



Art & Design (KS1) - 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) - 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	
Geography (Y1) - 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	Geography (Y2) - 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
History Key Concepts - Changes in living memory (linked to aspects of national life where appropriate) - Key Individuals - Lives of significant historical figures, including comparison of those from different periods - Significant local people - Key Events e.g. Bonfire night - Events of local importance	
Science Biology - Identify basic plants - Identify basic plant parts (roots, leaves, flowers, etc.) - Identify & compare common animals - Identify & name basic body parts Chemistry - Distinguish between objects & materials - Identify & name common materials - Describe simple properties of some materials - Compare & classify materials Physics - Observe weather associated with changes of season	Science Biology - Differentiate living, dead and non-living - Growing plants (water, light, warmth) - Basic needs of animals & offspring - Simple food chains & habitats Chemistry - Identify and compare uses of different materials - Compare how things move on different surfaces
Computing (KS1) - 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	