

Curriculum Overview for Year 1

<p style="text-align: center;">English</p> <p>Reading</p> <ul style="list-style-type: none"> • Match graphemes for all phonemes • 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 <p>Writing</p> <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 <p>Grammar</p> <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 <p>Speaking & Listening</p> <ul style="list-style-type: none"> • Listen & respond appropriately • Ask relevant questions • Maintain attention & participate 	<p style="text-align: center;">Art & Design (KS1)</p> <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 	<p style="text-align: center;">Computing (KS1)</p> <ul style="list-style-type: none"> • Understand use of algorithms • Write & test simple programs using Espresso • Use logical reasoning to make predictions • Organise, store, retrieve & manipulate data • Communicate online safely and respectfully • Recognise uses of IT outside of school 	
<p style="text-align: center;">Mathematics</p> <p>Number/Calculation</p> <ul style="list-style-type: none"> • Count to / across 100 • Count in 1s, 2s, 5s and 10s • Identify 'one more' and 'one less' • Read & write numbers to 20 • Use language, e.g. 'more than', 'most' • Use +, - and = symbols • Know number bonds to 20 • Add and subtract one-digit and two-digit numbers to 20, including zero • Solve one-step problems, including simple arrays <p>Geometry & Measures</p> <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 <p>Fractions</p> <ul style="list-style-type: none"> • Describe position & movement, including half and quarter turns • Recognise & use $\frac{1}{2}$ & $\frac{1}{4}$ 	<p style="text-align: center;">Design & Technology (KS1)</p> <ul style="list-style-type: none"> • Design purposeful, functional & appealing products – high focus in annual D&T week • 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 	<p style="text-align: center;">Geography (Y1)</p> <ul style="list-style-type: none"> • Teach through themes e.g. Paddington Bear • 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 	
<p style="text-align: center;">Science</p> <p>Biology</p> <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 <p>Chemistry</p> <ul style="list-style-type: none"> • Distinguish between objects & materials • Identify & name common materials • Describe simple properties of some materials • Compare & classify materials <p>Physics</p> <ul style="list-style-type: none"> • Observe weather associated with changes of season 	<p style="text-align: center;">History (KS1)</p> <p>Key Concepts</p> <ul style="list-style-type: none"> • Changes in living memory (linked to aspects of national life where appropriate) <p>Key Individuals</p> <ul style="list-style-type: none"> • Lives of significant historical figures, including comparison of those from different periods • Significant local people <p>Key Events</p> <ul style="list-style-type: none"> • e.g. Fire of London, Bonfire night • Events of local importance 	<p style="text-align: center;">Modern Languages</p> <ul style="list-style-type: none"> • Not required at KS1 but celebration of World Languages / customs • French songs and greetings 	<p style="text-align: center;">Music (KS1)</p> <ul style="list-style-type: none"> • Sing songs • Play tuned & untuned instruments musically • Listen & understand live and recorded music • Make and combine sounds musically
		<p style="text-align: center;">Physical Education (KS1)</p> <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 	<p style="text-align: center;">Religious Education</p> <ul style="list-style-type: none"> • Continue to follow locally-agreed syllabus for RE Christianity and Hinduism (eg Diwali)

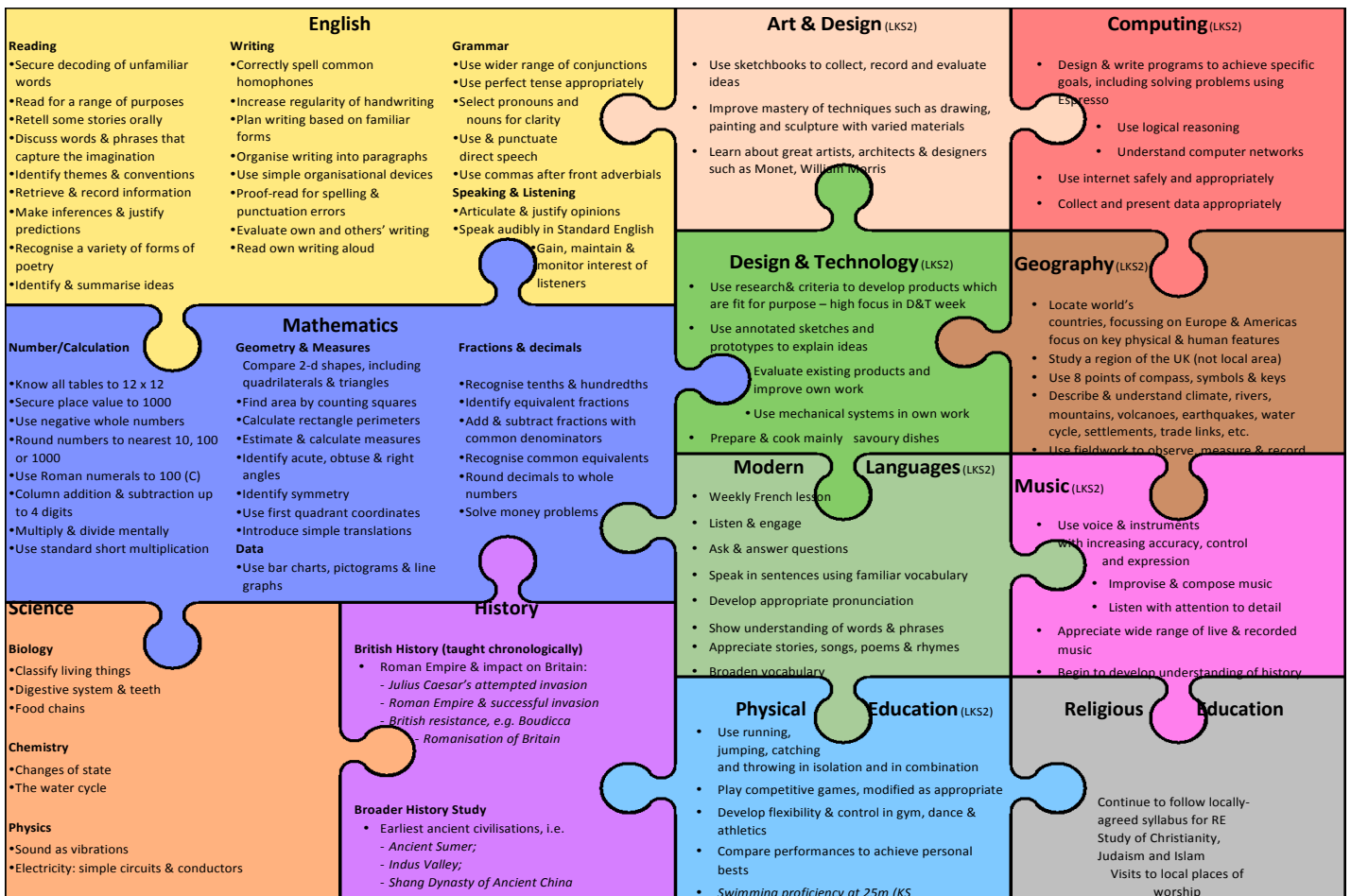
Curriculum Overview for Year 2

<p style="text-align: center;">English</p> <p>Reading</p> <ul style="list-style-type: none"> • Develop phonics until decoding secure • Read common suffixes • Read & re-read phonic-appropriate books • Read common 'exception' words • Discuss & express views about fiction, non-fiction & poetry • Become familiar with & retell stories • Ask & answer questions; make predictions • Begin to make inferences <p>Writing</p> <ul style="list-style-type: none"> • Spell by segmenting into phonemes • Learn to spell common 'exception' words • Spell using common suffixes, etc. • Use appropriate size letters & spaces • Develop positive attitude & stamina for writing • Begin to plan ideas for writing • Record ideas sentence-by-sentence • Make simple additions & changes after proof-reading <p>Grammar</p> <ul style="list-style-type: none"> • Use . , ! ? , and ' <ul style="list-style-type: none"> • Use simple conjunctions • Begin to expand noun phrases • Use some features of standard English • Speaking & Listening <ul style="list-style-type: none"> • Articulate & Justify answers • Initiate & respond to comments • Use spoken language to develop understanding 	<p style="text-align: center;">Art & Design (KS1)</p> <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 	<p style="text-align: center;">Computing (KS1)</p> <ul style="list-style-type: none"> • Understand use of algorithms • Write & test simple programs using Espresso <ul style="list-style-type: none"> • Use logical reasoning to make predictions • Organise, store, retrieve & manipulate data • Communicate online safely and respectfully • Recognise uses of IT outside of school 	
<p>Number/Calculation</p> <ul style="list-style-type: none"> • Know 2, 5, 10x tables • Begin to use place value (T/U) • Count in 2s, 3s, 5s & 10s • Identify, represent & estimate numbers • Compare / order numbers, inc. < > = • Write numbers to 100 • Know number facts to 20 (+ related to 100) • Use x and ÷ symbols • Recognise commutative property of multiplication <p>Geometry & Measures</p> <ul style="list-style-type: none"> • Know and use standard measures • Read scales to nearest whole unit • Use symbols for £ and p and add/subtract simple sums of less than £1 or in pounds • Tell time to the nearest 5 minutes • Identify & sort 2-d & 3-d shapes • Identify 2-d shapes on 3-d surfaces • Order and arrange mathematical objects • Use terminology of position & movement <p>Fractions</p> <ul style="list-style-type: none"> • Find and write simple fractions • Understand equivalence of e.g. $\frac{2}{4} = \frac{1}{2}$ <p>Data</p> <ul style="list-style-type: none"> • Interpret simple tables & pictograms • Ask & answer comparison questions • Ask & answer question about totalling 	<p style="text-align: center;">Design & Technology (KS1)</p> <ul style="list-style-type: none"> • Design purposeful, functional & appealing products – high focus in annual D&T week • Generate, model & communicate ideas • Use range of tools & materials to complete practical tasks <ul style="list-style-type: none"> • Evaluate existing products & own ideas • Build and improve structure & mechanisms • Understand where food comes from 	<p style="text-align: center;">Geography (Y2)</p> <ul style="list-style-type: none"> • Teach through themes eg Paddington Bear • Name & locate world's continents and oceans • Compare local area to a non-European country • Use basic vocabulary to describe a less familiar area • 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 	
<p style="text-align: center;">Science</p> <p>Biology</p> <ul style="list-style-type: none"> • Differentiate living, dead and non-living • Growing plants (water, light, warmth) • Basic needs of animals & offspring • Simple food chains & habitats <p>Chemistry</p> <ul style="list-style-type: none"> • Identify and compare uses of different materials • Compare how things move on different surfaces 	<p style="text-align: center;">History (KS1)</p> <p>Key Concepts</p> <ul style="list-style-type: none"> • Changes in living memory (linked to aspects of national life where appropriate) <p>Key Individuals</p> <ul style="list-style-type: none"> • Lives of significant historical figures, including comparison of those from different periods • Significant local people <p>Key Events</p> <ul style="list-style-type: none"> • e.g. Fire of London, Bonfire night • Events of local importance 	<p style="text-align: center;">Modern Languages</p> <ul style="list-style-type: none"> • Not required at KS1 but celebration of World Languages / customs • French songs and greetings 	<p style="text-align: center;">Music (KS1)</p> <ul style="list-style-type: none"> • Sing songs • Play tuned & untuned instruments musically • Listen & understand live and recorded music • Make and combine sounds musically
		<p style="text-align: center;">Physical Education (KS1)</p> <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 	<p style="text-align: center;">Religious Education</p> <p>Continue to follow locally-agreed syllabus for RE Christianity and Hinduism (eg Divali)</p>

Curriculum Overview for Year 3

<p>English</p> <p>Reading</p> <ul style="list-style-type: none"> • Use knowledge to read 'exception' words • Read range of fiction & non-fiction • Use dictionaries to check meaning • Prepare poems & plays to perform • Check own understanding of reading • Draw inferences & make predictions • Retrieve & record information from non-fiction books • Discuss reading with others <p>Writing</p> <ul style="list-style-type: none"> • Use prefixes & suffixes in spelling • Use dictionary to confirm spellings • Write simple dictated sentences • Use handwriting joins appropriately • Plan to write based on familiar forms • Rehearse sentences orally for writing • Use varied rich vocabulary • Create simple settings & plot • Assess effectiveness of own and others' writing <p>Grammar</p> <ul style="list-style-type: none"> • Use range of conjunctions • Use perfect tense • Use range of nouns & pronouns • Use time connectives • Introduce speech punctuation • Know language of clauses <p>Speaking & Listening</p> <ul style="list-style-type: none"> • Give structured descriptions • Participate actively in conversation • Consider & evaluate different viewpoints 	<p>Art & Design (LKS2)</p> <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 such as Monet, William Morris 	<p>Computing (LKS2)</p> <ul style="list-style-type: none"> • Design & write programs to achieve specific goals, including solving problems using Espresso • Use logical reasoning • Understand computer networks • Use internet safely and appropriately • Collect and present data appropriately 	
<p>Mathematics</p> <p>Number/Calculation</p> <ul style="list-style-type: none"> • Learn 3, 4 & 8x tables • Secure place value to 100 • Mentally add & subtract units, tens or hundreds to numbers of up to 3 digits • Written column addition & subtraction • Solve number problems, including multiplication & simple division and missing number problems • Use commutativity to help calculations <p>Geometry & Measures</p> <ul style="list-style-type: none"> • Measure & calculate with metric measures • Measure simple perimeter • 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 <p>Fractions & decimals</p> <ul style="list-style-type: none"> • Use & count in tenths • Recognise, find & write fractions • Recognise some equivalent fractions • Add/subtract fractions up to <1 • Order fractions with common denominator <p>Data</p> <ul style="list-style-type: none"> • Interpret bar charts & pictograms 	<p>Design & Technology (LKS2)</p> <ul style="list-style-type: none"> • Use research & criteria to develop products which are fit for purpose – high focus in D&T week • 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 	<p>Geography (LKS2)</p> <ul style="list-style-type: none"> • Locate world's 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 • Describe & understand climate, rivers, mountains, volcanoes, earthquakes, settlements, trade links, etc. • Use fieldwork to observe, measure & record 	
<p>Science</p> <p>Biology</p> <ul style="list-style-type: none"> • Plants, incl. parts, lifecycle and requirements for life • Animals: skeletons & nutrition <p>Chemistry</p> <ul style="list-style-type: none"> • Classification of rock types • Simple understanding of fossilisation <p>Physics</p> <ul style="list-style-type: none"> • Sources of light; shadows & reflections • Simple forces, including magnetism 	<p>History</p> <p>British History (taught chronologically)</p> <ul style="list-style-type: none"> • Stone Age to Iron Age Britain, including: <ul style="list-style-type: none"> - hunter-gatherers and early farmers - Bronze age religion, technology & travel - Iron age hill forts <p>Broader History Study</p> <ul style="list-style-type: none"> • A local history study, e.g. <ul style="list-style-type: none"> - A depth study linked to a studied period - A study over a period of time - A post-1066 study of relevant local history 	<p>Modern Languages (LKS2)</p> <ul style="list-style-type: none"> • Weekly French lesson • 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 <p>Physical Education (LKS2)</p> <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 gym, dance & athletics • Compare performances to achieve personal bests 	<p>Music (LKS2)</p> <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 <p>Religious Education</p> <ul style="list-style-type: none"> • Continue to follow locally-agreed syllabus for RE Study of Christianity, Judaism and Islam • Visits to local places of worship

Curriculum Overview for Year 4



Curriculum Overview for Year 5

<h3 style="text-align: center;">English</h3> <p>Reading</p> <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 <p>Writing</p> <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 <p>Grammar</p> <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 <p>Speaking & Listening</p> <ul style="list-style-type: none"> Give well-structured explanations Command of Standard English Consider & evaluate different viewpoints Use appropriate register 		<h3 style="text-align: center;">Art & Design (UKS2)</h3> <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 such as Georgia O'Keeffe, Lowry, Picasso 	<h3 style="text-align: center;">Computing (UKS2)</h3> <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 	
<h3 style="text-align: center;">Mathematics</h3> <p>Number/Calculation</p> <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 <p>Geometry & Measures</p> <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 <p>Data</p> <ul style="list-style-type: none"> Interpret tables & line graphs Solve questions about line graphs <p>Fractions</p> <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 		<h3 style="text-align: center;">Design & Technology (UKS2)</h3> <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 	<h3 style="text-align: center;">Geography (UKS2)</h3> <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 	
<h3 style="text-align: center;">Science</h3> <p>Biology</p> <ul style="list-style-type: none"> Life cycles of plants & animals (inc. mammal, insect, bird, amphibian) Describe changes as humans develop & mature <p>Chemistry</p> <ul style="list-style-type: none"> Classify materials according to a variety of properties Understand mixtures & solutions Know about reversible changes; identify irreversible <p>Physics</p> <ul style="list-style-type: none"> Understand location and interaction of Sun, Earth & Moon Introduce gravity, resistance & mechanical forces 	<h3 style="text-align: center;">History</h3> <p>British History (taught chronologically)</p> <ul style="list-style-type: none"> Anglo-Saxons & Vikings, including: <ul style="list-style-type: none"> Roman withdrawal from Britain; Scots invasion Invasions, settlements & kingdoms Viking invasions; Danegald Edward the Confessor <p>Broader History eg:</p> <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 		<h3 style="text-align: center;">Modern Languages (UKS2)</h3> <ul style="list-style-type: none"> 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 Understand basic grammar, e.g. gender 	<h3 style="text-align: center;">Music (UKS2)</h3> <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
<h3 style="text-align: center;">Physical Education (UKS2)</h3> <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 		<h3 style="text-align: center;">Religious Education</h3> <p>Continue to follow locally-agreed syllabus for RE Study of Christianity, Judaism and Islam. Visits to local places of worship</p>		

Curriculum Overview for Year 6

