#### Autumn 1 - On Sudden Hill

#### Geography

Pupils should be taught:

### **Human and Physical**

weather

Use basic geographical vocabulary to refer to:
-key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and

## Geographical skills and fieldwork

Use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map

Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key.

Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.

#### DT

Pupils should be taught:

### 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 [for example, 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

#### Science

### Year 1

Pupils should be taught to:

Distinguish between an object and the material from which it is made

- -identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock -describe the simple physical properties of a variety of everyday materials
- -compare and group together a variety of everyday materials on the basis of their simple physical properties.

#### Year 2

Pupils should be taught to:

- identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses

#### ICT

#### Year 1

0:1 What is a computer?

Mouse & Keyboard Skills; Logging on; Opening & saving work; Organising files; Searching for information.

Communicating: Text and Images

1.1 How do I use the school computer independently? LEARNING OBJECTIVE:

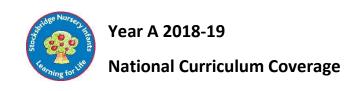
I understand that a computer is a type of machine and we use computers to help us find out and present information

#### Year 2

0:2 Using a computer.

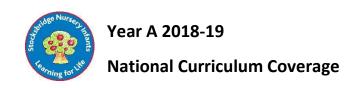
Mouse & Keyboard Skills; Logging on; Opening & saving work; Organising files; Searching for information.

Communicating: Text and Images
1:2 How do I use the computer as a writer?



-find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching. LEARNING OBJECTIVE:

I can combine images and text to help tell my story or give information



# **Autumn 2 - Around the world**

Geography	Design and Technology
2008.44,	200.8
Pupils should be taught:	Pupils should be taught to:
Human and Dhysical	Cooking and nutrition
Human and Physical Use basic geographical vocabulary to refer to:	-use the basic principles of a healthy and varied diet to
-key human features, including: city, town, village,	prepare dishes
factory, farm, house, office, port,	-understand where food comes from
harbour and shop	
Geographical skills and fieldwork	
-Use world maps, atlases and globes to identify the	
United Kingdom and its countries,	
as well as the countries, continents and oceans	
studied at this key stage	
ICT	Art and Design
Year 1	
Communicating: Text and Images	
1.1 How do I use the school computer independently?	
LEARNING OBJECTIVE:  I understand that a computer is a type of machine and	
we use computers to help us find out and present	
information	
Communicating: Multimedia	
2.1 How do I record sounds and pictures?	
LEARNING OBJECTIVE:	
I can record sounds and images using computers and	
digital devices – these provide different kinds of	
information	
Year 2	
Communicating: Text and Images	
1:2 How do I use the computer as a writer?	
LEARNING OBJECTIVE:	
I can combine images and text to help tell my story or	
give information	
Communicating: Multimedia	
2.2. How do I create a multimedia story?	
LEARNING OBJECTIVE:	
I can tell stories using images and sounds using a	
computer	
RE	

# Spring 1 - What's it like to live in Africa?

Geography	Science
2008.461	35.5.196
Pupils should be taught to:	Year 1
	Pupils should be taught to:
Place knowledge	- identify and name a variety of common animals
	including fish, amphibians, reptiles, birds and
-understand geographical similarities and differences	mammals.
through studying the human and	
physical geography of a small area of the United	-identify and name a variety of common animals that
Kingdom, and of a small area in a contrasting non-European country	are carnivores, herbivores and omnivores
contrasting non-European country	offillivores
	-observe and describe weather associated with the
	seasons and how day length varies.
	, ,
	Year 2
	Pupils should be taught to:
	-identify that most living things live in habitats to
	which they are suited and describe how different
	habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each
	other.
	other.
	-notice that animals, including humans, have offspring
	which grow into adults
	-find out about and describe the basic needs of
	animals, including humans, for survival (water, food and air)
	and any
Art	ICT
	Year 1
	Understanding & Sharing Data
	3.1. How do I present data using pictures?
	LEARNING OBJECTIVE:
	I can present information by using different kinds of charts
	Citates
	Year 2
	Understanding & Sharing Data
	3.2 What is a branching database?
	LEARNING OBJECTIVE:
	I understand that we use databases to store data and
	help us find out information

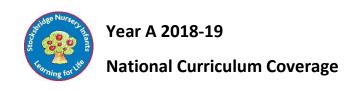
important. We use algorithms to program and control

computers.

Spring 2 - What happened in Eyam?		
Design and Technology	Art and Design	
When designing and making, pupils should be taught to: -generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.  -select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.  -evaluate their ideas and products against design criteria	Landscapes?	
History	Science	
Pupils should be taught about: -events beyond living memory that are significant nationally or globallythe lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods -Significant historical events, people and places in their own locality.	Year 1 Pupils should be taught to: -identify and name a variety of common wild and garden plants, including deciduous and evergreen trees -identify and describe the basic structure of a variety of common flowering plants, including trees -observe changes across the four seasons  Year 2 Pupils should be taught to: -observe and describe how seeds and bulbs grow into mature plants -find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.	
Year 1 Computational Thinking + Programming A 4.1 What is an algorithm? Algorithms-Sequencing and Sorting. LEARNING OBJECTIVE:	Geography  Pupils should be taught to:  Geographical skills and fieldwork  -Use world maps, atlases and globes to identify the United Kingdom and its countries,	
I understand that algorithms are made up of instructions and that the order of these instructions is	as well as the countries, continents and oceans studied at this key stage	

**Human and Physical** 

Use basic geographical vocabulary to refer to:



### Year 2

Computational Thinking + Programming A 4.2 How do I improve my algorithms? Algorithms – Precise instructions – Debugging. LEARNING OBJECTIVE:

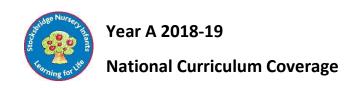
I understand that algorithms are made up of clear and precise instructions. I know that making mistakes is part of writing a program

- a good programmer debugs!

-key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather

# **Summer 1 - Living things and their habitats**

History	Art and Design
Pupils should be taught about: -the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods	
Science	ICT
Year 1 Pupils should be taught to: -identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals -describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets) -identify and name a variety of common animals that are carnivores, herbivores and omnivores  Year 2 Pupils should be taught to: -explore and compare the differences between things that are living, dead, and things that have never been alive - identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other - identify and name a variety of plants and animals in their habitats, including microhabitats - describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.	Year 1 Computational Thinking + Programming 5 5.1 What is a program? LEARNING OBJECTIVE: I understand that computers are controlled by humans. We program computers to make them do things by giving them instructions  Year 2 Computational Thinking + Programming B 5.2 How do I improve my programs? LEARNING OBJECTIVE: I understand that the order of commands in a program is important. Debugging is an important part of improving our programs.



# Summer 2 - All things bright and beautiful

Art and Design	Science
	AT1 investigating skills  Recap practical scientific methods, processes and skills  - asking simple questions and recognising that they can be answered in different ways  - observing closely, using simple equipment  - performing simple tests  - identifying and classifying  - using their observations and ideas to suggest answers to questions  - gathering and recording data to help in answering questions.
	ІСТ
	Catch up: Using and consolidating knowledge on computing.