

### Being a Historian means I can:

1. Plot events on a timeline using centuries
2. Use my mathematical skills to round up time differences into centuries and decades.
3. Explain how the lives of wealthy people were different from the lives of poorer people
4. Explain how historic items and artefacts can be used to help build up a picture of life in the past.
5. Explain how an event from the past has shaped our life today.
6. Research two versions of an event and explain how they differ.
7. Research what it was like for children in a given period of history and present my findings to an audience.

### Being a Geographer means I can:

1. Carry out research to discover features of villages, towns and cities.
2. I can plan a journey to a place in England
3. I can collect & accurately measure information e.g. rainfall, temperature etc.
4. Explain why people may be attracted to live in cities.
5. Explain why people may choose to live in one place rather than another.
6. Locate the Tropic of Cancer and Tropic of Capricorn.
7. Explain the difference between the British Isles, Great Britain and the United Kingdom.
8. Say the countries that make up the European Union.
9. Find at least six cities in the UK on a map.
10. Name and locate some of the main islands that surround the UK.
11. Name the areas of origin of the main ethnic groups in the UK and in our school.

### Being a Musician means I can:

1. Perform a simple part rhythmically.
2. Sing songs from memory using accurate pitch.
3. Improvise using repeated patterns.
4. Use notation to record and interpret sequences and pitches.
5. Use notation to record compositions in a small group or on my own.
6. Explain why silence is often needed in music and explain what effect it has.
7. Identify the character in a piece of music.
8. Identify and describe the different purposes of music.
9. Begin to identify the style of work of Beethoven, Mozart and

### Being a Designer means I can:

1. Use ideas from other people when I am designing.
2. Produce a plan and explain it.
3. Evaluate products for both their purpose and appearance.
4. Explain how I have improved my original design.
5. Present a product in an interesting way.
6. Measure accurately.
7. Persevere and adapt my work when my original ideas do not work.
8. Know how to be both hygienic & safe when using food.

## Year Four

### Being an International Speaker means I can:

#### Spoken Language

1. Name & describe people, places & objects.
2. Have a conversation saying 3-4 things.
3. Begin to speak in sentences.
4. Give a response using a phrase.

#### Reading

5. Read independently & understand a short passage using familiar language & explain the main points.
6. Use a bilingual dictionary or glossary to look up new words.

#### Writing

7. Write phrases from memory.
8. Write 2-3 short sentences on a familiar topic.
9. Say what I like/dislike about a familiar topic.

### Being an Artist means I can:

1. Show facial expressions and body language in sketches and paintings.
2. Use marks and lines to show texture in my art.
3. Use line, tone, shape and colour to represent figures and forms in movement
4. Show reflections in my art.
5. Print onto different materials using at least 4 colours.
6. Sculpt clay and other mouldable materials.
7. Integrate my digital images into my art.
8. Experiment with styles used by other artists.
9. Explain some of the features of art from historical periods.

### Being a sports person means I can:

#### Games

1. Catch with one hand.
2. Throw & catch accurately.
3. Hit a ball accurately with control.
4. Keep possession of the ball.
5. Vary tactics & adapt skills depending on what is happening in a game.

#### Gymnastics

11. Work in a controlled way.
12. Include change of speed and direction.
13. Include a range of shapes.
14. Work with a partner to create, repeat & improve
15. A sequence with at least three phases.

#### Dance

6. Take the lead when work with a partner/group.
7. Use dance to communicate my ideas.

#### Athletics

8. Run over a long distance & sprint over a short distance
9. Throw and jump in different ways.
10. Hit a target

#### Outdoor and Adventurous

16. Follow a map in a (more demanding) familiar context.
17. Follow a route within a time limit.

### Being a computer user means I can:

#### Algorithms and programming

1. Experiment with variables to control models.
2. Give an on-screen robot specific instructions that takes them from A to B.
3. Make an accurate prediction & explain why I believe something will happen (linked to programming)
4. De-bug a programme.

#### Information and technology

6. Select and use software to accomplish given goals
7. Collect and present data.
8. Produce and upload a pod cast.

#### Digital Literacy

9. Recognise acceptable and unacceptable behaviour using technology.