

Being a Historian means I can:

1. Place features of historical events & people from the past societies & periods in a chronological framework.
2. Summarise main events from a period of history, explaining the order of events & what's happened.
3. Summarise how Britain has had a major influence on the world and how we have learnt from other countries & civilizations.
4. Identify and explain differences, similarities & changes between different periods of history.
5. Identify & explain propaganda.
6. Describe a key event from Britain's past using a range of difference sources.
7. Describe the features of historical events & way of life from periods I have studied; presenting to different audiences.

Being a Geographer means I can:

1. Use ordnance survey symbols & 6 figure grid references.
2. Answer questions by using a map.
3. Use maps, aerial photographs, plans & e-resources to describe what a locality might be like.
4. Describe how some places are similar & dissimilar in relation to their human & physical features.
5. Name the largest desert in the world & locate desert regions in an atlas.
6. Identify & name the tropics of Cancer & Capricorn as well as the Arctic and Antarctic Circles.
7. Explain how time zones work & calculate time differences around the world.

Being a Musician means I can:

1. Sing in harmony confidently & accurately.
2. Perform parts from memory.
3. Take a lead in a performance.
4. Use a variety of different musical devices in my composition (including melody, rhythms & chords).
5. Evaluate how the venue, occasion & purpose affects the way a piece of music is created.
6. Analyse features within different pieces of music.
7. Compare & contrast the impact that different composers from different times have had on people of that time.

Year Six

Being a Designer means I can:

1. Use market research to inform my plans & ideas.
2. Follow & refine my plans.
3. Justify my plans in a convincing way.
4. Show that I consider culture & society in my plans & designs.
5. Show that I can test & evaluate my products.
6. Explain how products should be stored & give reasons.
7. Work within a budget.
8. Evaluate my product against clear criteria.

Being an international Speaker means I can:

Spoken Language

1. Hold a simple conversation with at least 4 exchanges.
2. Use my knowledge of grammar to speak correctly.

Reading

3. Understand a short story or factual text & note the main points.
4. Use the context to work out unfamiliar words.

Writing

5. Write paragraphs of 4-5 sentences.
6. Substitute words and phrases.

Being an Artist means I can:

1. Explain why I have used different tools to create art.
2. Explain why I have chosen specific techniques to create my art.
3. Explain the style of my work & how it has been influenced by a famous artist.
4. Over print to create different patterns.
5. Use feedback to make amendments & improvements to my art.
6. Use a range of e-resources to create art.

Being a sports person means I can:

Games

1. Play to agreed rules.
2. Explain rules.
3. Know how to umpire.
4. Make a team & communicate a plan.
5. Lead others in a game situation.

Gymnastics

8. Combine my own work with that of others.
9. Link sequences to specific timings.

Outdoor and Adventurous

11. Plan a route & a series of clues for someone else.
12. Plan with others taking account of safety & danger.

Dance

6. Develop sequences in a specific style.
7. Choose my own music & style.

Athletics

10. Demonstrate stamina.

Being a computer user means I can:

Algorithms and programming

1. Design a solution by breaking a problem up.
2. Recognise that different solutions can exist for the same problem.
3. Use logical reasoning to detect errors in algorithms.
4. Explore 'what if' questions by planning different scenarios for controlled devices.
5. Work with variables.
6. Explain how an algorithm works.
7. Use selection in programs.

Information and technology

8. Select, use & combine software on a range of digital devices.
9. Use a range of technology for a specific project.

Digital Literacy

10. Discuss the risk of online use of technology.
11. Identify how to minimise risks.