

This document contains 6 A3 sheets, each of which presents an outline of the content of the new National Curriculum from 2014 Core

subjects (English, Maths & Science) are presented in a year-by-year format, based on the outlines given in the National Curriculum. History is also presented in this format, based on a suggested programme.

All other subjects are presented in two-year sections, dividing KS2 into Lower and Upper Key Stages.

It should be noted that it is only statutorily required to cover each Key Stage's content by the end of the key stage. It is for schools to decide on the most appropriate ordering for their situation.

#### **Curriculum Policy – Woodstock Partnership**

The National Curriculum was revised in 2014 and the Woodstock Partnership Schools will all be adopting curriculum changes. All the schools will be making changes to their long term plans to ensure that all schools meet the requirements that are statutory. All schools have their own curriculum design and their own way of bringing alive the learning expectations.

English, Mathematics and Science form the core of all of the schools broad and balanced Curriculums. The expectations are ambitious and all of the schools within the partnership have a single most important outcome – ensuring their children are 'secondary ready'. What is distinctively important to all of the schools will influence a school's curriculum. Values, Church Links, Sports, Arts, Enterprising and Philosophy, amongst others, may all feature heavily in all of the Woodstock Partnerships Schools Curriculums.

Ongoing assessment will continue to play a crucial part of effective teaching and all the Partnership's schools will have a curriculum and assessment framework that meets the needs of the National Curriculum.

It is hoped that all the schools within the Woodstock Partnership can work collaboratively to devise a consistent and recognisable approach to assessment. This would support the secondary school (The Marlborough School) who are a pivotal part of the Partnership. The Woodstock Partnership Schools will all have a curriculum and assessment framework that meets a set of core principles and sets out steps so that pupils reach or exceed the end of key stage expectations in the new national curriculum;

- enables them to measure whether pupils are on track to meet end of key stage expectations;
- enables them to pinpoint the aspects of the curriculum in which pupils are falling behind, and recognise exceptional performance;
- supports teaching planning for all pupils; and
- enables them to report regularly to parents and, where pupils move to other schools, providing clear information about each pupils strengths, weaknesses and progress towards the end of key stage expectations.

The following document summarises exactly what is statutory in the Revised National Curriculum.

### Reading

- •Match graphemes for all phonemes •Name letters of the alphabet
- Read accurately by blending sounds
- •Read words with very common suffixes
- Read contractions & understand purpose
- Read phonics books aloud
- Link reading to own experiences
- •Join in with predictable phrases
- Discuss significance of title & events
- Make simple predictions

Number/Calculation

•Count to / across 100

•Use +, - and = symbols

•Know number bonds to 20

•Count in 1s, 2s, 5s and 10s

•Read & write numbers to 20

•Use language, e.g. 'more than',

add and subtract one-digit and

two-digit numbers to 20, including

•Solve one-step problems, including

•Identify 'one more' and 'one less'

# **English**

### Writing

- Spell very common 'exception'
- •Spell days of the week
- •Use very common prefixes & suffixes
- •Form lower case letters correctly
- •Form capital letters & digits
- Compose sentences orally before writing
- •Read own writing to peers or teachers

**Geometry & Measures** 

full, longest, quickest

capacity, weight

months & years

and 3-d shapes

•Begin to measure length,

•Recognise coins & notes

•Order & arrange objects

•Use common vocabulary for

**Mathematics** 

comparison, e.g. heavier, taller,

•Use time & ordering vocabulary

•Tell the time to hour/half-hour

•Recognise & name common 2-d

•Use language of days, weeks,

#### Grammar

- •Leave spaces between words
- Begin to use basic punctuation: . ?!
- Use capital letters for proper nouns.
- •Use common plural & verb suffixes

#### **Speaking & Listening**

- Listen & respond appropriately
- Ask relevant questions
- Maintain attention & participate

•Describe position & movement,

including half and quarter turns

•Recognise & use ½ & ¼

# Design & Technology (KS1)

Art & Design (KS1)

• Develop techniques of colour, pattern, texture,

Learn about range of artists, craftsmen and

Use drawing, painting and sculpture

line, shape, form and space

• Use a range of materials

designers

- Design purposeful, functional & appealing products
- Generate, model & communicate ideas
- Use range of tools & materials to complete practical tasks

Modern

- Evaluate existing products & own ideas
- Build and improve structure & mechanisms
- Understand where food comes from

# Languages

Not required at KS1

# Geography (Y1)

 Name & locate the four countries and capital cities of the United Kingdom using atlases & globes

Computing (KS1)

• Use logical reasoning to make

• Organise, store, retrieve & manipulate data

Communicate online safely and respectfully

Recognise uses of IT outside of school

• Understand use of algorithms

Write & test simple programs

predictions

- identify seasonal / daily weather patterns in the UK and the location of hot and cold areas of the world
- Use basic geographical vocabulary to refer to local & familiar features
- Use four compass directions & simple vocab

# Music (KS1)

- Sing songs
- Play tuned & untuned instruments musically
  - Listen & understand live and recorded music
  - Make and combine sounds musically

# Science

simple arrays

## **Biology**

'most'

- Identify basic plants
- •Identify basic plant parts (roots, leaves, flowers, etc.)
- Identify & compare common animals
- Identify & name basic body parts

### Chemistry

- Distinguish between objects & materials
- Identify & name common materials
- •Describe simple properties of some materials
- Compare & classify materials

### **Physics**

Observe weather associated with changes of season

# History (KS1)

### **Key Concepts**

•Changes in living memory (linked to aspects of national life where appropriate)

Fractions

#### **Key Individuals**

- •Lives of significant historical figures, including comparison of those from different periods
- •Significant local people

#### **Key Events**

- •e.g. Bonfire night
- Events of local importance

# **Physical**

# **Education (KS1)**

- Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination
- Participate in team games
- Perform dances using simple movement
- Swimming proficiency at 25m (KS1 or KS2)

# **Religious**

# **Education**

#### Reading

- Develop phonics until decoding secure
- Read common suffixes
- •Read & re-read phonic-appropriate •Spell using common suffixes, etc. books
- •Read common 'exception' words
- Discuss & express views about fiction, non-fiction & poetry
- •Become familiar with & retell stories
- Ask & answer questions; make predictions

Begin to use place value (T/U)

•Identify, represent & estimate

Begin to make inferences

Number/Calculation

numbers

to 100)

•Know 2, 5, 10x tables

•Count in 2s, 3s, 5s & 10s

•Write numbers to 100

•Use x and ÷ symbols

of multiplication

# **English**

#### Writing

- •Spell by segmenting into phonemes •Use .!?, and '
- •Learn to spell common 'exception' •Use simple conjunctions
- •Use appropriate size letters & spaces
- Develop positive attitude & stamina for writing
- Begin to plan ideas for writing
- •Record ideas sentence-by-sentence •Use spoken language to develop
- Make simple additions & changes after proof-reading

#### Grammar

- Begin to expand noun phrases
- •Use some features of standard English

### **Speaking & Listening**

- Articulate & Justify answers
- •Initiate & respond to comments
- understanding

### **Mathematics**

#### **Geometry & Measures**

- •Use symbols for £ and p and add/subtract simple sums of less than £1 or in pounds
- •Compare / order numbers, inc. <> •Tell time to the nearest 5 minutes
  - •Identify & sort 2-d & 3-d shapes
- •Identify 2-d shapes on 3-d •Know number facts to 20 (+ related surfaces
  - Order and arrange mathematical
  - •Use terminology of position & movement

### **Fractions**

- •Know and use standard measures •Find and write simple fractions
- •Read scales to nearest whole unit •Understand equivalence of e.g. 2/4 = 1/2

#### Data

- •Interpret simple tables & pictograms
- •Ask & answer comparison auestions
- Ask & answer questions about totalling

# History (KS1)

### Science Biology

- Differentiate living. dead and non-living
- Growing plants (water, light, warmth)
- Basic needs of animals & offspring

Recognise commutative property

Simple food chains & habitats

#### Chemistry

- •Identify and compare uses of different materials
- Compare how things move on different surfaces

### **Key Concepts**

 Changes in living memory (linked to aspects of national life where appropriate)

#### **Key Individuals**

- Lives of significant historical figures, including comparison of those from different periods
- Significant local people

#### **Key Events**

- •e.g. Bonfire night
- •Events of local importance

## Art & Design (KS1)

- Use a range of materials
- Use drawing, painting and sculpture
- Develop techniques of colour, pattern, texture, line, shape, form and space
- Learn about range of artists, craftsmen and designers

# Computing (KS1)

- Understand use of algorithms
- Write & test simple programs
  - Use logical reasoning to make predictions
- Organise, store, retrieve & manipulate data
- Communicate online safely and respectfully
- Recognise uses of IT outside of school

# **Design & Technology (KS1)**

- Design purposeful, functional & appealing products
- Generate, model & communicate ideas
- Use range of tools & materials to complete practical tasks
  - Evaluate existing products & own ideas
- Build and improve structure & mechanisms
- Understand where food comes from

# Modern Languages

Not required at KS1

# Geography (Y2)

- Name & locate world's continents and oceans
- Compare local area to a non-European country
- Use basic vocabulary to describe a less familiar
- Use aerial images and other models to create simple plans and maps, using symbols
- Use simple fieldwork and observational skills to study the immediate environment

# Music (KS1)

- Sing songs
- Play tuned & untuned instruments musically
  - Listen & understand live and recorded music
  - Make and combine sounds musically

# **Physical**

# **Education (KS1)**

- Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination
- Participate in team games
- Perform dances using simple movement
- Swimming proficiency at 25m (KS1 or KS2)

# **Religious**

# **Education**

#### Reading

- •Use knowledge to read 'exception' •Use prefixes & suffixes in spelling words
- •Read range of fiction & non-fiction •Write simple dictated sentences

- Check own understanding of reading
- Draw inferences & make predictions
- •Retrieve & record information from •Create simple settings & plot non-fiction books
- Discuss reading with others

Number/Calculation

•Learn 3, 4 & 8x table

digits

subtraction

calculations

Science

Plants, incl. parts,

**Biology** 

•Secure place value to 100

Written column addition &

Solve number problems, including

multiplication & simple division

and missing number problems

•Use commutativity to help

# **English**

Writing

- •Use dictionary to confirm spellings •Use perfect tense
- •Use dictionaries to check meaning •Use handwriting joins appropriately pronouns
- Prepare poems & plays to perform Plan to write based on familiar forms
  - Rehearse sentences orally for writing
  - •Use varied rich vocabulary
  - Assess effectiveness of own and others' writing

#### Grammar

- Use range of conjunctions
- •Use range of nouns &
- Use time connectives
- •Introduce speech punctuation
- Know language of clauses

#### Speaking & Listening

- •Give structured descriptions
- Participate activity in conversation

Consider & evaluate different viewpoints

## **Mathematics**

#### **Geometry & Measures**

- Measure & calculate with metric
- Mentally add & subtract units, tens
   Measure simple perimeter
- or hundreds to numbers of up to 3 •Add/subtract using money in
  - •Use Roman numerals up to XII; tell time
  - •Calculate using simple time problems
  - •Draw 2-d / Make 3-d shapes
  - •Identify and use right angles
  - •Identify horizontal, vertical, perpendicular and parallel lines

#### Fractions & decimals

- •Use & count in tenths
- •Recognise, find & write fractions
- •Recognise some equivalent fractions
- •Add/subtract fractions up to <1
- •Order fractions with common denominator

#### Data

•Interpret bar charts & pictograms

# **History**

### **British History (taught chronologically)**

- Stone Age to Iron Age Britain, including:

  - Bronze age religion, technology & travel

#### Chemistry

Classification of rock types

Animals: skeletons & nutrition

Simple understanding of fossilisation

lifecycle and requirements for life

- Sources of light; shadows & reflections
- Simple forces, including magnetism

- - hunter-gatherers and early farmers
  - Iron age hill forts

### **Broader History Study**

- A local history study, e.g.
  - A depth study linked to a studied period
  - A study over a period of time
  - A post-1066 study of relevant local history

## Art & Design (LKS2)

- Use sketchbooks to collect, record and evaluate ideas
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials
- Learn about great artists, architects & designers

# Computing (LKS2)

- Design & write programs to achieve specific goals, including solving problems
  - Use logical reasoning
  - Understand computer networks
- Use internet safely and appropriately
- Collect and present data appropriately

# **Design & Technology** (LKS2)

- Use research& criteria to develop products which are fit for purpose
- Use annotated sketches and prototypes to explain ideas
  - Evaluate existing products and improve own work
  - Use mechanical systems in own work
- Understand seasonality; prepare & cook mainly savoury dishes

# Modern

Languages (LKS2) Music (LKS2)

- Listen & engage
- Ask & answer questions
- Speak in sentences using familiar vocabulary
- Develop appropriate pronunciation
- Show understanding of words & phrases
- Appreciate stories, songs, poems & rhymes
- Broaden vocabulary

# **Physical**

# **Education** (LKS2)

- Use running. jumping, catching and throwing in isolation and in combination
- Play competitive games, modified as appropriate
- Develop flexibility & control in gym, dance & athletics
- Compare performances to achieve personal
- Swimming proficiency at 25m (KS1 or KS2)

# Geography (LKS2)

- Locate world's countries, focussing on Europe & Americas focus on key physical & human features
- Study a region of the UK (not local area)
- Use 8 points of compass, symbols & keys
- Describe & understand climate, rivers, mountains, volcanoes, earthquakes, settlements, trade links, etc.
- Use fieldwork to observe, measure & record

- Use voice & instruments with increasing accuracy, control and expression
  - Improvise & compose music
  - Listen with attention to detail
- Appreciate wide range of live & recorded
- Begin to develop understanding of history

# Religious

### Education

#### Reading

- Secure decoding of unfamiliar words
- •Read for a range of purposes
- Retell some stories orally
- Discuss words & phrases that capture the imagination
- Identify themes & conventions
- Retrieve & record information
- Make inferences & justify predictions
- Recognise a variety of forms of poetry
- •Identify & summarise ideas

•Know all tables to 12 x 12

•Secure place value to 1000

•Use negative whole numbers

•Use Roman numerals to 100 (C)

Multiply & divide mentally

•Column addition & subtraction up

•Use standard short multiplication

Number/Calculation

or 1000

to 4 digits

Science

Food chains

Chemistry

Classify living things

Digestive system & teet

**Biology** 

# **English**

#### Writing

- Correctly spell common homophones
- Increase regularity of handwriting
- •Plan writing based on familiar forms
- Organise writing into paragraphs
- •Use simple organisational devices
- Proof-read for spelling & punctuation errors
- Evaluate own and others' writing
- Read own writing aloud

#### Grammar

- •Use wider range of conjunctions
- •Use perfect tense appropriately
- Select pronouns and nouns for clarity
- Use & punctuate direct speech
- •Use commas after front adverbials

#### **Speaking & Listening**

- Articulate & justify opinions
- •Speak audibly in Standard English

Gain, maintain & monitor interest of listeners

# **Mathematics**

#### **Geometry & Measures**

Compare 2-d shapes, including quadrilaterals & triangles

- •Find area by counting squares
- Calculate rectangle perimeters
- •Round numbers to nearest 10, 100 •Estimate & calculate measures
  - •Identify acute, obtuse & right angles
  - Identify symmetry
  - •Use first quadrant coordinates
  - •Introduce simple translations

#### Data

•Use bar charts, pictograms & line graphs

#### Fractions & decimals

- •Recognise tenths & hundredths
- •Identify equivalent fractions
- •Add & subtract fractions with common denominators
- •Recognise common equivalents
- Round decimals to whole numbers
- Solve money problems.

# History

# **British History (taught chronologically)**

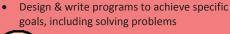
- Roman Empire & impact on Britain:
  - Julius Caesar's attempted invasion
  - Roman Empire & successful invasion
  - British resistance, e.g. Boudicca
    - Romanisation of Britain

### **Broader History Study**

- Earliest ancient civilisations, i.e.
  - Ancient Sumer;
  - Indus Valley;
  - Ancient Egypt; or
  - Shang Dynasty of Ancient China

## Art & Design (LKS2)

- Use sketchbooks to collect, record and evaluate
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials
- Learn about great artists, architects & designers



Use logical reasoning

Computing (LKS2)

- Understand computer networks
- Use internet safely and appropriately
- Collect and present data appropriately

countries, focussing on Europe & Americas

focus on key physical & human features

• Study a region of the UK (not local area)

• Use 8 points of compass, symbols & keys

mountains, volcanoes, earthquakes, water

• Use fieldwork to observe, measure & record

• Describe & understand climate, rivers,

cycle, settlements, trade links, etc.

# **Design & Technology (LKS2)**

- Use research& criteria to develop products which are fit for purpose
- Use annotated sketches and prototypes to explain ideas
  - Evaluate existing products and improve own work
- Understand seasonality; prepare & cook mainly
  - savoury dishes

Use mechanical systems in own work

#### Modern Languages (LKS2)

- Listen & engage
- Ask & answer questions
- Speak in sentences using familiar vocabulary
- Develop appropriate pronunciation
- Show understanding of words & phrases
- Appreciate stories, songs, poems & rhymes
- Broaden vocabulary

# Music (LKS2)

Geography (LKS2)

Locate world's

- Use voice & instruments with increasing accuracy, control and expression
  - Improvise & compose music
  - Listen with attention to detail
- Appreciate wide range of live & recorded
- Begin to develop understanding of history

# **Physical**

# **Education** (LKS2)

- Use running, jumping, catching and throwing in isolation and in combination
- Play competitive games, modified as appropriate
- Develop flexibility & control in gym, dance & athletics
- Compare performances to achieve personal
- Swimming proficiency at 25m (KS1 or KS2)

# Religious

# Education

Continue to follow locallyagreed syllabus for RE

### **Physics**

Sound as vibrations

 Changes of state •The water cycle

•Electricity: simple circuits & conductors

#### Reading

- Apply knowledge of morphology & Secure spelling, inc. homophones, etymology when reading new words
- •Reading & discuss a broad range of •Legible, fluent handwriting genres & texts
- Identifying & discussing themes
- Learn poetry by heart

Number/Calculation

1,000,000

context

mentally

multiple

Science

**Biology** 

•Secure place value to

all four operations

Life cycles of plants

Confidently add & subtract

- Draw inference & make predictions ●Use organisational & presentational ●Command of Standard English
- Discuss authors' use of language
- •Retrieve & present information from non-fiction texts.
- Formal presentations & debates

•Use negative whole numbers in

•Use Roman numerals to 1000 (M)

•Use standard written methods for

Use vocabulary of prime, factor &

•Multiply & divide by powers of ten

•Use square and cube numbers

# **English**

#### Writing

- prefixes, silent letters, etc.
- Use a thesaurus
- •Plan writing to suit audience & purpose
- •Make recommendations to others •Develop character, setting and atmosphere in narrative
  - features
  - •Use consistent appropriate tense
  - Proof-reading
  - Perform own compositions

#### Grammar

- •Use expanded noun phrases
- •Use modal & passive verbs
- Use relative clauses
- •Use commas for clause
- •Use brackets, dashes & commas for parenthesis

#### Speaking & Listening

- •Give well-structured explanations
- - Consider & evaluate different viewpoints Use appropriate register

### **Mathematics**

#### **Geometry & Measures**

- Convert between different units
- •Calculate perimeter of composite shapes & area of rectangles
- •Estimate volume & capacity
- •Identify 3-d shapes
- Measure & identify angles
- Understand regular polygons Reflect & translate shapes

## Data

- •Interpret tables & line graphs
- •Solve questions about line graphs

#### **Fractions**

- •Compare & order fractions
- •Add & subtract fractions with common denominators, with mixed numbers
- Multiply fractions by units
- Write decimals as fractions
- •Order & round decimal numbers
- Link percentages to fractions & decimals

# **History**

#### British History (taught chronologically)

- Anglo-Saxons & Vikings, including:
  - Roman withdrawal from Britain; Scots invasion

### Chemistry

Classify materials according to a variety of properties

& animals (inc. mammal, insect, bird, amphibian)

Describe changes as humans develop & mature

- Understand mixtures & solutions
- •Know about reversible changes; identify irreversible

#### Physics

- •Understand location and interaction of Sun, Earth &
- •Introduce gravity, resistance & mechanical forces

- Invasions, settlements & kingdoms
- Viking invasions; Danegald
  - Edward the Confessor

### **Broader History Study**

- Ancient Greece, i.e.
- A study of Greek life and achievements and their influence on the western world

## Art & Design (UKS2)

- Use sketchbooks to collect, record, review, revisit & evaluate ideas
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials
- Learn about great artists, architects & designers

# • Design & write programs to solve problems

Use sequences, repetition, inputs, variables and outputs in programs

Computing (UKS2)

- Detect & correct errors in programs
- Understand uses of networks for collaboration & communication
- Be discerning in evaluating digital content

#### Design & Technology (UKS2) Geography (UKS2)

- Use research& criteria to develop products which are fit for purpose and aimed at specific groups
- Use annotated sketches, cross-section diagrams & computer-aided design
  - Analyse & evaluate existing products and improve own wor
    - Use mechanical & electrical systems in own products, including programming
- Cook savoury dishes for a healthy & varied diet

- Name & locate counties, cities, regions & features of UK
- Understand latitude, longitude, Equator, hemispheres, tropics, polar circles & time zones
- Study a region of Europe, and of the Americas
- Understand biomes, vegetation belts, land use, economic activity, distribution of resources, etc.
- Use 4- and 6-figure grid references on OS maps
- Use fieldwork to record & explain areas

# Modern

# Languages (UKS2)

- Listen & engage
- Engage in conversations, expressing opinions
- Speak in simple language & be understood
- Develop appropriate pronunciation
- Present ideas & information orally
- Show understanding in simple reading • Adapt known language to create new ideas
- Describe people, places & things
- Understand basic grammar, e.g. gender

# Music (UKS2)

- Perform with control & expression solo & in ensembles
  - Improvise & compose using dimensions of music
- Listen to detail and recall aurally
- Use & understand basics of staff notation
- Develop an understanding of the history of music, including great musicians & composers

# **Physical**

# Education (UKS2)

- Use running, jumping, catching and throwing in isolation and in combination
- Play competitive games, applying basic principles
- Develop flexibility & control in gym, dance &
- Take part in Outdoor & Adventurous activities
- Compare performances to achieve personal
- Swimming proficiency at 25m (KS1 or KS2)

# Religious

Education

#### Reading

- Read a broad range of genres
- Recommend books to others
- Make comparisons within/across books
- Support inferences with evidence
- Summarising key points from texts
- Identify how language, structure, etc. contribute to meaning
- Discuss use of language, inc. figurative

Number/Calculation

Secure place value &

negatives

division

indices)

Algebra

Science

Classification,

Biology

 Discuss & explain reading, providing reasoned justifications for views

rounding to 10,000,000, including

•Solve multi-step number problems

•Use order of operations (not

# **English**

#### Writing

- •Use knowledge of morphology & etymology in spelling
- Develop legible personal handwriting style
- •Plan writing to suit audience & purpose; use models of writing
- •Develop character & setting in narrative
- Select grammar & vocabulary for effect
- •Use a wide range of cohesive devices
- •Ensure grammatical consistency

#### Grammar

- •Use appropriate register/ style
- •Use the passive voice for purpose
- Use features to convey & clarify meaning
- •Use full punctuation
- Use language of subject/object Speaking & Listening
- •Use questions to build knowledge
- Articulate arguments & opinions Use spoken language to speculate
  - ypothesise & explore Use appropriate

# register & language

## **Mathematics**

#### **Geometry & Measures**

- Confidently use a range of measures & conversions
- Calculate area of triangles / •All written methods, including long parallelograms
  - •Use area & volume formulas
  - Classify shapes by properties
  - •Know and use angle rules
- •Identify factors, multiples & primes •Translate & reflect shapes, using all four quadrants

- •Introduce simple use of unknowns •Use pie charts
  - •Calculate mean averages

#### Fractions, decimals & percentages

- •Compare & simplify fractions
- •Use equivalents to add fractions
- Multiply simple fractions
- Divide fractions by whole numbers
- •Solve problems using decimals & percentages
- •Use written division up to 2dp
- •Introduce ratio & proportion

### **British History (taught chronologically)**

- An extended period study, e.g.
  - The changing power of monarchs
  - Significant turning points in British history
  - - Leisure

#### **Physics**

Light & Shadows; the eye

Evolution & Adaptation

- Forces, including gravity
- Electricity: investigating circuits

including micro-organisms

Health & Lifestyles, incl. circulatory system

## **History**

- - Crime & punishment

#### **Broader History Study**

- Non-European society, i.e.
- Islamic civilization, including Baghdad
- Mayan civilization
- Benin (West Africa)

# Art & Design (UKS2)

- Use sketchbooks to collect, record, review, revisit & evaluate ideas
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials
- Learn about great artists, architects & designers



## **Design & Technology (UKS2)**

- Use research& criteria to develop products which are fit for purpose and aimed at specific groups
- Use annotated sketches, cross-section diagrams & computer-aided design
  - Analyse & evaluate existing products and improve own work
    - Use mechanical & electrical systems in own products, including programming
- Cook savoury dishes for a healthy & varied diet

# Modern

# Languages (UKS2) Music (UKS2)

- Listen & engage
- Engage in conversations, expressing opinions
- Speak in simple language & be understood • Develop appropriate pronunciation
- Present ideas & information orally
- Show understanding in simple reading
- Adapt known language to create new ideas
- Describe people, places & things
- Understand basic grammar, e.g. gender

# **Physical**

- **Education** (UKS2) Use running,
- jumping, catching and throwing in isolation and in combination
- Play competitive games, applying basic principles Develop flexibility & control in gym, dance & athletics
- Take part in Outdoor & Adventurous activities
- Compare performances to achieve personal bests
- Swimming proficiency at 25m (KS1 or KS2)

# Computing (UKS2)

- Design & write programs to solve problems
  - Use sequences, repetition, inputs, variables and outputs in programs
    - Detect & correct errors in programs
- Understand uses of networks for collaboration & communication
- Be discerning in evaluating digital content

# Geography (UKS2)

- Name & locate counties, cities, regions & features of UK
- Understand latitude, longitude, Equator, hemispheres, tropics, polar circles & time zones
- Study a region of Europe, and of the Americas
- Understand biomes, vegetation belts, land use, economic activity, distribution of resources, etc.
- Use 4- and 6-figure grid references on OS maps
- Use fieldwork to record & explain areas

- Perform with control & expression solo & in ensembles
  - Improvise & compose using dimensions of music
- Listen to detail and recall aurally
- Use & understand basics of staff notation
- Develop an understanding of the history of music, including great musicians & composers

# Religious

Education