Being a Historian means I can:

1. Use words and phrases like before, after, past, present, then and now.
2. Recount the life of someone famous from Britain who lived in the past, what they did earlier and what they did later.
3. Give examples of things that were different when my grandparents were children.
4. Find out things about the past by talking to an older person.
5. Answer questions using books and the internet.
6. Research the life of a famous person from the past using different sources of evidence.

Being a Geographer means I can:

1. Say what I like and do not like about the place I live and other places.
2. Describe a place outside Europe using geographical words.
3. Some of the features of an island.
4. Describe key features of a place from a picture using key words like beach, coast, forest etc.
5. Explain how jobs may be different in other locations.
6. Explain how an area has been spoilt or improved and give my reasons.
7. Explain the facilities that a village, town and city may need and give reasons.
8. Name the continents and the oceans of the world and locate them on a map.
9. Name capital cities of the UK.
10. Find where I live on a map of the UK

Being a Musician means I can:

1. Sing and follow a melody
2. Perform simple patterns and accompaniments keeping a steady pulse.
3. Play simple rhythmic patterns on an instrument.
4. Sing or clap increasing and decreasing tempo.
5. Order sounds to create a beginning, middle and end.
6. Create music in response to different starting points.
7. Choose sounds which create an effect.
8. Use symbols to represent sound.
9. Make connections between notations and musical sounds.
10. Listen out for particular things when listening to music.
11. Improve my own work.

Being a Designer means I can:

1. Think of an idea and plan what to do next.
2. Choose tools and materials and explain why I have chosen them.
3. Join materials and components in different ways.
4. Explain what went well within my work.
5. Explain why I have chosen different textiles.
6. Measure materials to use in a model or structure.
7. Describe the ingredients I am using.

Year Two

Being an International Speaker means I can:

Spoken Language
1. Join in with songs & rhymes
2. Respond to a simple command.
3. Answer with a single word or short phrase.
4. Choose the right word to complete a phrase.
5. Ask a question.
6. Name people.
7. Name places.
8. Name objects.

Reading
9. Read & understand single words and short phrases.
10. Use simple dictionaries to find the meaning of words.

Writing
11. Write single words correctly
12. Can copy a single word or phrase.
13. Label a picture

Being an Artist means I can:

1. Choose and use 3 different grades of pencil when drawing.
2. Use charcoal, pencil and pastel to create art.
3. Use a viewfinder to focus on a specific part of an artefact before drawing.
4. Mix paint to create all of the secondary colours and the colour brown.
5. Create tones with paint by adding black.
6. Create a printed piece of art by pressing, rolling, stamping and rubbing.
7. Make a clay pot and join two clay finger pots together.
8. Use different effects with an IT paint package.
9. Suggest how artists have used colour, pattern and shape.
10. Create a piece of art in response to the work of another artist.

Being a sports person means can:

Games
1. Use hitting, kicking and/or rolling in a game.
2. Decide the best space to be in during a game.
3. Use one tactic in a game.
4. Follow rules.

Gymnastics
9. Plan and perform a sequence of movements.
10. Improve my sequence based on feedback.
11. Think of more than one way to create a sequence which follows some rules.
12. Work on my own or with a partner.

Dance
5. Change my rhythm, speed, level and direction in my dance.
6. Dance with control & coordination.
7. Make a sequence by linking sections together.
8. Use dance to show a mood or feeling.

General
13. Copy and remember actions.
14. Talk about what is different from what I did and what someone else did.

Being a computer user means I can:

Algorithms and programming
1. Use a range of instructions e.g. directions
2. Find errors and amend (debug)
3. Predict what the outcome of a simple program will be (logical reasoning)
4. Understand that algorithms are used on digital devices.
5. Understand that programmes require precise instructions.
6. Test & amend a set of instructions
7. Write a simple programme & test it.

Information and technology
8. Understand digital content
9. Navigate the web to complete simple searches
10. Retrieve & manipulate digital content

Digital Literacy
11. Know where to go for help if I am concerned.
12. Know how technology is used in & outside of school.
13. Use technology respectfully.