

ST. DAVID HAIGH & ASPULL CE PRIMARY SCHOOL

CURRICULUM 2014

YEAR-BY-YEAR OVERVIEW A3

Core subjects (English, Maths & Science) are presented in a year-by-year format, based on the outlines given in the National Curriculum. History is also presented in this format.

All other subjects are presented in two-year sections, dividing KS2 into Lower and Upper Key Stages.

Version 2 A3 – produced by R. Woods 08/2014
(based on M. Tidd, 2013)

NOTE:

Created from National Primary Curriculum Sept. 2013

Where statements are brief (for the sake of format),

please refer to the original NPC document which can be viewed / downloaded from:

<https://www.gov.uk/government/publications/national-curriculum-in-england-primary-curriculum>

ENGLISH		ART & DESIGN	COMPUTING		
<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>ART & DESIGN</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>COMPUTING</p> <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	GEOGRAPHY		
<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>Describe position & movement, including half and quarter turns</p> <p>Fractions</p> <ul style="list-style-type: none"> • Recognise & use ½ & ¼ 	<p>DESIGN TECHNOLOGY</p> <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 	<p>GEOGRAPHY</p> <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
<p>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>HISTORY</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. Bonfire night • Events of local importance 		<p>MFL</p> <p>Not required at KS1</p>	<p>MUSIC</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>PHYSICAL EDUCATION</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 • Swimming proficiency at 25m (KS1 or KS2) 	<p>RELIGIOUS EDUCATION</p> <p>Continue to follow locally- agreed syllabus for RE from Liverpool Diocese.</p>		

<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 ' • Use simple conjunctions • Begin to expand noun phrases • Use some features of standard English <p>Speaking & Listening</p> <ul style="list-style-type: none"> • Articulate & Justify answers • Initiate & respond to comments • Use spoken language to develop understanding 		<p>ART & DESIGN</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>COMPUTING</p> <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
<p style="text-align: center;">MATHEMATICS</p> <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 questions about totalling 		<p>DESIGN TECHNOLOGY</p> <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 	<p>GEOGRAPHY</p> <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
<p>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>HISTORY</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. Bonfire night • Events of local importance 	<p>MFL</p> <p>Not required at KS1</p>	<p>MUSIC</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>PHYSICAL EDUCATION</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 • Swimming proficiency at 25m (KS1 or KS2) 	<p>RELIGIOUS EDUCATION</p> <p>Continue to follow locally- agreed syllabus for RE from Liverpool Diocese.</p>

<p style="text-align: center;">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 activity 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 	<p>COMPUTING (LKS2)</p> <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
<p style="text-align: center;">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 • 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 • Broader History Study <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 a relevant period in local history 	<p>MFL (LKS2)</p> <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 	<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>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 • Swimming proficiency at 25m (KS1 or KS2) 	<p>RELIGIOUS EDUCATION</p> <p>Continue to follow locally- agreed syllabus for RE from Liverpool Diocese.</p>

<p style="text-align: center;">ENGLISH</p> <p>Reading</p> <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 <p>Writing</p> <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 <p>Grammar</p> <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 <p>Speaking & Listening</p> <ul style="list-style-type: none"> Articulate & justify opinions Speak audibly in Standard English Gain, maintain & monitor interest of listeners 		<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 	<p>COMPUTING (LKS2)</p> <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
<p style="text-align: center;">MATHEMATICS</p> <p>Number/Calculation</p> <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 <p>Geometry & Measures</p> <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 <p>Fractions & Decimals</p> <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 <p>Data</p> <ul style="list-style-type: none"> Use bar charts, pictograms & line graphs 		<p>DESIGN TECHNOLOGY (LKS2)</p> <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 	<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"> Classify living things Digestive system & teeth Food chains <p>Chemistry</p> <ul style="list-style-type: none"> Changes of state The water cycle <p>Physics</p> <ul style="list-style-type: none"> Sound as vibrations Electricity: simple circuits & conductors 	<p>HISTORY</p> <p>British History (taught chronologically)</p> <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 	<p>MFL (LKS2)</p> <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 <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 Swimming proficiency at 25m (KS1 or KS2) 	<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> <p>Continue to follow locally- agreed syllabus for RE from Liverpool Diocese.</p>

<p style="text-align: center;">ENGLISH</p> <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 		<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 style="text-align: center;">MATHEMATICS</p> <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>Fractions & Decimals</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 <p>Data</p> <ul style="list-style-type: none"> • Interpret tables & line graphs • Solve questions about line graphs 		<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>GEOGRAPHY (UKS2)</p> <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
<p>SCIENCE</p> <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 	<p>HISTORY</p> <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 Study</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 	<p>MFL (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>MUSIC (UKS2)</p> <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
		<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 from Liverpool Diocese.</p>

<p style="text-align: center;">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 • Prepare poems & plays to read aloud and perform • 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 • Distinguish between statements of fact and opinion • Participate in discussions about books • Understand what they read inc. questions to improve understanding. <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 <p>Speaking & Listening</p> <ul style="list-style-type: none"> • 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 style="text-align: center;">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>Algebra</p> <ul style="list-style-type: none"> • Introduce simple use of unknowns <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</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>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>GEOGRAPHY (UKS2)</p> <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
<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>MFL (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>MUSIC (UKS2)</p> <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
		<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 from Liverpool Diocese.</p>