Voyages/Journey 1	Journey 2	Journey 3
KS2		
English Engage with storytelling sessions eg through manipulating props (r) Communicate a relevant word for a picture (w) Maths Ask for more or give more when asked (n) Fill a container to its full capacity (gm)	English Link the beginning of letter sounds to words (r) State facts about the main parts of a story (r) Write my name correctly with a capital letter and lowercase letters (w) Maths Identify the number names to 10 in the correct order (n) Identify coins to 10p (n) Use shapes to continue patterns (gm)	English Say sounds for 30+ graphemes (r) Summarise stories I am familiar with (r) Write captions and short phrases (w) Maths Solve simple addition and subtraction calculations (n) Count in twos using 2p coins (n) Show full understanding of the visual timetable (gm)
KS3		
English Indicate pictures of characters and objects (r) Overwrite the letters of my name (w) Maths Show understanding of the number names to 4 in the correct order (n) Match a 2D shape to the same shape (gm)	English Say sounds for 40+ graphemes (r) Retell some of the story (r) Choose adequate words to express my ideas in writing (w) Maths Recall number bonds to 5 and use these to solve problems (n) Use 10p coins to count to 50 (n) Use a ruler to measure in cm (gm)	English Read many words accurately without overt sounding and blending (r) Make predictions and inferences about a text I am reading Write sentences that form a sequenced narrative (w) Maths Recall all number bonds to 10 and reason about associated facts (n) Count in twos, fives and tens using coins and notes (n) Read the time in 5 minute increments using digital and analogue clocks (gm)
KS4+5		
English Recognise my name (r) Sequence at least two words and symbols (w) Maths Demonstrate an understanding of the number names to 5 by putting together the right number of objects (n) Sequence pictures of daily events (gm)	English Read most common exception words and one / two syllable words (r) Explain what has happened so far in a story I am reading (r) Segment words into phonemes and represent them by graphemes, spelling words correctly or through phonetically plausible attempts (w) Maths Add and subtract two-digit numbers and ones, and two-digit numbers and tens, where no regrouping is required (n) Indicate the value of all coins and notes (n) Read quarter hours in analogue and digital clocks (gm)	English Read long books and retain information between reading sessions Show that I understand the main ideas, events and characters in a text (r) Write appropriately in a variety of styles (w) Maths Add and subtract three-digit numbers where regrouping may be required (n) Give change in 10p increments (n) Read the exact time and solve real-life time problems (gm)