





# Overview of the Primary Curriculum Outwoods Primary School

This document contains 6 sheets, each of which presents an outline of the content of the Curriculum followed by Outwoods Primary School from September 2015. Further details of each subject are published in the school prospectus.

Core subjects (English, Maths & Science) are presented in a year-by-year format, based on the outlines given in the National Curriculum. History is also presented in this format, based on a suggested programme.

All other subjects are presented in two-year sections, dividing KS2 into Lower and Upper Key Stages.

It should be noted that it is only statutorily required to cover each Key Stage's content by the end of the key stage. It is for schools to decide on the most appropriate ordering for their situation.



### Reading

- •Match graphemes for all phonemes •Name letters of the alphabet
- 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

Number/Calculation

•Count to / across 100

Use +, - and = symbols •Know number bonds to 20

•Count in 1s, 2s, 5s and 10s

•Read & write numbers to 20

Use language, e.g. 'more than',

add and subtract one-digit and

two-digit numbers to 20, including

•Solve one-step problems, including

•Identify 'one more' and 'one less'

### **English**

#### Writing

- 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

#### Grammar

- •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

•Describe position & movement,

including half and quarter turns

## Art & Design (KS1)

- 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

**Design & Technology (KS1)** 

### Computing (KS1)

- 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

- 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

### Geography (Y1)

- 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

### **Mathematics**

#### **Geometry & Measures**

- •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

#### **Fractions**

•Recognise & use ½ & ¼

## Modern

**Languages** 

Not required at KS1

### Music (KS1)

- Sing songs
- Play tuned & untuned instruments musically
  - Listen & understand live and recorded
  - Make and combine sounds musically

### Science

simple arrays

### Biology

zero

'most'

- •Identify basic plants
- •Identify basic plant parts (roots, leaves, flowers, etc.)
- •Identify & compare common animals
- Identify & name basic body parts

### Chemistry

- Distinguish between objects & materials
- Identify & name common materials
- •Describe simple properties of some materials
- •Compare & classify materials

### **Physics**

- •Observe and name some light sources
- Observe changes of day & season

## **History** (KS1)

### **Key Concepts**

•Changes in living memory (linked to aspects of national life where appropriate)

#### **Key Individuals**

- Lives of significant historical figures, including comparison of those from different periods
- •Significant local people

#### **Key Events**

- •e.g. Bonfire night
- •Events of local importance

### **Physical**

- **Education** (KS1) 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)

# Religious

### (Education

Continue to follow locallyagreed syllabus for RE

#### Reading

- Develop phonics until decoding secure
- Read common suffixes
- •Read & re-read phonic-appropriate •Spell using common suffixes, etc. 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 use place value (T/O)

•Identify, represent & estimate

Compare / order numbers, inc. < >

Know number facts to 20 (+ related

•Recognise commutative property

•Count in 2s, 3s, 5s & 10s

Write numbers to 100

•Use x and ÷ symbols

of multiplication

Begin to make inferences

Number/Calculation

•Know 2, 5, 10x tables

### **English**

#### Writing

- •Spell by segmenting into phonemes •Use .!?, and '
- •Learn to spell common 'exception' •Use simple conjunctions words
- •Use appropriate size letters & spaces
- Develop positive attitude & stamina for writing
- •Begin to plan ideas for writing
- •Record ideas sentence-by-sentence •Use spoken language to develop
- Make simple additions & changes after proof-reading

#### Grammar

Begin to expand

Use some features of

**Speaking & Listening** 

Articulate & Justify answers

•Initiate & respond to comments

understanding

noun phrases

standard English

- Use a range of materials
  - Use drawing, painting and sculpture
  - Develop techniques of colour, pattern, texture, line, shape, form and space

Art & Design (KS1)

Learn about range of artists, craftsmen and designers

### Computing (KS1)

- 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

## **Mathematics**

#### **Geometry & Measures**

- •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

#### **Fractions**

- •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

History (KS1)

### **Design & Technology (KS1)**

- 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

Not required at KS1

Understand where food comes from

# Geography (Y2)

- Name & locate world's continents and oceans
- Compare local area to a non-European country
- Use basic vocabulary to describe a less familiar
- 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

### Modern

Languages

Music (KS1) • Sing songs

- Play tuned & untuned instruments musically
  - Listen & understand live and recorded music
  - Make and combine sounds musically

#### Science

numbers

to 100)

### Biology

- Differentiate living, dead and non-living
- Growing plants (water, light, warmth)
- Basic needs of animals & offspring
- •Simple food chains & habitats

#### Chemistry

•Identify and compare uses of different materials

#### **Physics**

- •Compare things moving on different surfaces
- Observe & name variety of sound sources
- •Recognise that sound gets fainter with distance

#### **Key Concepts**

 Changes in living memory (linked to aspects of national life where appropriate)

### **Key Individuals**

- Lives of significant historical figures, including comparison of those from different periods
- •Significant local people

#### **Key Events**

- •e.g. Bonfire night
- •Events of local importance

## **Physical**

Education (KS1)

- Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination
- Participate in team games
- Perform dances using simple movement

Religious

**Education** 

Continue to follow locallyagreed syllabus for RE

#### Reading

- •Use knowledge to read 'exception' •Use prefixes & suffixes in spelling words
- •Read range of fiction & non-fiction •Write simple dictated sentences
- •Use dictionaries to check meaning •Use handwriting joins appropriately pronouns
- •Prepare poems & plays to perform •Plan to write based on familiar
- Check own understanding of reading
- Draw inferences & make predictions
- •Retrieve & record information from •Create simple settings & plot non-fiction books

Mentally add & subtract units, tens

or hundreds to numbers of up to 3

Solve number problems, including

multiplication & simple division

and missing number problems

Discuss reading with others

Number/Calculation

Learn 3, 4 & 8x tables

digits

subtraction

calculations

Secure place value to 00

•Written column addition &

•Use commutativity to help

### **English**

#### Writing

- •Use dictionary to confirm spellings •Use perfect tense

- forms
- Rehearse sentences orally for writing
- Use varied rich vocabulary
- Assess effectiveness of own and others' writing

#### Grammar

- •Use range of conjunctions
- •Use range of nouns &
- •Use time connectives
- •Introduce speech punctuation
- •Know language of clauses

#### **Speaking & Listening**

- •Give structured descriptions
- Participate activity in conversation Consider & evaluate different viewpoints

### **Mathematics**

#### **Geometry & Measures**

- 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

#### **Fractions & decimals**

- •Use & count in tenths
- •Recognise, find & write fractions
- •Recognise some equivalent fractions
- Add/subtract fractions up to <1</li>
- Order fractions with common denominator

#### Data

•Interpret bar charts & pictograms

## Modern

are fit for purpose

Use annotated sketches and

prototypes to explain ideas

improve own work

Understand seasonality; prepare & cook

## Languages (LKS2) Music (LKS2)

Education (LKS2)

- 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

### **History**

#### **British History (taught chronologically)**

- Stone Age to Iron Age Britain, including:

#### Chemistry

Science

Plants, incl. parts,

Biology

- Classification of rock types
- Simple understanding of fossilisation

lifecycle and requirements for life

Animals: skeletons & nutrition

#### **Physics**

- Sources of light; shadows & reflections
- Simple forces, including magnetism

- - hunter-gatherers and early farmers
  - Bronze age religion, technology & travel ron age hill forts

### **Broader History Study**

- 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 a relevant period in local history

### Art & Design (LKS2)

- 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

**Design & Technology** (LKS2)

Evaluate existing products and

Use mechanical systems in own work

• Use research& criteria to develop products which

## Computing (LKS2)

- 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

### Geography (LKS2)

- 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

- Use voice &
  - truments with increasing accuracy, control and expression
    - Improvise & compose music
    - Listen with attention to detail
- Appreciate wide range of live & recorded
- Begin to develop understanding of history

**Religious** 

Education

Continue to follow locallyagreed syllabus for RE

## **Physical**

- 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

ideas

#### Reading

- 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

Number/Calculation

Know all tables to 12 x 1

•Secure place value to 1000

Multiply & divide mentally

•Use negative whole numbers

Round numbers to nearest 10, 100

•Use Roman numerals to 100 (C)

Column addition & subtraction up

Use standard short multiplication

### **English**

#### Writing

- 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

#### Grammar

- •Use wider range of conjunctions
- •Use perfect tense appropriately
- Select pronouns and nouns for clarity
- •Use & punctuate direct speech
- •Use commas after front adverbials **Speaking & Listening**
- Articulate & justify opinions
- Speak audibly in Standard English

Gain, maintain & monitor interest of listeners

#### **Mathematics**

#### **Geometry & Measures**

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 Data
- •Use bar charts, pictograms & line graphs

#### **Fractions & decimals**

- •Recognise tenths & hundredths
- Identify equivalent fractions
- •Add & subtract fractions with common denominators
- •Recognise common equivalents
- •Round decimals to whole numbers
- •Solve money problems

# Modern

savoury dishes

are fit for purpose

Use annotated sketches and

prototypes to explain ideas

improve own work

### Languages (LKS2)

- Listen & engage
- Ask & answer questions
- Speak in sentences using familiar vocabulary

Art & Design (LKS2)

• Use sketchbooks to collect, record and evaluate

Improve mastery of techniques such as drawing,

painting and sculpture with varied materials

• Learn about great artists, architects & designers

**Design & Technology** (LKS2)

• Use research& criteria to develop products which

Evaluate existing products and

Understand seasonality; prepare & cook mainly

Use mechanical systems in own work

- Develop appropriate pronunciation
- Show understanding of words & phrases
- Appreciate stories, songs, poems & rhymes
- Broaden vocabulary

- **Physical** Education (LKS2) • 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)

### Computing (LKS2)

- 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

### Geography (LKS2)

- 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

### Music (LKS2)

- Use voice &
  - truments with increasing accuracy, control and expression
    - Improvise & compose music
    - Listen with attention to detail
- Appreciate wide range of live & recorded
- Begin to develop understanding of history

### **R**eligious

### **Education**

Continue to follow locallyagreed syllabus for RE

## Science

or 1000

to 4 digits

- Biology
- Classify living things Digestive system & teeth
- Food chains

### Chemistry

- Changes of state
- •The water cycle

### **Physics**

- Sound as vibrations
- •Electricity: simple circuits & conductors

### **British History (taught chronologically)**

- Roman Empire & impact on Britain:
  - Julius Caesar's attempted invasion
  - Roman Empire & successful invasion
  - British resistance, e.g. Boudicca - Romanisation of Britain

### **Broader History Study**

- Earliest ancient civilisations, i.e.
  - Ancient Sumer:
- Indus Valley;
- Ancient Egypt; or
- Shang Dynasty of Ancient China

#### Reading

- Apply knowledge of morphology & Secure spelling, inc. homophones, etymology when reading new
- Reading & discuss a broad range of Legible, fluent handwriting genres & texts
- Identifying & discussing themes
- •Make recommendations to others •Develop character, setting and
- Learn poetry by heart

Number/Calculation

Secure place value to

all four operations

Confidently add & subtract

1.000.000

context

mentally

multiple

Science

Chemistry

•Life cycles of plants

Biology

- Discuss authors' use of language
- Retrieve & present information from non-fiction texts.
- Formal presentations & debates

Use negative whole numbers in

Use Roman numerals to 1000 (M)

Use standard written methods for

Use vocabulary of prime, factor &

Multiply & divide by powers of ten

Understand mixtures & solutions

Use square and cube numbers

### **English**

#### Writing

- prefixes, silent letters, etc.
- Use a thesaurus
- Plan writing to suit audience & purpose
- atmosphere in narrative
- •Draw inference & make predictions •Use organisational & presentational •Command of Standard English features
  - Use consistent appropriate tense
  - Proof-reading
  - Perform own compositions

#### Grammar

- Use expanded noun phrases
- •Use modal & passive verbs
- •Use relative clauses
- •Use commas for clause:
- Use brackets, dashes & commas for parenthesis

#### **Speaking & Listening**

- •Give well-structured explanations
- - Consider & evaluate different viewpoints Use appropriate register

### **Mathematics**

#### **Geometry & Measures**

- 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

#### Data

- •Interpret tables & line graphs
- •Solve questions about line graphs

#### **Fractions**

- •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

• Use research& criteria to develop products which are fit for purpose and aimed at specific groups

**Design & Technology** (UKS2)

Art & Design (UKS2)

Use sketchbooks to collect, record, review, revisit

Improve mastery of techniques such as drawing,

Learn about great artists, architects & designers

painting and sculpture with varied materials

& evaluate ideas

- 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

### Computing (UKS2)

- 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

### Geography (UKS2)

- 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-figure grid references on OS maps
- Use fieldwork to record & explain areas

### Modern

### Languages (UKS2)

Education (UKS2)

- Listen & engage
- Engage in conversations, expressing opinions
- Develop appropriate pronunciation
- Present ideas & information orally
- Show understanding in simple reading
- Understand basic grammar, e.g. gender

and throwing in isolation and in combination

• Develop flexibility & control in gym, dance &

• Take part in Outdoor & Adventurous activities

Play competitive games, applying basic principles

### Music (UKS2)

- 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

### Religious

### Education

Continue to follow locallyagreed syllabus for RE

- Speak in simple language & be understood

- Adapt known language to create new ideas
- Describe people, places & things

**Physical** 

jumping, catching

Use running,

# Edward the Confessor

- Roman withdrawal from Britain; Scots invasion

**History** 

**British History (taught chronologically)** 

• Anglo-Saxons & Vikings, including:

- Viking invasions; Danegald

- Invasions, settlements & kingdoms

- A study of Greek life and achievements and their influence on the western world

### **Broader History Study**

- Ancient Greece, i.e.

Compare performances to achieve personal

athletics

# **Physics**

Understand location and interaction of Sun, Earth &

& animals (inc. mammal, insect, bird, amphibian)

Classify materials according to a variety of properties

•Know about reversible changes; identify irreversible

•Describe changes as humans develop & mature

•Introduce gravity, resistance & mechanical forces

#### Reading

- •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

Number/Calculation

Secure place value &

negatives

division

indices)

Algebra

 Discuss & explain reading, providing reasoned justifications for views

rounding to 10,000,000, including

•All written methods, including long

Solve multi-step number problems

•Introduce simple use of unknowns

Use order of operations (not

### **English**

#### Writing

- •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

#### Grammar

- •Use appropriate register/ style
- •Use the passive voice for purpose
- Use features to convey & clarify meaning
- •Use full punctuation
- Use language of subject/object
- **Speaking & Listening** •Use questions to build knowledge
- Articulate arguments & opinions
- Use spoken language to speculate, ypothesise & explore
  - Use appropriate register & language

### Mathematics

#### **Geometry & Measures**

- 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
- •Identify factors, multiples & primes •Translate & reflect shapes, using all four quadrants

#### Data

- Use pie charts
- •Calculate mean averages

#### Fractions, decimals & percentages

- •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

#### Use annotated sketches, cross-section diagrams & computer-aided design

 Analyse & evaluate existing products and improve own work

Art & Design (UKS2)

• Use sketchbooks to collect, record, review, revisit

Improve mastery of techniques such as drawing,

Learn about great artists, architects & designers

painting and sculpture with varied materials

**Design & Technology** (UKS2)

• Use research& criteria to develop products which

are fit for purpose and aimed at specific groups

& evaluate ideas

- Use mechanical & electrical systems in owr products, including programming
- Cook savoury dishes for a healthy & varied diet

### Modern

### Languages (UKS2) Music (UKS2)

- 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

#### Education (UKS2) **Physical**

- 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
- Swimming proficiency at 25m (KS1 or KS2)

### Computing (UKS2)

- 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

### Geography (UKS2)

- 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-figure grid references on OS maps
- Use fieldwork to record & explain areas

- 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

## Religious

### Education

Continue to follow locallyagreed syllabus for RE

# Biology

Science

- Classification, including micro-organish
- Health & Lifestyles, incl. circulatory system
- Evolution & Adaptation

### **Physics**

- Light & Shadows; the eye
- •Forces, including gravity
- Electricity: investigating circuits

## History

### **British History (taught chronologically)**

- An extended period study, e.g.
  - The changing power of monarchs
  - Significant turning points in British history

Islamic civilization, including Baghdad

- Crime & punishment

• Non-European society, i.e.

Mayan civilization

Benin (West Africa)

Leisure

**Broader History Study**