

<p style="text-align: center;">English</p> <p>Reading</p> <ul style="list-style-type: none"> Match graphemes for all phonemes Read accurately by blending sounds Read words with very common suffixes Read contractions & understand purpose Read phonics books aloud Link reading to own experiences Join in with predictable phrases Discuss significance of title & events ☑ Make simple predictions <p>Writing</p> <ul style="list-style-type: none"> Name letters of the alphabet Spell very common 'exception' words Spell days of the week Use very common prefixes & suffixes Form lower case letters correctly Form capital letters & digits Compose sentences orally before writing Read own writing to peers or teachers <p>Grammar</p> <ul style="list-style-type: none"> Leave spaces between words Begin to use basic punctuation: . ? ! Use capital letters for proper nouns. Use common plural & verb suffixes Speaking & Listening Listen & respond appropriately Ask relevant questions Maintain attention & participate 		<p>Art & Design (KS1)</p> <ul style="list-style-type: none"> 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 	<p>Computing (KS1)</p> <ul style="list-style-type: none"> 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 	
<p style="text-align: center;">Mathematics</p> <p>Number/Calculation</p> <ul style="list-style-type: none"> Count to / across 100 Count in 1s, 2s, 5s and 10s Identify 'one more' and 'one less' Read & write numbers to 20 Use language, e.g. 'more than', 'most' Use +, - and = symbols Know number bonds to 20 add and subtract one-digit and two-digit numbers to 20, including zero ☑ Solve one-step problems, including simple arrays <p>Geometry & Measures</p> <ul style="list-style-type: none"> Use common vocabulary for comparison, e.g. heavier, taller, full, longest, quickest Begin to measure length, capacity, weight Recognise coins & notes Use time & ordering vocabulary Tell the time to hour/half-hour Use language of days, weeks, months & years Recognise & name common 2-d and 3-d shapes Order & arrange objects Describe position & movement, including half and quarter turns <p>Fractions</p> <ul style="list-style-type: none"> Recognise & use ½ & ¼ 		<p>Design & Technology (KS1)</p> <ul style="list-style-type: none"> 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 	<p>Geography (Y1)</p> <ul style="list-style-type: none"> 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 	
<p>Science</p> <p>Chemistry</p> <ul style="list-style-type: none"> Distinguish between objects & materials Identify & name common materials Describe simple properties of some materials Compare & classify materials <p>Physics</p> <ul style="list-style-type: none"> Observe weather associated with changes of season <p>Biology</p> <ul style="list-style-type: none"> Identify basic plants Identify basic plant parts (roots, leaves, flowers, etc.) Identify & compare common animals Identify & name basic body parts 		<p>History (KS1)</p> <p>Key Concepts</p> <ul style="list-style-type: none"> Changes in living memory (linked to aspects of national life where appropriate) <p>Key Individuals</p> <ul style="list-style-type: none"> Lives of significant historical figures, including comparison of those from different periods Significant local people <p>Key Events</p> <ul style="list-style-type: none"> e.g. Bonfire night Events of local importance 	<p>Modern Languages</p> <p>Not required at KS1</p> <p>Physical Education (KS1)</p> <ul style="list-style-type: none"> Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination Participate in team games Perform dances using simple movement Swimming proficiency at 25m (KS1 or KS2) 	<p>Music (KS1)</p> <ul style="list-style-type: none"> Sing songs Play tuned & untuned instruments musically Listen & understand live and recorded music ☑ Make and combine sounds musically
			<p>Religious Education</p> <p>Continue to follow locally- agreed syllabus for RE</p>	

<p style="text-align: center;">English</p> <p>Reading</p> <ul style="list-style-type: none"> Develop phonics until decoding secure Read common suffixes Read & re-read phonic-appropriate books Read common 'exception' words Discuss & express views about fiction, non-fiction & poetry Become familiar with & retell stories Ask & answer questions; make predictions Begin to make inferences <p>Writing</p> <ul style="list-style-type: none"> Spell by segmenting into phonemes Learn to spell common 'exception' words Spell using common suffixes, etc. Use appropriate size letters & spaces Develop positive attitude & stamina for writing Begin to plan ideas for writing Record ideas sentence-by-sentence Make simple additions & changes after proof-reading <p>Grammar</p> <ul style="list-style-type: none"> Use . ! ? , and ' Use simple conjunctions Begin to expand noun phrases Use some features of standard English Speaking & Listening Articulate & Justify answers Initiate & respond to comments Use spoken language to develop understanding 		<p>Art & Design (KS1)</p> <ul style="list-style-type: none"> 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 	<p>Computing (KS1)</p> <ul style="list-style-type: none"> 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 		
<p style="text-align: center;">Mathematics</p> <p>Number/Calculation</p> <ul style="list-style-type: none"> Know 2, 5, 10x tables Begin to use place value (T/U) Count in 2s, 3s, 5s & 10s Identify, represent & estimate numbers Compare / order numbers, inc. < > = Write numbers to 100 Know number facts to 20 (+ related to 100) Use x and ÷ symbols Recognise commutative property of multiplication <p>Geometry & Measures</p> <ul style="list-style-type: none"> Know and use standard measures Read scales to nearest whole unit Use symbols for £ and p and add/subtract simple sums of less than £1 or in pounds Tell time to the nearest 5 minutes Identify & sort 2-d & 3-d shapes Identify 2-d shapes on 3-d surfaces Order and arrange mathematical objects Use terminology of position & movement <p>Fractions</p> <ul style="list-style-type: none"> Find and write simple fractions Understand equivalence of e.g. 2/4 = 1/2 Data Interpret simple tables & pictograms Ask & answer comparison questions Ask & answer questions about totalling 		<p>Design & Technology (KS1)</p> <ul style="list-style-type: none"> 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 	<p>Geography (Y2)</p> <ul style="list-style-type: none"> 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 		
<p>Science</p> <p>Biology</p> <ul style="list-style-type: none"> Differentiate living, dead and non-living Growing plants (water, light, warmth) Basic needs of animals & offspring Simple food chains & habitats <p>Chemistry</p> <ul style="list-style-type: none"> Identify and compare uses of different materials Compare how things move on different surfaces 		<p>History (KS1)</p> <p>Key Concepts</p> <ul style="list-style-type: none"> Changes in living memory (linked to aspects of national life where appropriate) <p>Key Individuals</p> <ul style="list-style-type: none"> Lives of significant historical figures, including comparison of those from different periods Significant local people <p>Key Events</p> <ul style="list-style-type: none"> e.g. Bonfire night Events of local importance 		<p>Modern Languages</p> <ul style="list-style-type: none"> Not required at KS1 	<p>Music (KS1)</p> <ul style="list-style-type: none"> Sing songs Play tuned & untuned instruments musically Listen & understand live and recorded music Make and combine sounds musically
		<p>Physical Education (KS1)</p> <ul style="list-style-type: none"> Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination Participate in team games Perform dances using simple movement Swimming proficiency at 25m (KS1 or KS2) 		<p>Religious Education</p> <p>Continue to follow locally- agreed syllabus for RE</p>	

Burwell Village College Primary School		New National Curriculum Coverage for Year 3			
<p>English</p> <p>Reading</p> <ul style="list-style-type: none"> • Use knowledge to read 'exception' words • Read range of fiction & non-fiction • Use dictionaries to check meaning • Prepare poems & plays to perform • Check own understanding of reading • Draw inferences & make predictions • Retrieve & record information from non-fiction books • Discuss reading with others <p>Writing</p> <ul style="list-style-type: none"> • Use prefixes & suffixes in spelling • Use dictionary to confirm spellings • Write simple dictated sentences • Use handwriting joins appropriately • Plan to write based on familiar forms • Rehearse sentences orally for writing • Use varied rich vocabulary • Create simple settings & plot • Assess effectiveness of own and others' writing <p>Grammar</p> <ul style="list-style-type: none"> • Use range of conjunctions • Use perfect tense • Use range of nouns & pronouns • Use time connectives • Introduce speech punctuation • Know language of clauses <p>Speaking & Listening</p> <ul style="list-style-type: none"> • Give structured descriptions • Participate activity in conversation • Consider & evaluate different viewpoints 		<p>Art & Design (Lower KS2)</p> <ul style="list-style-type: none"> • Use sketchbooks to collect, record and evaluate ideas • Improve mastery of techniques such as drawing, painting and sculpture with varied materials • Learn about great artists, architects & designers 	<p>Computing (Lower KS2)</p> <ul style="list-style-type: none"> • Design & write programs to achieve specific goals, including solving problems • Use logical reasoning • Understand computer networks • Use internet safely and appropriately • Collect and present data appropriately 		
<p>Mathematics</p> <p>Number/Calculation</p> <ul style="list-style-type: none"> • Learn 3, 4 & 8x tables • Secure place value to 100 • Mentally add & subtract units, tens or hundreds to numbers of up to 3 digits • Written column addition & subtraction • Solve number problems, including multiplication & simple division and missing number problems • Use commutativity to help calculations <p>Geometry & Measures</p> <ul style="list-style-type: none"> • Measure & calculate with metric measures • Measure simple perimeter • Add/subtract using money in context • Use Roman numerals up to XII; tell time • Calculate using simple time problems • Draw 2-d / Make 3-d shapes • Identify and use right angles • Identify horizontal, vertical, perpendicular and parallel lines <p>Fractions & Decimals</p> <ul style="list-style-type: none"> • Use & count in tenths • Recognise, find & write fractions • Recognise some equivalent fractions • Add/subtract fractions up to <1 • Order fractions with common denominator <p>Data</p> <ul style="list-style-type: none"> • Interpret bar charts & pictograms 		<p>Design & Technology (Lower KS2)</p> <ul style="list-style-type: none"> • Use research & criteria to develop products which are fit for purpose • Use annotated sketches and prototypes to explain ideas • Evaluate existing products and improve own work • Use mechanical systems in own work • Understand seasonality; prepare & cook mainly savoury dishes 	<p>Geography (Lower KS2)</p> <ul style="list-style-type: none"> • Locate world's countries, focussing on Europe & Americas focus on key physical & human features • Study a region of the UK (not local area) • Use 8 points of compass, symbols & keys • Describe & understand climate, rivers, mountains, volcanoes, earthquakes, settlements, trade links, etc. • Use fieldwork to observe, measure & record 		
<p>Science</p> <p>Biology</p> <ul style="list-style-type: none"> • Plants, incl. parts, lifecycle and requirements for life • Animals: skeletons & nutrition <p>Chemistry</p> <ul style="list-style-type: none"> • Classification of rock types • Simple understanding of fossilisation <p>Physics</p> <ul style="list-style-type: none"> • Sources of light; shadows & reflections • Simple forces, including magnetism 	<p>British History KS2 (taught chronologically)</p> <p>Stone Age to Iron Age Britain, including:</p> <ul style="list-style-type: none"> - hunter-gatherers and early farmers - Bronze age religion, technology & travel - Iron age hill forts <p>Broader History Study</p> <ul style="list-style-type: none"> • A local history study, e.g. - A depth study linked to a studied period - A study over a period of time - A post-1066 study of relevant local history 	<p>Modern Languages (Lower KS2)</p> <ul style="list-style-type: none"> • Listen & engage • Ask & answer questions • Speak in sentences using familiar vocabulary • Develop appropriate pronunciation • Show understanding of words & phrases • Appreciate stories, songs, poems & rhymes • Broaden vocabulary <p>Physical Education (Lower KS2)</p> <ul style="list-style-type: none"> • Use running, jumping, catching and throwing in isolation and in combination • Play competitive games, modified as appropriate • Develop flexibility & control in gym, dance & athletics • Compare performances to achieve personal bests • Swimming proficiency at 25m 	<p>Music (Lower KS2)</p> <ul style="list-style-type: none"> • Use voice & instruments with increasing accuracy, control and expression • Improvise & compose music • Listen with attention to detail • Appreciate wide range of live & recorded music • Begin to develop understanding of history <p>Religious Education</p> <p>Continue to follow locally- agreed syllabus for RE</p>		

<p>English</p> <p>Reading</p> <ul style="list-style-type: none"> Secure decoding of unfamiliar words Read for a range of purposes Retell some stories orally Discuss words & phrases that capture the imagination Identify themes & conventions Retrieve & record information Make inferences & justify predictions Recognise a variety of forms of poetry Identify & summarise ideas <p>Writing</p> <ul style="list-style-type: none"> Correctly spell common homophones Increase regularity of handwriting Plan writing based on familiar forms Organise writing into paragraphs Use simple organisational devices Proof-read for spelling & punctuation errors Evaluate own and others' writing Read own writing aloud <p>Grammar</p> <ul style="list-style-type: none"> Use wider range of conjunctions Use perfect tense appropriately Select pronouns and nouns for clarity Use & punctuate direct speech Use commas after front adverbials <p>Speaking & Listening</p> <ul style="list-style-type: none"> Articulate & justify opinions Speak audibly in Standard English Gain, maintain & monitor interest of listeners 		<p>Art & Design (Lower KS2)</p> <ul style="list-style-type: none"> Use sketchbooks to collect, record and evaluate ideas Improve mastery of techniques such as drawing, painting and sculpture with varied materials Learn about great artists, architects & designers 	<p>Computing (Lower KS2)</p> <ul style="list-style-type: none"> Design & write programs to achieve specific goals, including solving problems Use logical reasoning Understand computer networks Use internet safely and appropriately Collect and present data appropriately
<p>Mathematics</p> <p>Number/Calculation</p> <ul style="list-style-type: none"> Know all tables to 12 x 12 Secure place value to 1000 Use negative whole numbers Round numbers to nearest 10, 100 or 1000 Use Roman numerals to 100 (C) Column addition & subtraction up to 4 digits Multiply & divide mentally Use standard short multiplication <p>Geometry & Measures</p> <ul style="list-style-type: none"> Compare 2-d shapes, including quadrilaterals & triangles Find area by counting squares Calculate rectangle perimeters Estimate & calculate measures Identify acute, obtuse & right angles Identify symmetry Use first quadrant coordinates Introduce simple translations <p>Fractions & Decimals</p> <ul style="list-style-type: none"> Recognise tenths & hundredths Identify equivalent fractions Add & subtract fractions with common denominators Recognise common equivalents Round decimals to whole numbers Solve money problems <p>Data</p> <ul style="list-style-type: none"> Use bar charts, pictograms & line graphs 		<p>Design & Technology (Lower KS2)</p> <ul style="list-style-type: none"> Use research & criteria to develop products which are fit for purpose Use annotated sketches and prototypes to explain ideas Evaluate existing products and improve own work Use mechanical systems in own work Understand seasonality; prepare & cook mainly savoury dishes 	<p>Geography (Lower KS2)</p> <ul style="list-style-type: none"> Locate world's countries, focussing on Europe & Americas focus on key physical & human features Study a region of the UK (not local area) Use 8 points of compass, symbols & keys Describe & understand climate, rivers, mountains, volcanoes, earthquakes, water cycle, settlements, trade links, etc. Use fieldwork to observe, measure & record
<p>Science</p> <p>Biology</p> <ul style="list-style-type: none"> Classify living things Digestive system & teeth Food chains <p>Chemistry</p> <ul style="list-style-type: none"> Changes of state The water cycle <p>Physics</p> <ul style="list-style-type: none"> Sound as vibrations Electricity: simple circuits & conductors 	<p>British History KS2 (taught chronologically)</p> <ul style="list-style-type: none"> Roman Empire & impact on Britain: <ul style="list-style-type: none"> Julius Caesar's attempted invasion Roman Empire & successful invasion British resistance, e.g. Boudicca Romanisation of Britain Broader History Study <ul style="list-style-type: none"> Earliest ancient civilisations, i.e. <ul style="list-style-type: none"> Ancient Sumer; Indus Valley; Ancient Egypt; or Shang Dynasty of Ancient China 	<p>Modern Languages (Lower KS2)</p> <ul style="list-style-type: none"> Listen & engage Ask & answer questions Speak in sentences using familiar vocabulary Develop appropriate pronunciation Show understanding of words & phrases Appreciate stories, songs, poems & rhymes Broaden vocabulary 	<p>Music (Lower KS2)</p> <ul style="list-style-type: none"> Use voice & instruments with increasing accuracy, control and expression Improvise & compose music Listen with attention to detail Appreciate wide range of live & recorded music Begin to develop understanding of history
		<p>Physical Education (Lower KS2)</p> <ul style="list-style-type: none"> Use running, jumping, catching and throwing in isolation and in combination Play competitive games, modified as appropriate Develop flexibility & control in gym, dance & athletics Compare performances to achieve personal bests Swimming proficiency at 25m (KS1 or KS2) 	<p>Religious Education</p> <p>Continue to follow locally- agreed syllabus for RE</p>

Burwell Village College Primary School		New National Curriculum Coverage for Year 5					
<p>English</p> <p>Reading</p> <ul style="list-style-type: none"> Apply knowledge of morphology & etymology when reading new words Reading & discuss a broad range of genres & texts Identifying & discussing themes Make recommendations to others Learn poetry by heart Draw inference & make predictions Discuss authors' use of language Retrieve & present information from non-fiction texts. Formal presentations & debates <p>Writing</p> <ul style="list-style-type: none"> Secure spelling, inc. homophones, prefixes, silent letters, etc. Use a thesaurus Legible, fluent handwriting Plan writing to suit audience & purpose Develop character, setting and atmosphere in narrative Use organisational & presentational features Use consistent appropriate tense Proof-reading Perform own compositions <p>Grammar</p> <ul style="list-style-type: none"> Use expanded noun phrases Use modal & passive verbs Use relative clauses Use commas for clauses Use brackets, dashes & commas for parenthesis <p>Speaking & Listening</p> <ul style="list-style-type: none"> Give well-structured explanations Command of Standard English Consider & evaluate different viewpoints Use appropriate register 		<p>Art & Design (Upper KS2)</p> <ul style="list-style-type: none"> Use sketchbooks to collect, record, review, revisit & evaluate ideas Improve mastery of techniques such as drawing, painting and sculpture with varied materials Learn about great artists, architects & designers 		<p>Computing (Upper KS2)</p> <ul style="list-style-type: none"> Design & write programs to solve problems Use sequences, repetition, inputs, variables and outputs in programs Detect & correct errors in programs Understand uses of networks for collaboration & communication Be discerning in evaluating digital content 			
<p>Mathematics</p> <p>Number/Calculation</p> <ul style="list-style-type: none"> Secure place value to 1,000,000 Use negative whole numbers in context Use Roman numerals to 1000 (M) Use standard written methods for all four operations Confidently add & subtract mentally Use vocabulary of prime, factor & multiple Multiply & divide by powers of ten Use square and cube numbers <p>Geometry & Measures</p> <ul style="list-style-type: none"> Convert between different units Calculate perimeter of composite shapes & area of rectangles Estimate volume & capacity Identify 3-d shapes Measure & identify angles Understand regular polygons Reflect & translate shapes <p>Fractions & Decimals</p> <ul style="list-style-type: none"> Compare & order fractions Add & subtract fractions with common denominators, with mixed numbers Multiply fractions by units Write decimals as fractions Order & round decimal numbers Link percentages to fractions & decimals <p>Data</p> <ul style="list-style-type: none"> Interpret tables & line graphs Solve questions about line graphs 		<p>Design & Technology (Upper KS2)</p> <ul style="list-style-type: none"> Use research & criteria to develop products which are fit for purpose and aimed at specific groups Use annotated sketches, cross-section diagrams & computer-aided design Analyse & evaluate existing products and improve own work Use mechanical & electrical systems in own products, including programming Cook savoury dishes for a healthy & varied diet 		<p>Geography (Upper KS2)</p> <ul style="list-style-type: none"> Name & locate counties, cities, regions & features of UK Understand latitude, longitude, Equator, hemispheres, tropics, polar circles & time zones Study a region of Europe, and of the Americas Understand biomes, vegetation belts, land use, economic activity, distribution of resources, etc. Use 4- and 6-figure grid references on OS maps Use fieldwork to record & explain areas 			
<p>Science</p> <p>Biology</p> <ul style="list-style-type: none"> Life cycles of plants & animals (inc. mammal, insect, bird, amphibian) Describe changes as humans develop & mature <p>Chemistry</p> <ul style="list-style-type: none"> Classify materials according to a variety of properties Understand mixtures & solutions Know about reversible changes; identify irreversible <p>Physics</p> <ul style="list-style-type: none"> Understand location and interaction of Sun, Earth & Moon <ul style="list-style-type: none"> Introduce gravity, resistance & mechanical forces 		<p>British History KS2 (taught chronologically)</p> <ul style="list-style-type: none"> Anglo-Saxons & Vikings, including: <ul style="list-style-type: none"> Roman withdrawal from Britain; Scots invasion Invasions, settlements & kingdoms Viking invasions; Danegald Edward the Confessor Broader History Study <ul style="list-style-type: none"> Ancient Greece, i.e. <ul style="list-style-type: none"> A study of Greek life and achievements and their influence on the western world 		<p>Modern Languages (Upper KS2)</p> <ul style="list-style-type: none"> Listen & engage Engage in conversations, expressing opinions Speak in simple language & be understood Develop appropriate pronunciation Present ideas & information orally Show understanding in simple reading Adapt known language to create new ideas Describe people, places & things Understand basic grammar, e.g. gender <p>Physical Education (Upper KS2)</p> <ul style="list-style-type: none"> Use running, jumping, catching and throwing in isolation and in combination Play competitive games, applying basic principles Develop flexibility & control in gym, dance & athletics Take part in Outdoor & Adventurous activities Compare performances to achieve personal bests Swimming proficiency at 25m (KS1 or KS2) 		<p>Music (Upper KS2)</p> <ul style="list-style-type: none"> Perform with control & expression solo & in ensembles Improvise & compose using dimensions of music Listen to detail and recall aurally Use & understand basics of staff notation Develop an understanding of the history of music, including great musicians & composers <p>Religious Education</p> <p>Continue to follow locally- agreed syllabus for RE</p>	

<p>English</p> <p>Reading</p> <ul style="list-style-type: none"> • Read a broad range of genres • Recommend books to others • Make comparisons within/across books • Support inferences with evidence • Summarising key points from texts • Identify how language, structure, etc. contribute to meaning • Discuss use of language, inc. figurative • Discuss & explain reading, providing reasoned justifications for views <p>Writing</p> <ul style="list-style-type: none"> • Use knowledge of morphology & etymology in spelling • Develop legible personal handwriting style • Plan writing to suit audience & purpose; use models of writing • Develop character & setting in narrative • Select grammar & vocabulary for effect • Use a wide range of cohesive devices • Ensure grammatical consistency <p>Grammar</p> <ul style="list-style-type: none"> • Use appropriate register/ style • Use the passive voice for purpose • Use features to convey & clarify meaning • Use full punctuation • Use language of subject/object <p>Speaking & Listening</p> <ul style="list-style-type: none"> • Use questions to build knowledge • Articulate arguments & opinions • Use spoken language to speculate, hypothesise & explore • Use appropriate register & language 		<p>Art & Design (Upper KS2)</p> <ul style="list-style-type: none"> • Use sketchbooks to collect, record, review, revisit & evaluate ideas • Improve mastery of techniques such as drawing, painting and sculpture with varied materials • Learn about great artists, architects & designers 	<p>Computing (Upper KS2)</p> <ul style="list-style-type: none"> • Design & write programs to solve problems • Use sequences, repetition, inputs, variables and outputs in programs • Detect & correct errors in programs • Understand uses of networks for collaboration & communication • Be discerning in evaluating digital content
<p>Mathematics</p> <p>Number/Calculation</p> <ul style="list-style-type: none"> • Secure place value & rounding to 10,000,000, including negatives • All written methods, including long division • Use order of operations (not indices) • Identify factors, multiples & primes • Solve multi-step number problems <p>Algebra</p> <ul style="list-style-type: none"> • Introduce simple use of unknowns <p>Geometry & Measures</p> <ul style="list-style-type: none"> • Confidently use a range of measures & conversions • Calculate area of triangles / parallelograms • Use area & volume formulas • Classify shapes by properties • Know and use angle rules • Translate & reflect shapes, using all four quadrants <p>Fractions & Decimals</p> <ul style="list-style-type: none"> • Compare & simplify fractions • Use equivalents to add fractions • Multiply simple fractions • Divide fractions by whole numbers • Solve problems using decimals & percentages • Use written division up to 2dp • Introduce ratio & proportion <p>Data</p> <ul style="list-style-type: none"> • Use pie charts • Calculate mean averages 		<p>Design & Technology (Upper KS2)</p> <ul style="list-style-type: none"> • Use research & criteria to develop products which are fit for purpose and aimed at specific groups • Use annotated sketches, cross-section diagrams & computer-aided design • Analyse & evaluate existing products and improve own work • Use mechanical & electrical systems in own products, including programming • Cook savoury dishes for a healthy & varied diet 	<p>Geography (Upper KS2)</p> <ul style="list-style-type: none"> • Name & locate counties, cities, regions & features of UK • Understand latitude, longitude, Equator, hemispheres, tropics, polar circles & time zones • Study a region of Europe, and of the Americas • Understand biomes, vegetation belts, land use, economic activity, distribution of resources, etc. • Use 4- and 6-figure grid references on OS maps • Use fieldwork to record & explain areas
<p>Science</p> <p>Biology</p> <ul style="list-style-type: none"> • Classification, including micro-organisms • Health & Lifestyles, incl. circulatory system • Evolution & Adaptation <p>Physics</p> <ul style="list-style-type: none"> • Light & Shadows; the eye • Forces, including gravity <ul style="list-style-type: none"> • Electricity: investigating circuits 	<p>British History KS2 (taught chronologically)</p> <ul style="list-style-type: none"> • An extended period study, e.g. <ul style="list-style-type: none"> - The changing power of monarchs - Significant turning points in British history - Crime & punishment - Leisure <p>Broader History Study</p> <ul style="list-style-type: none"> • Non-European society, i.e. <ul style="list-style-type: none"> - Islamic civilization, including Baghdad - Mayan civilization - Benin (West Africa) 	<p>Modern Languages (Upper KS2)</p> <ul style="list-style-type: none"> • Listen & engage • Engage in conversations, expressing opinions • Speak in simple language & be understood • Develop appropriate pronunciation • Present ideas & information orally • Show understanding in simple reading • Adapt known language to create new ideas • Describe people, places & things • Understand basic grammar, e.g. gender <p>Physical Education (Upper KS2)</p> <ul style="list-style-type: none"> • Use running, jumping, catching and throwing in isolation and in combination • Play competitive games, applying basic principles • Develop flexibility & control in gym, dance & athletics • Take part in Outdoor & Adventurous activities • Compare performances to achieve personal bests • Swimming proficiency at 25m (KS1 or KS2) 	<p>Music (Upper KS2)</p> <ul style="list-style-type: none"> • Perform with control & expression solo & in ensembles • Improvise & compose using dimensions of music • Listen to detail and recall aurally • Use & understand basics of staff notation • Develop an understanding of the history of music, including great musicians & composers <p>Religious Education</p> <p>Continue to follow locally- agreed syllabus for RE</p>