Year 1/2	Ye	ear A	Year	В
Science	Plants	Materials	Animals including humans	Seasonal change/Living things
	 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 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 Working scientifically: asking simple questions and recognising that they can be answered in different ways Working scientifically: performing simple tests Working scientifically: using their observations and ideas to suggest answers to questions Working scientifically: gathering and recording data to help in answering questions 	 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 identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching Working scientifically: asking simple questions and recognising that they can be answered in different ways Working scientifically: identifying and classifying 	 (Farm) identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals identify and name a variety of common animals that are carnivores, herbivores and omnivores describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals including pets) identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense 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) describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene Working scientifically: observing closely, using simple equipment Working scientifically: using their observations and ideas to suggest answers to questions 	 observe changes across the 4 seasons observe and describe weather associated with the seasons and how day length varies 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 animal 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 Working scientifically: observing closely, using simple equipment Working scientifically: gathering and recording data to help in answering questions
Geography	UK based, Where I live, geography skills	Non-European country comparison	Seas and coasts, weather and seasons,	geography skills and comparison
	Human and physical features	Human and physical features	(Trip to the b	
	 Locational knowledge: name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas Locational knowledge: name and locate the world's seven continents. (Europe) Place knowledge: understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom Human and physical geography: use basic geographical vocabulary to refer to key physical features, including: forest, hill, mountain, river, soil, valley, vegetation Human and physical geography: use basic geographical vocabulary to refer to key human features, including: city, town, village, factory, farm, house, office, and shop Geographical skills and fieldwork: use world maps, atlases and globes to identify the United Kingdom and its countries Geographical skills and fieldwork: 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 	 (Australia) Locational knowledge: name and locate the world's seven continents. (Recap) Place knowledge: understand geographical similarities and differences through studying the human and physical geography of a small area in a contrasting non-European country and compare to the UK. Human and physical geography: location of hot and cold areas of the world in relation to the Equator and the North and South Poles Human and physical geography: use basic geographical vocabulary to refer to key physical features, including: forest, hill, mountain, river, soil, valley, vegetation (Recap and compare to the UK) Human and physical geography: use basic geographical vocabulary to refer to key human features, including: city, town, village, factory, farm, house, office, and shop (Recap and compare to the UK) Geographical skills and fieldwork: use world maps, atlases and globes to identify countries and continents Geographical skills and fieldwork use aerial photographs and plan perspectives to recognise landmarks and basic human and physical 	 Locational knowledge: Name and locate the world'. Locational knowledge: Name and locate surroundin Human and physical geography: identify seasonal of Human and physical geography: use basic geograph features, including: beach, cliff, coast, sea, ocean, ri Human and physical geography: use basic geograph including: port, harbour Geographical skills and fieldwork: use world maps, of Geographical skills and fieldwork: use simple compositional and directional language [for example, no location of features and routes on a map 	g seas of the four countries in the UK. and daily weather patterns in the United Kingdom phical vocabulary to refer to key physical ver, season and weather hical vocabulary to refer to key human features, atlases and globes to identify oceans ass directions (North, South, East and West) and

History	Geographical skills and fieldwork: 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. The lives of significant individuals in the past wh	features; devise a simple map; and use and construct basic symbols in a key o have contributed to national and international	Changes in living memory (their own history)	Events beyond living memory that are
,		ocal person (e.g. Isambard Brunel)		significant nationally or globally
	(Brunel – SS	great Britain)		(e.g. Great Fire of London)
DT	 Textiles 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. Select from and use a wide range of textiles according to their characteristics and explain why they are being used. Evaluate their ideas and products against design criteria. Select and use a range of tools and equipment to perform practical tasks e.g. cutting, shaping, joining and finishing. 	 Structures Generate, develop, model and communicate their ideas through talking, drawing, mock-ups and, where appropriate, information and communication technology. Select from and use a range of tools and equipment to perform practical tasks e.g. cutting, shaping, joining and finishing Build structures, exploring how they can be made stronger, stiffer and more stable. Select from and use a wide range of materials and components, including construction materials, according to their characteristics and explain why they are being used. Evaluate and test finished products. 	 Nutrition Cut food safely. Understand the need for a variety of food in a diet. Group familiar food groups e.g. fruit, vegetables, meat, dairy etc. Measure and weigh food items – using informal methods. 	 Mechanisms Design purposeful, functional, appealing products for themselves and other users based on design criteria. Generate, develop, model and communicate their ideas through talking, drawing, mock-ups and, where appropriate, information and communication technology. Explore and use mechanisms e.g. levers, sliders, wheels and axles, in products. Evaluate finished product and share with the intended users.

Year 3/4		Year A	Year B		
Science	Rocks (fossil beach) • compare and group together different kinds of rocks on the basis of their appearance and simple physical properties • describe in simple terms how fossils are formed when things that have lived are trapped within rock • recognise that soils are made from rocks and organic matter	 States of matter Forces and magnets (We are the curious) compare how things move on different surfaces notice that some forces need contact between 2 objects, but magnetic forces can act at a distance observe how magnets attract or repel each other and attract some materials and not others compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials describe magnets as having 2 poles predict whether 2 magnets will attract or repel each other, depending on which poles are facing compare and group materials together, according to whether they are solids, liquids or gases observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C) identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with 	 Plants living things (Wild space project) identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers explore the requirements of plants for life and growth (air, light, water, nutrients from soil, and room to grow) and how they vary from plant to plant investigate the way in which water is transported within plants explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal recognise that living things can be grouped in a variety of ways explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment recognise that environments can change and that this can sometimes pose dangers to living things 	 Animals including humans identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat identify that humans and some other animals have skeletons and muscles for support, protection and movement describe the simple functions of the basic parts of the digestive system in humans identify that different types of teeth in humans and their simple functions construct and interpret a variety of food chains, identifying producers, predators and prey 	 recognithat of a notice notice recognithat f recognithat f recognithe find p identitien find p of the find p of the of the find p of the find p of the of the find p of the
Geography	Locational know	UK and local fieldw	rork ng maps to focus on Europe (including the	Italy and Europe • Locational knowledge: locate the world's	• Local
	 location of Rus characteristics, of Locational know their identifying mountains. Place knowledg and physical get Geographical st features studied Geographical sk symbols and key United Kingdom Geographical sk 	sia), concentrating on their environm countries, and major cities rledge: name and locate cities of the L human and physical characteristics, h e: understand geographical similarities of ography of a region of the United Kingd kills and fieldwork: use maps, atlases,	 countries, using maps to focus on Europe (including the location of Russia), concentrating on their environmental regions, key physical and human characteristics, countries, and major cities Place knowledge: understand geographical similarities and differences 	 Local using regio. coun Local signifi Hemi: Arctic Place and c physic Geog globe Humo unde incluo 	

Light
Sound
Electricity
ood liaht ir

gnise that they need light in order to see things and dark is the absence of light

e that light is reflected from surfaces

gnise that light from the sun can be dangerous and there are ways to protect their eyes

gnise that shadows are formed when the light from t source is blocked by an opaque object

patterns in the way that the size of shadows change

ify how sounds are made, associating some of with something vibrating

gnise that vibrations from sounds travel through a um to the ear

patterns between the pitch of a sound and features e object that produced it

batterns between the volume of a sound and the gth of the vibrations that produced it

gnise that sounds get fainter as the distance from ound source increases

ify common appliances that run on electricity ruct a simple series electrical circuit, identifying and ng its basic parts, including cells, wires, bulbs, hes and buzzers

ify whether or not a lamp will light in a simple series it, based on whether or not the lamp is part of a plete loop with a battery

gnise that a switch opens and closes a circuit and ciate this with whether or not a lamp lights in a e series circuit

gnise some common conductors and insulators, associate metals with being good conductors

India/Asia

tional knowledge: locate the world's countries, maps and concentrating on their environmental ns, key physical and human characteristics, tries, and major cities

tional knowledge: identify the position and icance of Equator, Northern Hemisphere, Southern sphere, the Tropics of Cancer and Capricorn and c and Antarctic Circle.

knowledge: understand geographical similarities differences through the study of human and cal geography comparing it to the UK.

graphical skills and fieldwork: use maps, atlases, es to locate countries and describe features studied an and physical geography: describe and rstand key aspects of physical geography, ding rivers and the water cycle

History	Changes in Britain from Stone Age to Iron	The Roman Empire and	sti t		
	Age	Kingdom of England to the time of Edward the	Britain's settlement by Ar	ent by Anglo	
	Local history	nistory Confessor		Local histor	
	(Stonehenge/Avebury)	(The ancient technology centre)	(Roman	ba	
DT	Textiles	Mechanisms	Nutrition		
	 Demonstrate that their design meets a range of requirements. Investigate and analyse similar products to the one to be made to give starting points for a design. Complete a plan that shows the order and also what equipment and tools they will need. Generate alternative plans and expound on the good points and drawbacks of their original design. Select from and use a wider range of temporary and permanent joining techniques and use these accurately e.g. pinning, running stitch, backstitch. Evaluate the finished product against the design requirements and consider how the finished product might be improved. Explain how their choices of textiles and embellishments have contributed to the aesthetic qualities of his/her finished product. 	 Demonstrate that the design meets a range of requirements. Investigate similar products to the one to be made to give starting points for a design. Complete a plan that shows the order and also what equipment and tools that are needed. Generate alternative plans and expound on the good points and drawbacks of the original design. Understand and use mechanical systems in products e.g. gears, pulleys, cams, levers and linkages. Use a simple circuit in the product. Evaluate finished product and share with the intended users. Consider how the finished product might be improved and how well it meets the needs of the user. 	 balanced diet and that different foods and drinks provide different substances the body needs to be healthy and active Understand seasonality and know how a variety of ingredients are grown, reared, caught and processed to make them safe and palatable/tasty to eat. 	•	

ts impact on Britain

glo-Saxons and Scots

tory

oaths)

Structures

- Demonstrate that the design meets a range of requirements.
- Investigate existing structures and explore how they are strengthened e.g. struts,
- foundations etc.
- Complete a plan that shows the order and also what equipment and tools that are needed.
- Generate alternative plans and expound on the good points and drawbacks of the original design.
- Select from and use a wider range of tools and equipment to perform practical tasks e.g. cutting, shaping, joining and finishing. Explain safety concerns with regards to different equipment and use safely.
- Strengthen frames using diagonal struts. Explain how he/she has selected
- appropriate materials and components to create a finished product that will be of good quality.
- Devise how the finished product will be tested and carry these out accurately. Evaluate the finished structure against the design brief. Make suggestions as to how it might be improved.

Year 5/6		Yee	ar A				Ye	ar B
Science	Light Electricity (We are the curious) • recognise that light appears to travel in straight lines • use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye • explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes • use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them • associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit • compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches • use recognised symbols when representing a simple circuit in a diagram	 Keen and a series of a cycles of a an insect of a an insect of a an insect of a an insect of a describe the reproduct animals describe the develop the according character similarities micro-orgoing give reasonand animal character recognise changed provide in things tha millions of the recognise offspring of a normally of identical the identify how adapted it is a content of the recognise offspring of a normally of a dapted it is a content of the recognise offspring of a normally of identify how adapted it is a content of the recognise of the recognise	iving things ear 5 animals on and inheritance he differences in the life a mammal, an amphibian, and a bird he life process of ion in some plants and he changes as humans o old age now living things are nto broad groups g to common observable istics and based on and differences, including anisms, plants and animals ons for classifying plants als based on specific istics that living things have over time and that fossils formation about living t inhabited the Earth	•	Animals and circulation identify and name the main parts of the human circulatory system, and describe the functions of the heart, blood vessels and blood recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function describe the ways in which nutrients and water are transported within animals, including humans	•	Properties of materials compare and group together everyday materials on the basis of their properties, including their hardness, solubility, transparency, conductivity (electrical and thermal), and response to magnets know that some materials will dissolve in liquid to form a solution, and describe how to recover a substance from a solution use knowledge of solids, liquids and gases to decide how mixtures might be separated, including through filtering, sieving and evaporating give reasons, based on evidence from comparative and fair tests, for the particular uses of everyday materials, including metals, wood and plastic demonstrate that dissolving, mixing and changes of state are reversible changes	 descril relative descril bodies use the and th explain becau and th identif frictior recogn and get
Geography	 May lead to evolution South America/North America Locational knowledge: locate the world's countries, using maps to focus on North and South America, concentrating on their environmental regions, key physical and human characteristics, countries, and major cities Place knowledge: understand geographical similarities and differences through the study of human and physical geography of a region within North or South America Geographical skills and fieldwork: use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied Human and physical geography: describe and understand key aspects of physical geography, including climate zones, biomes and vegetation belts and earthquakes. 		•	UK and fieldwork (Residential) Locational knowledge: locate the world's countries, using maps and concentrating on their environmental regions, key physical and human characteristics, countries, and major cities Locational knowledge: name and locate counties of the United Kingdom, geographical regions and their identifying human and physical characteristics, key topographical features (coasts and rivers), and land-use patterns; and understand how some of these aspects have changed over time. Geographical skills and fieldwork: use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied Geographical skills and fieldwork: use the eight points of a compass, six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world Geographical skills and fieldwork: use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies.	 Locat maps physic cities Locat of lati time z Place differe geog Geog and c descr Human ai aspects o and land distributio and wate 			
History	A study of an aspect or ther history that extends pupil's ch		The achievemen civilisa				A non-European society that pro	
	history that extends pupil's ch	nronological	civilisa	tion	S		Bristol	to Benir

Earth and space

Forces

(Planetariums)

- cribe the movement of the Earth and other planets live to the sun in the solar system
- cribe the movement of the moon relative to the Earth cribe the sun, Earth and moon as approximately spherical ies
- the idea of the Earth's rotation to explain day and night the apparent movement of the sun across the sky
- ain that unsupported objects fall towards the Earth ause of the force of gravity acting between the Earth the falling object
- tify the effects of air resistance, water resistance and on, that act between moving surfaces
- ognise that some mechanisms including levers, pulleys gears allow a smaller force to have a greater effect

Africa

- **ational knowledge**: locate the world's countries, using ps and concentrating on their environmental regions, key rsical and human characteristics, countries, and major es
- ational knowledge: identify the position and significance atitude, longitude, the Prime/Greenwich Meridian and e zones (including day and night)
- **ce knowledge:** understand geographical similarities and erences through the study of human and physical ography comparing it to the UK.
- ographical skills and fieldwork: use maps, atlases, globes d digital/computer mapping to locate countries and cribe features studied
- and physical geography: describe and understand key of human geography, including: types of settlement d use, economic activity including trade links, and the tion of natural resources including energy, food, minerals tter

	knowledge beyond 1066 (WW2 or	Ancient Egypt		
	monarchs)	Ancient Greece		
	Local history	(comparisons)		
	(Lacock)	(British museum and art gallery – Bristol)		
DT	Nutrition	Mechanisms	Textiles	
	 Understand the main food groups and the different nutrients that are important for health. Use information on food labels to inform choices. Join and combine ingredients appropriately e.g. beating, rubbing in. Know appropriate portion sizes and the importance of not skipping meals, including breakfast. Understand some of the basic processes to get food from farm to plate. Taste a range of ingredients and food items to develop a food vocabulary when designing. 	 Use research e.g. market research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at individuals or groups. Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross sectional and exploded diagrams, prototypes, and, where appropriate, computer-aided design. Make modifications to the initial design throughout the design, making and evaluation process. Investigate an inventor and how the product they created impacted the world. Understand and use electrical systems in products e.g. series circuits incorporating switches, bulbs, buzzers and motors. Apply understanding of computing to program, monitor and control a product. Use market research to evaluate the finished product. 	 Use research e.g. market research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. Create prototypes to show ideas select from and use a wider range of textiles according to their functional properties and aesthetic qualities. Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. Generate, develop, ideas through pattern pieces. Use a range of joining techniques e.g. pinning, tacking, backstitch, blanket stitch, chain stitch etc. Cut and join with accuracy to ensure a high-quality finish to their product. Make modifications to the original design. 	 Gerthein sket Creation Cutingua Expletion Expletion Seletion Seletion

Structures

- enerate, develop, model and communicate eir ideas through discussion, annotated
- etches, cross sectional and exploded diagrams. eate scale prototypes to show initial ideas. It and join with accuracy to ensure a high-
- ality finish to the product.
- plain issues regarding the safe use of tools and quipment and take actions to mitigate these oncerns.
- lect from and use a wider range of materials ad components, including construction
- aterials according to their functional properties and aesthetic qualities.
- aluate existing structures and apply methods entified to their own designs by strengthen, ifen and reinforce more complex structures.
- evise a series of tests to evaluate the
- fectiveness of structures and make
- provements and adjustments to the design ased on the outcomes.