

**Year: A**

**Term: Autumn**

**Topic: Animals & Minibeasts**

## **Ge1/1.1 Location Knowledge**

Ge1/1.1a name and locate the world's 7 continents and 5 oceans

## **Ge1/1.2 Place Knowledge**

Ge1/1.2a understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country

## **Sc2/2.1 Living things and their habitats**

Sc2/2.1a explore and compare the differences between things that are living, dead, and things that have never been alive

## **Sc2/2.3 Animals including humans**

Sc2/2.3a notice that animals, including humans, have offspring which grow into adults

Sc2/2.3b find out about and describe the basic needs of animals, including humans, for survival (water, food and air)

## **Hi1/1.1**

changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life

## **Art**

see progression of skills

**Year: A**

**Term: Spring**

**Topic: Houses & Homes**

## **Ge1/1.1 Location Knowledge**

Ge1/1.1b name, locate and identify characteristics of the 4 countries and capital cities of the United Kingdom and its surrounding seas

## **Ge1/1.3 Human and Physical Geography**

Ge1/1.3b use basic geographical vocabulary to refer to key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop

## **Ge1/1.4 Geographical Skills and Fieldwork**

Ge1/1.4a use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage

Ge1/1.4d use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.

## **DT1/1.1 Design**

DT1/1.1a design purposeful, functional, appealing products for themselves and other users based on design criteria

## **DT1/1.2 Make**

DT1/1.2a select from and use a range of tools and equipment to perform practical tasks

DT1/1.2b select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

## **DT1/1.4 Technical Knowledge**

DT1/1.4a build structures, exploring how they can be made stronger, stiffer and more stable

## **Hi1/1.3**

significant historical events, people and places in their own locality.

**Year: A**

**Term: Summer**

**Topic: Plants & Growth**

### **Ge1/1.3 Human and Physical Geography**

Ge1/1.3b use basic geographical vocabulary to refer to key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop

### **Ge1/1.4 Geographical Skills and Fieldwork**

Ge1/1.4b use simple compass directions (North, South, East and West) and locational and directional language to describe the location of features and routes on a map

### **Sc2/2.1 Living things and their habitats**

Sc2/2.1c identify and name a variety of plants and animals in their habitats, including microhabitats

Sc2/2.1d describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.

### **Sc1/2.1 Plants**

Sc1/2.1a identify and name a variety of common wild and garden plants, including deciduous and evergreen trees

Sc1/2.1b identify and describe the basic structure of a variety of common flowering plants, including trees

### **Sc2/2.2 Plants**

Sc2/2.2a observe and describe how seeds and bulbs grow into mature plants

Sc2/2.2b find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.

### **Sc1/2.2 Animals including humans**

Sc1/2.2d identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

### **Sc2/2.3 Animals including humans**

Sc2/2.3c describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.

# Year: B

## Term: Autumn

### Topic: Food

#### **Hi1/1.1**

changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life

#### **Ge1/1.2 Place Knowledge**

Ge1/1.2a understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country

#### **DT1/2.1 Cooking & Nutrition**

DT1/2.1a use the basic principles of a healthy and varied diet to prepare dishes

DT1/2.1b understand where food comes from.

#### **Science**

- Asking simple questions and recognising that they can be answered in different ways.
- Using their observations and ideas to suggest answers to questions.
- Gathering and recording data to help in answering questions.
- Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.
- Observe changes across the 4 seasons.
- Observe and describe weather associated with the 4 seasons and how day length varies.
- Describe how animals get their food from plants and other animals using the idea of a simple food chain and identify and name different types of food.
- Describe the importance to humans of eating the right amounts of different types of food.

#### **Art**

- Use a range of materials creatively to design and make products.
- To use drawing, painting, and sculpture to develop and share their ideas, experiences and imagination.
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- Learn about the work of a range of different artists, craft makers and designers, describing the differences and similarities between practices and disciplines, and making links to their own work.

**Year: B**

**Term: Spring**

**Topic: Castles**

## **Hi1/1.2**

events beyond living memory that are significant nationally or globally

## **Sc1/3.1 Everyday materials**

Sc1/3.1a distinguish between an object and the material from which it is made

Sc1/3.1b identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock

Sc1/3.1c describe the simple physical properties of a variety of everyday materials

Sc1/3.1d compare and group together a variety of everyday materials on the basis of their simple physical properties

## **Sc2/3.1 Uses of everyday materials**

Sc2/3.1a identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for different uses

## **Ge1/1.4 Geographical Skills and Fieldwork**

Ge1/1.4c use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key

## **DT1/1.1 Design**

DT1/1.1a design purposeful, functional, appealing products for themselves and other users based on design criteria

## **DT1/1.2 Make**

DT1/1.2a select from and use a range of tools and equipment to perform practical tasks

DT1/1.2b select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

**Year: B**

**Term: Summer**

**Topic: Rainforest**

## **Sc1/2.2 Animals including humans**

Sc1/2.2a identify and name a variety of common animals including, fish, amphibians, reptiles, birds and mammals

Sc1/2.2b identify and name a variety of common animals that are carnivores, herbivores and omnivores

Sc1/2.2c describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals including pets)

## **Sc1/4.1 Seasonal Changes**

Sc1/4.1a observe changes across the 4 seasons

Sc1/4.1b observe and describe weather associated with the seasons and how day length varies.

## **Sc2/2.1 Living things and their habitats**

Sc2/2.1b identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other

## **Ge1/1.3 Human and Physical Geography**

Ge1/1.3a identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles

Ge1/1.3b use basic geographical vocabulary to refer to key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop

## **DT1/1.1 Design**

DT1/1.1a design purposeful, functional, appealing products for themselves and other users based on design criteria

## **DT1/1.2 Make**

DT1/1.2a select from and use a range of tools and equipment to perform practical tasks

DT1/1.2b select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics