

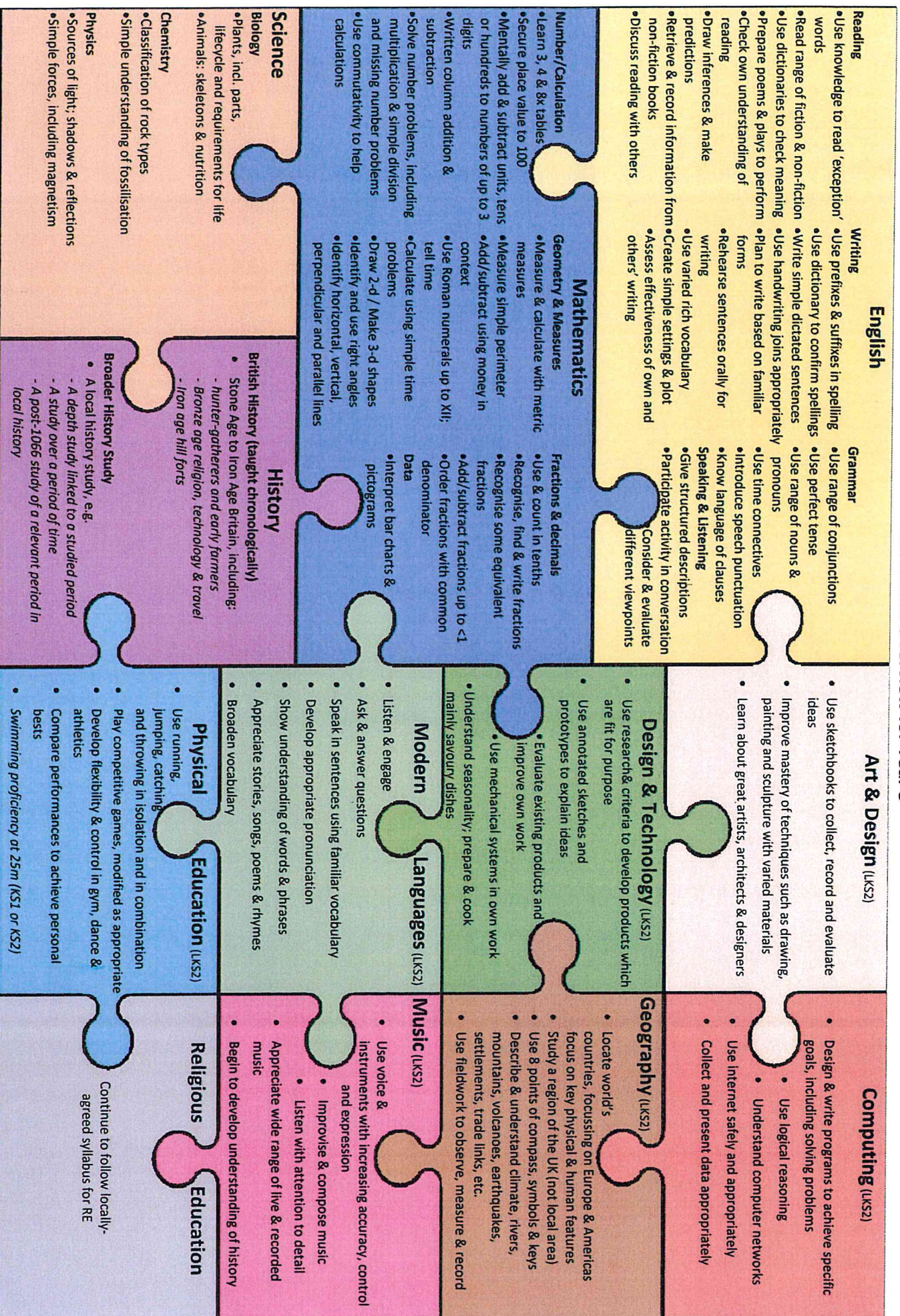
Curriculum Overview for Year 1

English			
Reading <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 	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
Mathematics			
Number/Calculation <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 	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 $\frac{1}{2}$ & $\frac{1}{4}$ 	<ul style="list-style-type: none"> Describe position & movement, including half and quarter turns
Science			
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 	
History (KS1)			
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 	
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 			
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 			
Modern Languages			
<p>Not required at KS1</p>			
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) 			
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 			
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 			
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 			
Religious Education			
<p>Continue to follow locally-agreed syllabus for RE</p>			

Curriculum Overview for Year 2

English		Art & Design (KS1)	Computing (KS1)
Reading <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 	Writing <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 	<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 	<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		Design & Technology (KS1)	Geography (Y2)
Number/Calculation <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 	Geometry & Measures <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 	<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 	<ul style="list-style-type: none"> 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
Science		Modern Languages	Music (KS1)
Biology <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 	Chemistry <ul style="list-style-type: none"> Identify and compare uses of different materials Compare how things move on different surfaces 	<p>Not required at 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
History (KS1)		Physical Education (KS1)	Religious Education
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 	<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) 	<p>Continue to follow locally-agreed syllabus for RE</p>

Curriculum Overview for Year 3



Curriculum Overview for Year 4

English		Art & Design (UKS2)		Computing (UKS2)		
Reading <ul style="list-style-type: none">• Secure decoding of unfamiliar words• Read for a range of purposes• Retell 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		<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		
Mathematics		Design & Technology (UKS2)		Geography (UKS2)		
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• Data• 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		<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		
Science		Modern Languages (UKS2)		Music (UKS2)		
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	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		<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	
History		Physical Education (UKS2)		Religious Education		
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		<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• Swimming proficiency at 25m (KS1 or KS2)		<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		
				Religious Education <p>Continue to follow locally-agreed syllabus for RE</p>		

Curriculum Overview for Year 5

English			
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 • Speaking & Listening • Give well-structured explanations • Command of Standard English • Consider & evaluate different viewpoints • Use appropriate register 	
Mathematics			
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 	
Science			
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			
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 - Invasions, settlements & kingdoms - Viking Invasions; Danegeld - 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 		
Art & Design (UKS2)			
<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 			
Design & Technology (UKS2)			
<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 			
Geography (UKS2)			
<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 			
Computing (UKS2)			
<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 			
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 			
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 gymn, dance & athletics • Take part in Outdoor & Adventurous activities • 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 6

<p>English</p> <p>Reading</p> <ul style="list-style-type: none">• Read a broad range of genres• Recommend books to others• Make comparisons within/across books• Support inferences with evidence• Summarising key points from texts• Identify how language, structure, etc. contribute to meaning• Discuss use of language, inc. figurative• Discuss & explain reading, providing reasoned justifications for views <p>Writing</p> <ul style="list-style-type: none">• Use knowledge of morphology & etymology in spelling• Develop legible personal handwriting style• Plan writing to suit audience & purpose; use models of writing• Develop character & setting in narrative• Select grammar & vocabulary for effect• Use a wide range of cohesive devices• Ensure grammatical consistency <p>Grammar</p> <ul style="list-style-type: none">• Use appropriate register/ style• Use the passive voice for purpose• Use features to convey & clarify meaning• Use full punctuation• Use language of subject/object• Speaking & Listening• Use questions to build knowledge• Articulate arguments & opinions• Use spoken language to speculate, hypothesise & explore• Use appropriate register & language	<p>Art & Design (UKS2)</p> <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	<p>Computing (UKS2)</p> <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
<p>Mathematics</p> <p>Number/Calculation</p> <ul style="list-style-type: none">• Secure place value & rounding to 10,000,000, including negatives• All written methods, including long division• Use order of operations (not indices)• Identify factors, multiples & primes• Solve multi-step number problems <p>Geometry & Measures</p> <ul style="list-style-type: none">• Confidently use a range of measures & conversions• Calculate area of triangles / parallelograms• Use area & volume formulas• Classify shapes by properties• Know and use angle rules• Translate & reflect shapes, using all four quadrants <p>Fractions, decimals & percentages</p> <ul style="list-style-type: none">• Compare & simplify fractions• Use equivalents to add fractions• Multiply simple fractions• Divide fractions by whole numbers• Solve problems using decimals & percentages• Use written division up to 2dp• Introduce ratio & proportion <p>Algebra</p> <ul style="list-style-type: none">• Introduce simple use of unknowns <p>Data</p> <ul style="list-style-type: none">• Use pie charts• Calculate mean averages	<p>Design & Technology (UKS2)</p> <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 <p>Modern Languages (UKS2)</p> <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	<p>Geography (UKS2)</p> <ul style="list-style-type: none">• Name & locate countries, 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 <p>Music (UKS2)</p> <ul style="list-style-type: none">• Perform with control & expression solo & in ensembles• Improvise & compose using dimensions of music <p>Religious Education</p> <ul style="list-style-type: none">• Listen to detail and recall aurally• Use & understand basics of staff notation• Develop an understanding of the history of music, including great musicians & composers
<p>Science</p> <p>Biology</p> <ul style="list-style-type: none">• Classification, including micro-organisms• Health & Lifestyles, incl. circulatory system• Evolution & Adaptation <p>Physics</p> <ul style="list-style-type: none">• Light & Shadows: the eye• Forces, including gravity• Electricity: investigating circuits	<p>History</p> <p>British History (taught chronologically)</p> <ul style="list-style-type: none">• An extended period study, e.g.<ul style="list-style-type: none">- The changing power of monarchs- Significant turning points in British history- Crime & punishment- Leisure <p>Broader History Study</p> <ul style="list-style-type: none">• Non-European society, i.e.<ul style="list-style-type: none">- Islamic civilization, including Baghdad- Mayan civilization- Benin (West Africa) <p>Physical Education (UKS2)</p> <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)	<p>Religious Education</p> <p>Continue to follow locally-agreed syllabus for RE</p>