Progression of Skills at Tannery Drift First School		
Skill	Year 3	Year 4
Listening	Listen and respond to familiar spoken words, phrases, and sentences (e.g., simple instructions, rhymes, songs).	Listen for and identify specific words and phrases in instructions, stories, and songs.
	Develop understanding of the sounds of individual letters and groups of letters (phonics).	Follow a text accurately whilst listening to it being read.
Speaking	Speak with others using simple words, phrases, and short sentences (e.g., greetings and basic information about myself).	Communicate by asking and answering a wider range of questions, using longer phrases and sentences.
	Speak aloud familiar words or short phrases in chorus.	Present short pieces of information to another person.
	Use correct pronunciation when speaking and start to see links between pronunciation and spelling.	Apply phonic knowledge to support speaking (also reading and writing).
Reading	Recognise and understand familiar written words and short phrases (e.g., basic nouns and first person "I" form of simple verbs) in written text.	Accurately read and understand familiar written words, phrases, and short sentences (e.g., in fairy tales or character/place descriptions).
	Read aloud familiar words or short phrases in chorus.	Accurately read a wider range of familiar written words, phrases, and short sentences aloud to another person.
Writing	Write some familiar simple words from memory or using supported written materials (e.g., familiar nouns).	Write some familiar words, phrases and simple sentences from memory or using supported written materials (e.g., using a word bank).
Grammar	Start to understand the concept of gender (masculine, feminine, neutral (if applicable) and how this is shown in French.	Understand the concept of gender (masculine, feminine, neuter (if applicable) and which article (definite or indefinite) to use correctly with different nouns.
		Introduce and use the negative form.
		Begin to look at what a fully conjugated verb looks like.