

## Geography

Investigate the world's continents and oceans.

Use basic geographical vocabulary to refer to and describe key physical and human features of locations.

Use world maps, atlases and globes.

Use simple compass directions.

Use aerial photographs.

Use fieldwork and observational skills.

## History

The lives of significant individuals in Britain's past who have contributed to our nation's achievements - scientists such as Isaac Newton or Michael Faraday, reformers such as Elizabeth Fry or William Wilberforce, medical pioneers such as William Harvey or Florence Nightingale, or creative geniuses such as Isambard Kingdom Brunel or Christina Rossetti.

Key events in the past that are significant nationally and globally, particularly those that coincide with festivals or other events that are commemorated throughout the year.

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

## Art & Design

Use experiences and ideas as the inspiration for artwork.

Share ideas using drawing, painting and sculpture.

Explore a variety of techniques.

Learn about the work of a range of artists, artisans and designers.

## Music

Use their voices expressively by singing songs and speaking chants and rhymes.

Play tuned and untuned instruments musically.

Listen with concentration and understanding to a range of high-quality live and recorded music.

Make and combine sounds using the inter-related dimensions of music.

## Design & Technology

### Design

design purposeful, functional, appealing products for themselves and other users based on design criteria.

generate develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.

### Make

select from and use a range of tools and equipment to perform practical tasks such as

cutting, shaping, joining and finishing.

select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.

### Evaluate

explore and evaluate a range of existing products.

evaluate their ideas and products against design criteria.

### Technical knowledge

build structures, exploring how they can be made stronger, stiffer and more stable.

## Physical Education

Participate in team games, developing simple tactics for attacking and defending.

Perform dances using simple movement patterns.

## Computing

Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions.

Communicate safely and respectfully online, keeping personal information private and recognise common uses of information technology beyond school.

## Personal Development

Discuss and learn techniques to improve in the eight areas of success.

Study role models who have achieved success.

## Religious Education

Study the main stories of Christianity.

Study at least one other religion. Choose from Buddhism, Hinduism, Islam, Judaism or Sikhism.

Study other religions of interest to pupils.