them <input type="checkbox"/> Knows how to take turns in discussion <input type="checkbox"/> Listens to others' ideas <input type="checkbox"/> Explains likes/dislikes using specific information taken from text <u>Explains their understanding of texts by:</u> <input type="checkbox"/> Discussing why an event occurred <input type="checkbox"/> Discussing how/why a character may act <input type="checkbox"/> Discussing why/what a character may say <input type="checkbox"/> Discussing why/what a character may feel <input type="checkbox"/> Discuss and compare story settings <input type="checkbox"/> Discussing an incident and its effects in a story <input type="checkbox"/> Discusses how the way the information is presented helps the reader <input type="checkbox"/> Finds key words/phrases when responding to questions

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Number and Place Value		Vocabulary
<input type="checkbox"/> Orders numbers beyond a 1000	<input type="checkbox"/> Recognises place value of each digit in a 4 digit number	Uses the terms: <input type="checkbox"/> - thousands <input type="checkbox"/> - million
<input type="checkbox"/> Counts from 0 in multiples of 6, 7 & 9	<input type="checkbox"/> Partitions 4 digit numbers	<input type="checkbox"/> - numeral <input type="checkbox"/> - decimal
<input type="checkbox"/> Counts from 0 in multiples of 25 & 1000	<input type="checkbox"/> Compares numbers beyond a 1000	<input type="checkbox"/> - decimal fraction
<input type="checkbox"/> Finds 1000 more or less than a given number	<input type="checkbox"/> Round numbers to the nearest 10, 100 or 1000 and relate rounding to measuring instruments	<input type="checkbox"/> - increase <input type="checkbox"/> - factor
<input type="checkbox"/> Counts backwards through zero to include negative numbers	<input type="checkbox"/> Reads Roman numerals to 100	<input type="checkbox"/> - positive <input type="checkbox"/> - negative
<input type="checkbox"/> Understands negative numbers in relation to familiar uses	<input type="checkbox"/> Knows numeral system changed to include place value and zero	Addition and Subtraction
<input type="checkbox"/> Places positive and negative numbers on a number line		<input type="checkbox"/> Mentally adds and subtracts up to 4 digit numbers
		<input type="checkbox"/> Adds 2, 3 and 4 digit numbers
		<input type="checkbox"/> Adds and subtracts 4 digit numbers using columnar addition
		<input type="checkbox"/> Use inverse operation to check calculations
Fractions		Multiplication and Division
<input type="checkbox"/> Recognises common equivalent fractions	<input type="checkbox"/> Writes the decimal equivalent of any number of tenths	<input type="checkbox"/> Recalls multiplication and division facts up to 12 times tables
<input type="checkbox"/> Recognises unit fractions to 1/10th	<input type="checkbox"/> Writes the decimal equivalent of any number of hundredths	<input type="checkbox"/> Multiplies and divides mentally using place value and known facts
<input type="checkbox"/> Compares fractions with same denominator using <=>	<input type="checkbox"/> Finds the effect of dividing a one or 2 digit number by 10	<input type="checkbox"/> Multiplies by 0 and 1
<input type="checkbox"/> Compares simple fractions using <=>	<input type="checkbox"/> Finds the effect of dividing a one or 2 digit number by 100	<input type="checkbox"/> Multiply together 3 numbers
<input type="checkbox"/> Counts up and down in hundredths	<input type="checkbox"/> Recognises and writes decimal equivalent of 1/4, 1/2, 3/4	<input type="checkbox"/> Recalls doubles and halves of 2 digit numbers
<input type="checkbox"/> Adds and subtracts fractions with the same denominator	<input type="checkbox"/> Rounds decimals with one decimal place to nearest whole number	<input type="checkbox"/> Recalls multiples of 10 and 100
<input type="checkbox"/> Finds a fraction of a quantity i.e. 1/4 of 12 or 2/3 of 15	<input type="checkbox"/> Solves simple money problems involving fractions and decimals to two decimal places	<input type="checkbox"/> Uses number facts to solve mental calculations
<input type="checkbox"/> Interprets mixed numbers	<input type="checkbox"/> Solve simple measurement problems	<input type="checkbox"/> Uses formal written method for multiplication and division
<input type="checkbox"/> Understands decimal notation and place value		<input type="checkbox"/> Multiplies 2 and 3 digit numbers by a one digit number
<input type="checkbox"/> Orders decimals on a number line		<input type="checkbox"/> Divides 2 digit numbers by a one digit number
<input type="checkbox"/> Compares numbers with the same number of decimal		<input type="checkbox"/> Solves problems involving multiplying and adding
		<input type="checkbox"/> Solve correspondence problems

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Animals, including humans		
<input type="checkbox"/> Knows that animals including humans cannot make their own food	<input type="checkbox"/> Records what food different animals eat	<input type="checkbox"/> Researches the scientific names for different bones in the human skeleton
<input type="checkbox"/> Knows that animals including humans have to get nutrition from what they eat	<input type="checkbox"/> Plans healthy meals for a pet	<input type="checkbox"/> Can explain and demonstrate how a muscle contracts and relaxes
<input type="checkbox"/> Knows that animals including humans needs a certain amounts of different types of nutrition	<input type="checkbox"/> Compares/contrasts foods eaten by different animals	<input type="checkbox"/> Knows that muscles work in pairs
<input type="checkbox"/> Researches different food groups and gives examples of foods in each group	<input type="checkbox"/> Knows that skeletons are made of bones	<input type="checkbox"/> Knows that skeletons help us form our shape
<input type="checkbox"/> Presents information showing the benefits of foods in each food group	<input type="checkbox"/> Knows joints and muscles help us move	<input type="checkbox"/> Suggest which animal a skeleton belongs to
<input type="checkbox"/> Investigates what each food group gives in the way of nutrition	<input type="checkbox"/> Knows muscles are attached to bone	<input type="checkbox"/> Watches clips of human and animals skeletons moving
<input type="checkbox"/> Plans a balanced day's food for a human	<input type="checkbox"/> Knows skeletons are used to protect vital organs/parts of our bodies	<input type="checkbox"/> Researches examples of animals that do not have skeletons
<input type="checkbox"/> Is aware of what constitutes a portion of different foods	<input type="checkbox"/> Knows skeletons support bodies	<input type="checkbox"/> Compares how animals without skeletons move
<input type="checkbox"/> Measures a portion of food e.g. cereal	<input type="checkbox"/> Can give examples of living things that have skeletons outside their body	<input type="checkbox"/> Knows what an endoskeleton is
<input type="checkbox"/> Understands that the right nutrition helps living things grow	<input type="checkbox"/> Can describe what an exoskeleton is	<input type="checkbox"/> Suggests what humans would look like without a skeleton
<input type="checkbox"/> Draws conclusions based on a given diet, how healthy a person may be	<input type="checkbox"/> Closely observes and makes detailed drawings of examples of exoskeletons i.e. snails	<input type="checkbox"/> Suggests how finding a bone of a prehistoric animal gives us clues to how it lived
<input type="checkbox"/> Predicts what happens when animals/humans do not get the right nutrition	Names/labels parts of human skeletons and can describe the organs which are protected:	<input type="checkbox"/> Explains the importance of how we further protect our bodies i.e. crash helmets
	<input type="checkbox"/> - skull	<input type="checkbox"/> - ribs
	<input type="checkbox"/> - pelvis	<input type="checkbox"/> - spine