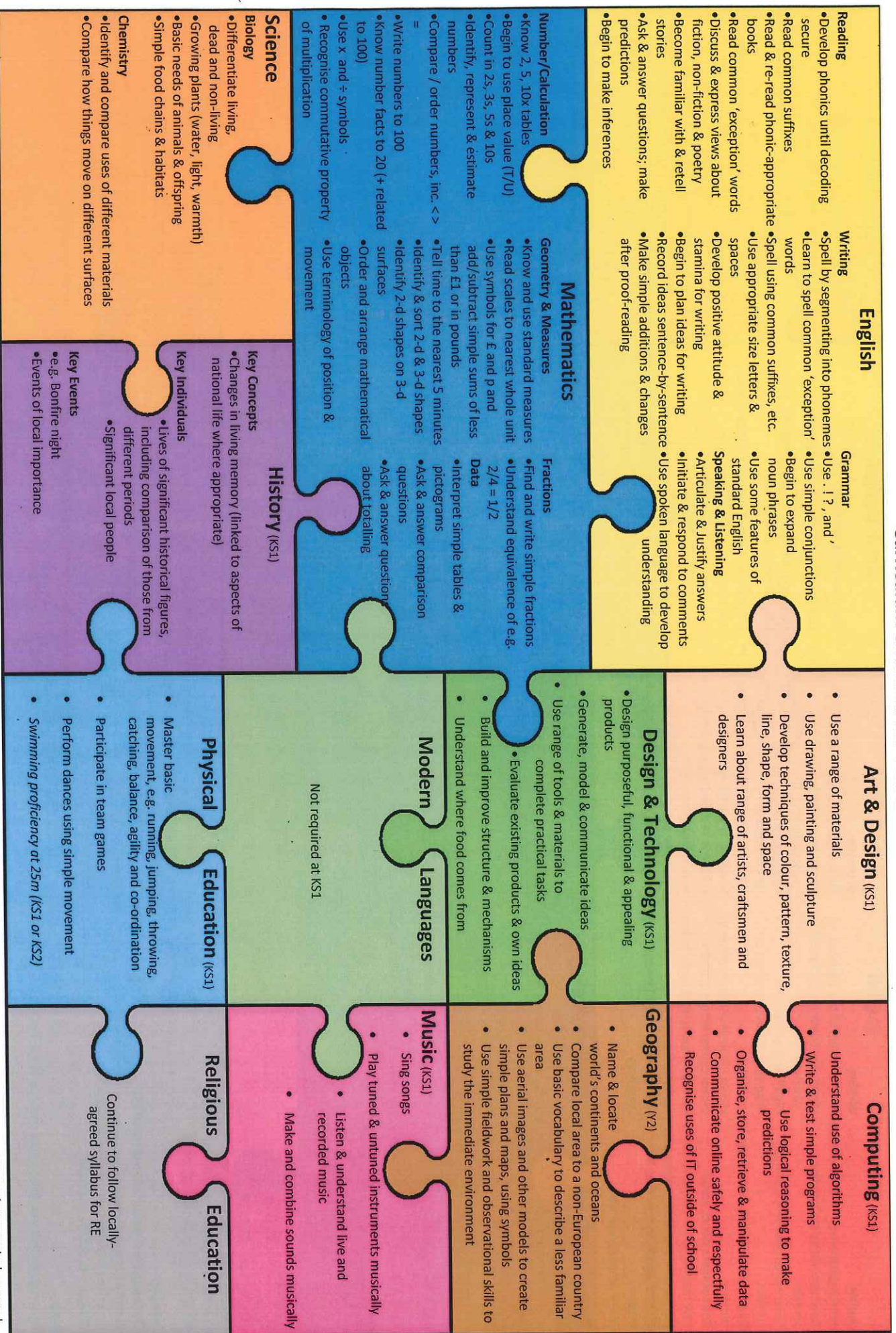


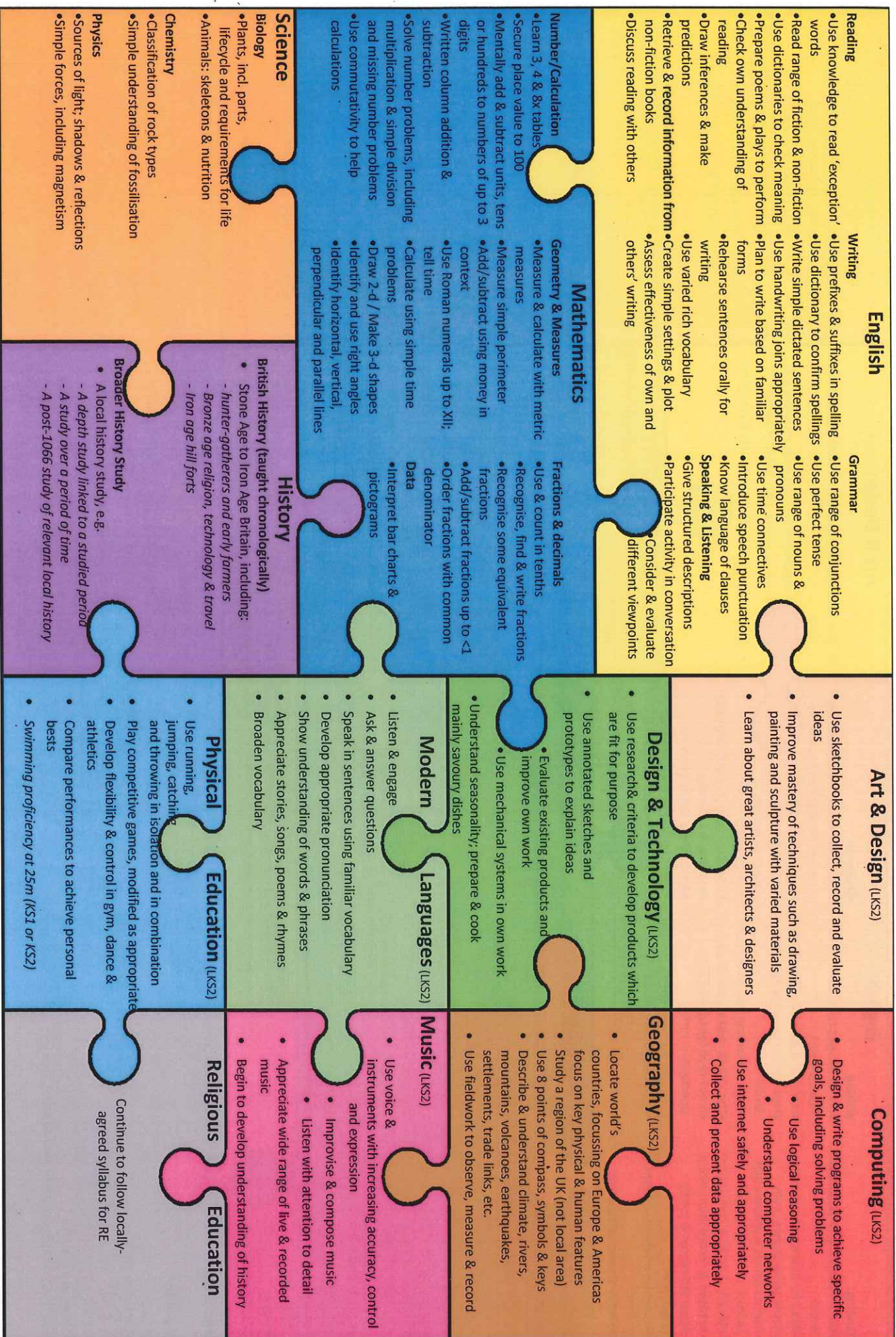
Curriculum Overview for Year 1

English <ul style="list-style-type: none"> Reading <ul style="list-style-type: none"> 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 Writing <ul style="list-style-type: none"> Name letters of the alphabet Spell very common 'exception' words 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 Grammar <ul style="list-style-type: none"> Leave spaces between words Begin to use basic punctuation: . ? ! Use capital letters for proper nouns. Use common plural & verb suffixes Speaking & Listening <ul style="list-style-type: none"> Listen & respond appropriately Ask relevant questions Maintain attention & participate 		Art & Design (KS1) <ul style="list-style-type: none"> 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) <ul style="list-style-type: none"> 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
Mathematics <ul style="list-style-type: none"> Geometry & Measures <ul style="list-style-type: none"> Use common vocabulary for comparison, e.g. heavier, taller, full, longest, quickest Begin to measure length, capacity, weight Recognise coins & notes Use time & ordering vocabulary Tell the time to hour/half-hour Use language of days, weeks, months & years Recognise & name common 2-d and 3-d shapes Order & arrange objects Fractions <ul style="list-style-type: none"> Recognise & use $\frac{1}{2}$ & $\frac{1}{4}$ 		Design & Technology (KS1) <ul style="list-style-type: none"> 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 		Geography (Y1) <ul style="list-style-type: none"> Name & locate the four countries and capital cities of the United Kingdom using atlases & globes 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
Science <ul style="list-style-type: none"> Biology <ul style="list-style-type: none"> Identify basic plants Identify basic plant parts (roots, leaves, flowers, etc.) Identify & compare common animals Identify & name basic body parts Chemistry <ul style="list-style-type: none"> Distinguish between objects & materials Identify & name common materials Describe simple properties of some materials Compare & classify materials Physics <ul style="list-style-type: none"> Observe weather associated with changes of season 		Modern Languages <p>Not required at KS1</p>		Music (KS1) <ul style="list-style-type: none"> Sing songs Play tuned & untuned instruments musically Listen & understand live and recorded music Make and combine sounds musically
History (KS1) <ul style="list-style-type: none"> Key Concepts <ul style="list-style-type: none"> Changes in living memory (linked to aspects of national life where appropriate) Key Individuals <ul style="list-style-type: none"> Lives of significant historical figures, including comparison of those from different periods Significant local people Key Events <ul style="list-style-type: none"> e.g. Bonfire night Events of local importance 		Physical Education (KS1) <ul style="list-style-type: none"> 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 <p>Continue to follow locally-agreed syllabus for RE</p>

Curriculum Overview for Year 2



Curriculum Overview for Year 3



Curriculum Overview for Year 4

English <ul style="list-style-type: none"> Reading <ul style="list-style-type: none"> Secure decoding of unfamiliar words Read for a range of purposes Retail 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 Writing <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> Articulate & justify opinions Speak audibly in Standard English Gain, maintain & monitor interest of listeners 		Art & Design (LKS2) <ul style="list-style-type: none"> 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) <ul style="list-style-type: none"> 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
Mathematics <ul style="list-style-type: none"> Number/Calculation <ul style="list-style-type: none"> Know all tables to 12 x 12 Secure place value to 1000 Use negative whole numbers Round numbers to nearest 10, 100 or 1000 Use Roman numerals to 100 (C) Column addition & subtraction up to 4 digits Multiply & divide mentally Use standard short multiplication Geometry & Measures <ul style="list-style-type: none"> 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 Use bar charts, pictograms & line graphs Fractions & decimals <ul style="list-style-type: none"> 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) <ul style="list-style-type: none"> 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 		Geography (LKS2) <ul style="list-style-type: none"> Locate world's countries, focusing 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, water cycle, settlements, trade links, etc. Use fieldwork to observe, measure & record
Science <ul style="list-style-type: none"> Biology <ul style="list-style-type: none"> Classify living things Digestive system & teeth Food chains Chemistry <ul style="list-style-type: none"> Changes of state The water cycle Physics <ul style="list-style-type: none"> Sound as vibrations Electricity: simple circuits & conductors 		Modern Languages (LKS2) <ul style="list-style-type: none"> 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) <ul style="list-style-type: none"> Use voice & instruments with increasing accuracy, control and expression Improvise & compose music Listen with attention to detail Appreciate wide range of live & recorded music Begin to develop understanding of history
History <ul style="list-style-type: none"> British History (taught chronologically) <ul style="list-style-type: none"> Roman Empire & impact on Britain: <ul style="list-style-type: none"> Julius Caesar's attempted invasion Roman Empire & successful invasion British resistance, e.g. Boudicca Romanisation of Britain Broader History Study <ul style="list-style-type: none"> Earliest ancient civilisations, i.e. <ul style="list-style-type: none"> Ancient Sumer; Indus Valley; Ancient Egypt; or Shang Dynasty of Ancient China 		Physical Education (LKS2) <ul style="list-style-type: none"> Use running, jumping, catching and throwing in isolation and in combination Play competitive games, modified as appropriate Develop flexibility & control in gymn, dance & athletics Compare performances to achieve personal bests Swimming proficiency at 25m (KS1 or KS2) 		Religious Education <ul style="list-style-type: none"> Continue to follow locally-agreed syllabus for RE

Curriculum Overview for Year 5

English		Art & Design (UKS2)		Computing (UKS2)	
Reading <ul style="list-style-type: none"> • Apply knowledge of morphology & etymology when reading new words • Reading & discuss a broad range of genres & texts • Identifying & discussing themes • Make recommendations to others • Learn poetry by heart • Draw inference & make predictions • Discuss authors' use of language • Retrieve & present information from non-fiction texts. • Formal presentations & debates 	Writing <ul style="list-style-type: none"> • Secure spelling, inc. homophones, prefixes, silent letters, etc. • Use a thesaurus • Legible, fluent handwriting • Plan writing to suit audience & purpose • Develop character, setting and atmosphere in narrative • Use organisational & presentational features • Use consistent appropriate tense • Proof-reading • Perform own compositions 	Grammar <ul style="list-style-type: none"> • Use expanded noun phrases • Use modal & passive verbs • Use relative clauses • Use commas for clauses • Use brackets, dashes & commas for parenthesis • Give well-structured explanations • Command of Standard English • Consider & evaluate different viewpoints • Use appropriate register 	<ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • 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 	
Mathematics		Design & Technology (UKS2)		Geography (UKS2)	
Number/Calculation <ul style="list-style-type: none"> • Secure place value to 1,000,000 • Use negative whole numbers in context • Use Roman numerals to 1000 (M) • Use standard written methods for all four operations • Confidently add & subtract mentally • Use vocabulary of prime, factor & multiple • Multiply & divide by powers of ten • Use square and cube numbers 	Geometry & Measures <ul style="list-style-type: none"> • 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 <ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • 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 	Music (UKS2) <ul style="list-style-type: none"> • 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
Science		Languages (UKS2)		Modern Education (UKS2)	
Biology <ul style="list-style-type: none"> • Life cycles of plants & animals (inc. mammal, insect, bird, amphibian) • Describe changes as humans develop & mature 	Chemistry <ul style="list-style-type: none"> • Classify materials according to a variety of properties • Understand mixtures & solutions • Know about reversible changes; identify irreversible 	Physics <ul style="list-style-type: none"> • Understand location and interaction of Sun, Earth & Moon • Introduce gravity, resistance & mechanical forces 	History <ul style="list-style-type: none"> • British History (taught chronologically) <ul style="list-style-type: none"> • Anglo-Saxons & Vikings, including: <ul style="list-style-type: none"> - Roman withdrawal from Britain; Scots invasion - Viking invasions; Danelaw - Edward the Confessor • Broader History Study <ul style="list-style-type: none"> • Ancient Greece, i.e. <ul style="list-style-type: none"> - A study of Greek life and achievements and their influence on the western world 	Physical Education (UKS2) <ul style="list-style-type: none"> • 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) 	Religious Education <p>Continue to follow locally-agreed syllabus for RE</p>

Curriculum Overview for Year 6

