Events of local importance

Observe weather associated with changes of season

### **Curriculum Overview for Year 1**

#### **English** Art & Design (KS1) Computing (KS1) Reading Writing Grammar Use a range of materials Understand use of algorithms • Match graphemes for all phonemes • Name letters of the alphabet • Leave spaces between words Read accurately by blending Spell very common 'exception' • Begin to use basic Use drawing, painting and sculpture • Write & test simple programs sounds words punctuation: . ?! • Develop techniques of colour, pattern, • Use logical reasoning to Read words with very common Spell days of the week • Use capital letters for texture, line, shape, form and space make predictions Use very common prefixes & suffixes proper nouns. Organise, store, retrieve & manipulate data Read contractions & understand suffixes • Use common plural & verb suffixes • Learn about range of artists, craftsmen and designers • Form lower case letters correctly **Speaking & Listening** purpose Communicate online safely and respectfully Read phonics books aloud • Form capital letters & digits • Listen & respond appropriately Recognise uses of IT outside of school Link reading to own experiences • Compose sentences orally before • Ask relevant questions • Join in with predictable phrases writing • Maintain attention & participate **Design & Technology (KS1)** Geography (Y1) Discuss significance of title & • Read own writing to peers or events teachers • Design purposeful, functional & appealing Name & locate Make simple predictions products the four countries and capital cities of the Generate, model & communicate ideas **Mathematics** United Kingdom using atlases & globes • Use range of tools & materials to • identify seasonal / daily weather patterns in Number/Calculation **Geometry & Measures** the UK and the location of hot and cold areas complete practical tasks Count to / across 100 • Describe position & movement, • Use common vocabulary for of the world • Count in 1s, 2s, 5s and 10s including half and quarter turns comparison, e.g. heavier, taller, Evaluate existing products & own ideas • Use basic geographical vocabulary to refer to full, longest, quickest • Identify 'one more' and 'one local & familiar features Build and improve structure & mechanisms • Begin to measure length, **Fractions** less' • Read & write numbers to • Use four compass directions & simple vocab • Recognise & use ½ & ¼ capacity, weight 20 • Use language, e.g. 'more Understand where food comes from • Recognise coins & notes than', 'most' Music (KS1) Languages Use time & ordering vocabulary Modern • Use +, - and = symbols • Tell the time to hour/half-hour • Know number bonds to 20 Sing songs • Use language of days, weeks, • add and subtract one-digit and Play tuned & untuned instruments musically months & years two-digit numbers to 20, including • Recognise & name common 2-d zero Listen & understand live and recorded and 3-d shapes • Solve one-step problems, music Order & arrange objects Not required at KS1 including simple arrays History (KS1) Science • Make and combine sounds musically **Biology Key Concepts** Identify basic plants • Changes in living memory (linked to aspects • Identify basic plant parts (roots, leaves, flowers, of national life where appropriate) **Physical Education (KS1)** Religious Education etc.) • Identify & compare common animals • Identify **Key Individuals** & name basic body parts Lives of significant historical Master basic Chemistry figures, including comparison of movement, e.g. running, jumping, throwing, • Distinguish between objects & materials those from different periods catching, balance, agility and co-ordination Identify & name common materials • Significant local people Continue to follow locally-• Describe simple properties of some materials Participate in team games agreed syllabus for RE Compare & classify materials **Key Events** • Perform dances using simple movement • e.g. Bonfire night **Physics**

Swimming proficiency at 25m (KS1 or KS2)

#### **Curriculum Overview for Year 2 English** Art & Design (KS1) Writing Reading Grammar Use a range of materials Understand use of algorithms Develop phonics until decoding • Spell by segmenting into phonemes • Use .!?, and' • Learn to spell common 'exception' • Use simple conjunctions secure Use drawing, painting and sculpture Write & test simple programs Read common suffixes words • Begin to expand • Develop techniques of colour, pattern, Read & re-read phonic-appropriate Spell using common suffixes, etc. noun phrases texture, line, shape, form and space books Use appropriate size letters & • Use some features of Read common 'exception' words standard English • Learn about range of artists, craftsmen spaces Organise, store, retrieve & manipulate data and designers Discuss & express views about Develop positive attitude & **Speaking & Listening** • Communicate online safely and respectfully fiction, non-fiction & poetry stamina for writing Articulate & Justify answers Recognise uses of IT outside of school Become familiar with & retell Begin to plan ideas for writing Initiate & respond to comments stories • Record ideas sentence-by-sentence • Use spoken language to develop **Design & Technology (KS1)** Geography (Y2) Ask & answer questions; make • Make simple additions & changes understanding after proof-reading predictions • Design purposeful, functional & appealing Begin to make inferences Name & locate products • Generate, model & communicate ideas world's continents and oceans **Mathematics** • Use range of tools & materials to **Geometry & Measures Fractions** Number/Calculation • complete practical tasks Know 2, 5, 10x tables Know and use standard • Find and write simple Evaluate existing products & own ideas Begin to use place value (T/U) measures • Read scales to nearest fractions Understand equivalence of e.g. 2/4 = 1/2• Count in 2s, 3s, 5s & 10s whole unit • Use symbols for £ Build and improve structure & mechanisms and p and add/subtract simple Data • Identify, represent & estimate Understand where food comes from sums of less than £1 or in pounds numbers • Interpret simple tables

- Write numbers to 100 Know number facts to 20 (+
- related to 100) Use x and ÷ symbols
- Recognise commutative property of multiplication

- Compare / order numbers, inc. <> Tell time to the nearest 5 minutes • Identify & sort 2-d & 3-d shapes • Identify 2-d shapes on 3d surfaces
  - Order and arrange mathematical objects
  - Use terminology of position & movement
- & pictograms
- Ask & answer comparison questions
- Ask & answer questions about totalling

# History (KS1)

## Biology

Science

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

• Compare local area to a non-European country

Computing (KS1)

• Use logical reasoning to

make predictions

- 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

# Modern

Languages

# 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

Continue to follow locallyagreed syllabus for RE

# **English**

#### Reading

- Use knowledge to read 'exception' Use prefixes & suffixes in spelling Use range of conjunctions
- Read range of fiction & non-fiction
  Write simple dictated sentences
- Use dictionaries to check meaning Use handwriting joins appropriately pronouns
- 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

• Secure place value to 100

Written column addition &

Solve number problems, including

multiplication & simple division

and missing number problems

Use commutativity to help

#### Writing

- Use dictionary to confirm spellings Use perfect tense

- Prepare poems & plays to perform
  Plan to write based on familiar
  - Rehearse sentences orally for writing
  - Use varied rich vocabulary
  - Assess effectiveness of own and others' writing

#### Grammar

- 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 measures
- Mentally add & subtract units, tens
  Measure simple perimeter
- or hundreds to numbers of up to 3 Add/subtract using money in context
  - 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</li>
- Order fractions with common denominator

#### Data

• Interpret bar charts & pictograms

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

- Stone Age to Iron Age Britain, including:
  - hunter-gatherers and early farmers

### Science **Biology**

digits

subtraction

calculations

 Plants, incl. parts, lifecycle and requiremen life • Animals: skeletons & nutrition

#### Chemistry

- Classification of rock types
- Simple understanding of fossilisation

#### **Physics**

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

# History

- - Bronze age religion, technology & travel
  - 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
- 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

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

• Use fieldwork to observe, measure & record

Describe & understand climate, rivers,

mountains, volcanoes, earthquakes,

settlements, trade links, etc.

#### **Design & Technology** (LKS2) Geography (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

#### Languages (LKS2) Music (LKS2) Modern

- 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

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

#### **Education** (LKS2) **Physical**

- 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 bests
- Swimming proficiency at 25m (KS1 or KS2)

# Religious

Education

Continue to follow locallyagreed syllabus for RE

### Reading

- Secure decoding of unfamiliar
- 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

# **English**

#### Writing

- Correctly spell common homophones
- Increase regularity of handwriting Select pronouns and
- Plan writing based on familiar
- Organise writing into paragraphs
- Use simple organisational devices Use commas after front adverbials
- 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
- nouns for clarity
- Use & punctuate direct speech

#### **Speaking & Listening**

- Articulate & justify opinions
- Speak audibly in Standard English

Gain, maintain & monitor interest of listeners

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

countries, focussing on Europe & Americas

focus on key physical & human features

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

Describe & understand climate, rivers,

cycle, settlements, trade links, etc.

Use 8 points of compass, symbols & keys

mountains, volcanoes, earthquakes, water

• Use fieldwork to observe, measure & record

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

### Number/Calculation

- Know all tables to 12 x 12
- Secure place value to 1000
- Use negative whole numbers
- Round numbers to nearest 10, 100
- Use Roman numerals to 100 (C)
- Column addition & subtraction up to 4 digits
- Multiply & divide mentally
- Use standard short multiplication

#### **Mathematics**

#### **Geometry & Measures**

Compare 2-d shapes, including quadrilaterals & triangles

- Find area by counting squares
- Calculate rectangle perimeters
- 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

#### **Design & Technology** (LKS2) Geography (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)

- 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)

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

## Science

### Biology

- Classify living things
- Digestive system & teeth
- Food chains

### Chemistry

- Changes of state
- The water cycle

### Physics

- Sound as vibrations
- Electricity: simple circuits & conductors

# 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

# **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 bests
- Swimming proficiency at 25m (KS1 or KS2)

# Religious

Education

Continue to follow locallyagreed syllabus for RE

# Reading

- etymology when reading new words
- Reading & discuss a broad range of Legible, fluent handwriting genres & texts
- Identifying & discussing themes
- Make recommendations to others
  Develop character, setting and
- Learn poetry by heart

Number/Calculation •

Secure place value to

all four operations

1,000,000

in context

mentally

& multiple

Science

Chemistry

**Physics** 

& Moon

Life cycles of plants

**Biology** 

- 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

Confidently add & subtract

Use vocabulary of prime, factor

Multiply & divide by powers of ten

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

Know about reversible changes; identify irreversible

Understand location and interaction of Sun, Earth

Introduce gravity, resistance & mechanical forces

Describe changes as humans develop & mature

Classify materials according to a variety of

properties • Understand mixtures & solutions

Use square and cube numbers

Use Roman numerals to 1000 (M)

Use standard written methods for

# **English**

#### Writing

- Apply knowledge of morphology & Secure spelling, inc. homophones, Use expanded noun phrases prefixes, silent letters, etc.
  - Use a thesaurus

  - Plan writing to suit audience & purpose
  - atmosphere in narrative
  - features
  - Use consistent appropriate tense
  - Proof-reading
  - Perform own compositions

#### Grammar

- Use modal & passive verbs
- Use relative clauses
- Use commas for clauses
- Use brackets, dashes & commas for parenthesis

#### **Speaking & Listening**

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

## **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 mixed numbers
- Multiply fractions by units
- Write decimals as fractions
- Order & round decimal numbers
- Link percentages to

- Add & subtract fractions with common denominators, with

- fractions & decimals

# 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

## 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

# 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 wo

- Use mechanical & electrical systems in own products, including programming
- Cook savoury dishes for a healthy & varied diet

# 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

#### Wodern 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

**Physical** 

jumping, catching

Use running,

& athletics

personal bests

• Understand basic grammar, e.g. gender

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

Swimming proficiency at 25m (KS1 or KS2)

Education (UKS2)

# **IVIUSIC** (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

# Religious

Education

Continue to follow locallyagreed syllabus for RE

# **History**

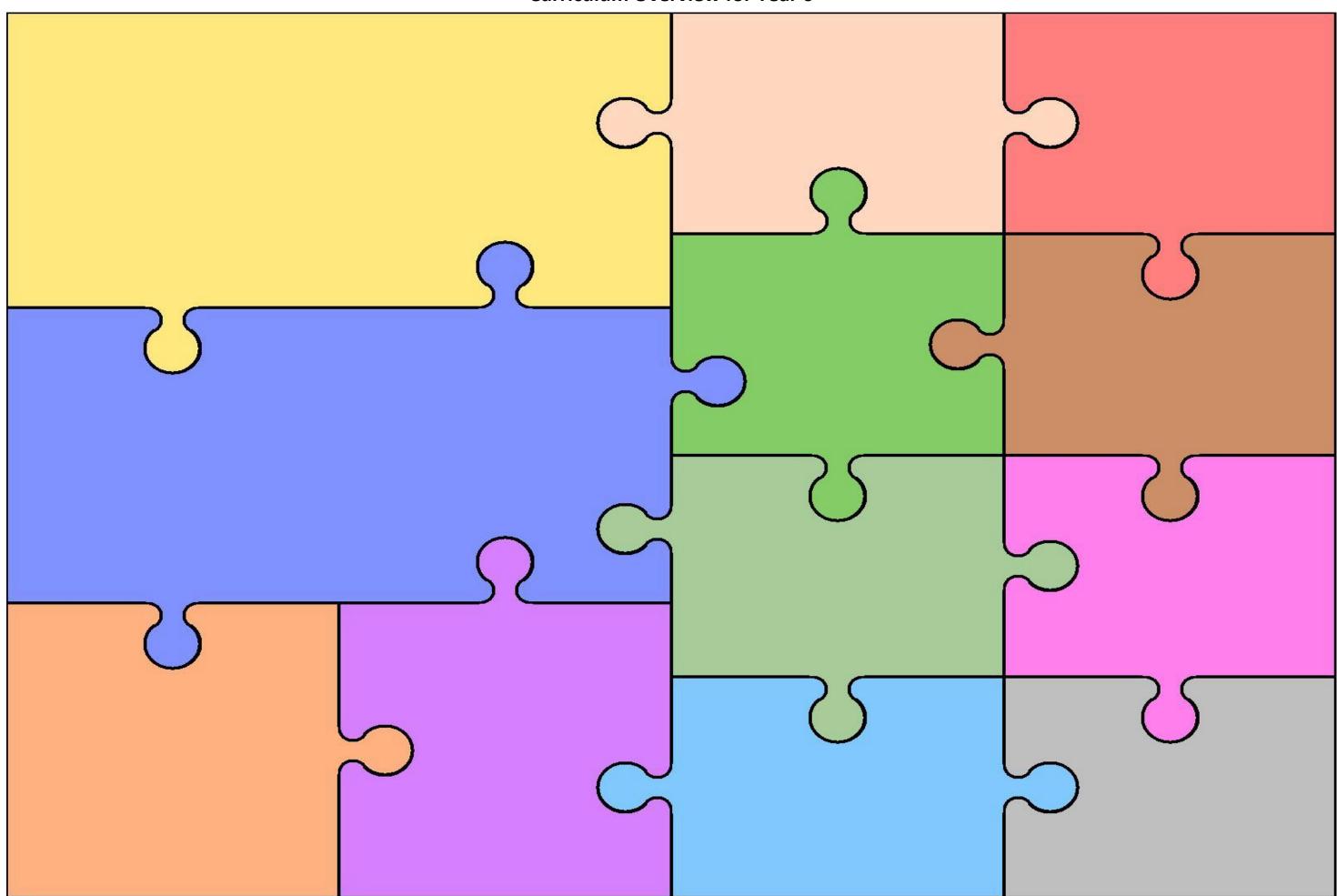
### **British History (taught chronologically)**

- Anglo-Saxons & Vikings, including:
  - Roman withdrawal from Britain; Scots invasion
  - Invasions, settlements & kingdoms
  - *Yiking invasions; Danegald* 
    - Edward the Confessor

- A study of Greek life and achievements and their influence on the western world

### **Broader History Study**

• Ancient Greece, i.e.



# **Curriculum Overview**

