

KS2 OBJECTIVES

ART	COMPUTING	MUSIC
<ul style="list-style-type: none"> • to create sketch books to record their observations and use them to review and revisit ideas • to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay) • learn about great artists, architects and designers in history. <p>Work to include (tick when covered):</p> <ul style="list-style-type: none"> • Drawing • Painting • Sculpture • Collage • Textiles • Collaborative art • Printing 	<ul style="list-style-type: none"> • design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts • use sequence, selection, and repetition in programs; work with variables and various forms of input and output • use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs • understand computer networks including the internet; how they can provide multiple services, such as the world-wide web; and the opportunities they offer for communication and collaboration • use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content • use technology safely, respectfully and responsibly; know a range of ways to report concerns and inappropriate behaviour • select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information. 	<ul style="list-style-type: none"> • play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression • improvise and compose music for a range of purposes using the inter-related dimensions of music • listen with attention to detail and recall sounds with increasing aural memory • use and understand staff and other musical notations • to appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians • to develop an understanding of the history of music.

KS2 OBJECTIVES

DESIGN AND TECHNOLOGY

Design

- use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
- generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

Make

- select from and use a wider range of tools and equipment to perform practical tasks, such as cutting, shaping, joining and finishing, accurately
- select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

Evaluate

- investigate and analyse a range of existing products
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
- understand how key events and individuals in design and technology have helped shape the world

Technical knowledge

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- understand and use mechanical systems in their products, such as gears, pulleys, cams, levers and linkages
- understand and use electrical systems in their products, such as series circuits incorporating switches, bulbs, buzzers and motors
- apply their understanding of computing to programme, monitor and control their products.

Cooking and Nutrition

- understand and apply the principles of a healthy and varied diet
- prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques
- understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.

Work to include (tick when covered):

- Structures
- Food
- Textiles
- Combining materials
- Circuits
- Mechanisms

KS2 OBJECTIVES

PE	MFL
<ul style="list-style-type: none"> • use running, jumping, throwing and catching in isolation and in combination • play competitive games, modified where appropriate, such as badminton, basketball, cricket, football, hockey, netball, rounders and tennis, and apply basic principles suitable for attacking and defending • develop flexibility, strength, technique, control and balance, for example through athletics and gymnastics • perform dances using a range of movement patterns • take part in outdoor and adventurous activity challenges both individually and within a team • compare their performances with previous ones and demonstrate improvement to achieve their personal best. <p>Lesson focus to include (tick when covered):</p> <ul style="list-style-type: none"> • Athletics • Badminton • Basketball • Cricket • Football • Hockey • Netball • Rounders • Tennis • Rugby • Dance • Gym • OAA 	<ul style="list-style-type: none"> • listen attentively to spoken language and show understanding by joining in and responding • explore the patterns and sounds of language through songs and rhymes and link the spelling, sound and meaning of words • engage in conversations; ask and answer questions; express opinions and respond to those of others; seek clarification and help* • speak in sentences, using familiar vocabulary, phrases and basic language structures • develop accurate pronunciation and intonation so that others understand when they are reading aloud or using familiar words and phrases* • present ideas and information orally to a range of audiences* • read carefully and show understanding of words, phrases and simple writing • appreciate stories, songs, poems and rhymes in the language • broaden their vocabulary and develop their ability to understand new words that are introduced into familiar written material, including through using a dictionary • write phrases from memory, and adapt these to create new sentences, to express ideas clearly • describe people, places, things and actions orally* and in writing • understand basic grammar appropriate to the language being studied, including (where relevant): feminine, masculine and neuter forms and the conjugation of high-frequency verbs; key features and patterns of the language; how to apply these, for instance, to build sentences; and how these differ from or are similar to English.

KS2 OBJECTIVES

HISTORY

- changes in Britain from the Stone Age to the Iron Age

This could include:

§ late Neolithic hunter-gatherers and early farmers, e.g. Skara Brae
 § Bronze Age religion, technology and travel, e.g. Stonehenge
 § Iron Age hill forts: tribal kingdoms, farming, art and culture

- the Roman Empire and its impact on Britain

This could include:

§ Julius Caesar's attempted invasion in 55-54 BC
 § the Roman Empire by AD 42 and the power of its army
 § successful invasion by Claudius and conquest, including Hadrian's Wall
 § British resistance, e.g. Boudica
 § "Romanisation" of Britain: sites such as Caerwent and the impact of technology, culture and beliefs, including early Christianity

- Britain's settlement by Anglo-Saxons and Scots

This could include:

§ Roman withdrawal from Britain in c. AD 410 and the fall of the western Roman Empire
 § Scots invasions from Ireland to north Britain (now Scotland)
 § Anglo-Saxon invasions, settlements and kingdoms: place names and village life
 § Anglo-Saxon art and culture
 § Christian conversion - Canterbury, Iona and Lindisfarne

- the Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor

This could include:

§ Viking raids and invasion
 § resistance by Alfred the Great and Athelstan, first king of England
 § further Viking invasions and Danegeld
 § Anglo-Saxon laws and justice
 § Edward the Confessor and his death in 1066

- a local history study

For example:

§ a depth study linked to one of the British areas of study listed above
 § a study over time tracing how several aspects national history are reflected in the locality (this can go beyond 1066)
 § a study of an aspect of history or a site dating from a period beyond 1066 that is significant in the locality.

- a study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066

- Cycle 1 - Transport
- Cycle 2 - Sport and Leisure (link with Olympics)
- Cycle 3 - Crime and Punishment
- Cycle 4 - Inventions and discoveries

- the achievements of the earliest civilizations - an overview of where and when the first civilizations appeared and a depth study of one of the following: Ancient Egypt; Early Islamic Civilisation
- Ancient Greece - a study of Greek life and achievements and their influence on the western world - Olympics
- a non-European society that provides contrasts with British history - one study chosen from: early Islamic civilization, including a study of Baghdad c. AD 900;

KS2 OBJECTIVES

GEOGRAPHY

Location knowledge

- locate the world's countries, using maps to focus on Europe (including the location of Russia) and North and South America, concentrating on their environmental regions, key physical and human characteristics, countries, and major cities
- name and locate counties and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers), and land-use patterns; and understand how some of these aspects have changed over time
- identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, the Prime/Greenwich Meridian and time zones (including day and night)

Place knowledge

- understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom, a region in a European country, and a region within North or South America

Human and physical geography

- describe and understand key aspects of:
- physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle
- human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources
- including energy, food, minerals and water

Geographical skills and fieldwork

- use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied
- use the eight points of a compass, four and six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world
- use fieldwork to observe, measure and record the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies.