Overview of the Primary Curriculum

Based on National Curriculum published in September 2013

This document contains 6 A3 sheets, each of which presents an outline of the content of the new National Curriculum from 2014.

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.
Curriculum Overview for Year 1

English
- Reading
  - 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 & authors
  - Make simple predictions

- Writing
  - 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

- Grammar
  - Leave spaces between words
  - Begin to use basic punctuation: . ? !
  - Use capital letters for proper nouns.
  - Use common plural & verb suffixes
  - Use range of tools & materials to generate, model & communicate products
  - Develop techniques of colour, pattern, texture, line, shape, form and space
  - Describe position & movement, including half and quarter turns
  - Fraction
  - Recognise & use \( \frac{1}{2} \) & \( \frac{1}{3} \)

- 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)
  - 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

- Mathematics
  - Number / Calculation
    - 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

  - 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 \( \frac{1}{2} \) & \( \frac{1}{3} \)

- 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

- Science
  - Biology
    - 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 weather associated with changes of season

- Modern Languages
  - Not required at KS1

- Music (KS1)
  - Sing songs
    - Play tuned & untuned instruments musically

- 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

- Geography (KS1)
  - 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 vocabulary

- 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 locally agreed syllabus for RE

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Curriculum Overview for Year 2

**Mathematics**
- Number/Calculation
  - 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
- Fractions
  - Find and write simple fractions
  - Understand equivalence of e.g. 2/4 = 1/2
- 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
- Data
  - Interpret simple tables & pictograms
  - Ask & answer comparison questions
  - Ask & answer questions about totaling
- Use range of tools & materials to model & communicate ideas
- Design purposeful, functional & appealing products

**English**
- Reading
  - 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
- Writing
  - 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
- Grammar
  - Use of I, ?, 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

**Science**
- 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
  - Compare how things move on different surfaces

**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

**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)**
- 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 (Y2)**
- 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

**Modern Languages**
- Not required at KS1

**Music (KS1)**
- Sing songs
- Play tuned & untuned instruments musically

**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

**Religious Education (KS1)**
- Continue to follow locally-agreed syllabus for RE

**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)
<table>
<thead>
<tr>
<th>Subject</th>
<th>Overview</th>
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<tbody>
<tr>
<td><strong>Reading</strong></td>
<td>• Use knowledge to read ‘exception’ words</td>
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<tr>
<td></td>
<td>• Read range of fiction &amp; non-fiction</td>
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<td></td>
<td>• Use dictionaries to check meaning</td>
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<td>• Prepare poems &amp; plays to perform</td>
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<td>• Check own understanding of reading</td>
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<td>• Draw inferences &amp; make predictions</td>
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<td></td>
<td>• Retrieve &amp; record information from non-fiction books</td>
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<td>• Discuss reading with others</td>
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<tr>
<td><strong>Writing</strong></td>
<td>• Use prefixes &amp; suffixes in spelling</td>
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<td></td>
<td>• Use dictionary to confirm spellings</td>
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<td>• Write simple dictated sentences</td>
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<td>• Use handwriting joins appropriately</td>
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<td>• Plan to write based on familiar forms</td>
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<td>• Rehearse sentences orally for writing</td>
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<td>• Use varied rich vocabulary</td>
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<td>• Create simple settings &amp; plot</td>
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<td>• Assess effectiveness of own and others’ writing</td>
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<td><strong>Grammar</strong></td>
<td>• Use range of conjunctions</td>
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<td>• Use perfect tense</td>
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<td>• Use range of nouns &amp; pronouns</td>
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<td>• Use time connectives</td>
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<td>• Introduce speech punctuation</td>
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<td>• Know language of clauses</td>
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<td><strong>Leaves</strong></td>
<td>• Give structured descriptions</td>
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<td>• Participate activity in conversation</td>
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<td><strong>Speaking &amp; Listening</strong></td>
<td>• Consider &amp; evaluate different viewpoints</td>
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<tr>
<td><strong>Number/Calculation</strong></td>
<td>• Learn 3, 4 &amp; 8x tables</td>
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<td>• Secure place value to 100</td>
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<td>• Mentally add &amp; subtract units, tens or hundreds to numbers of up to 3 digits</td>
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<td>• Written column addition &amp; subtraction</td>
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<td>• Solve number problems, including multiplication &amp; simple division</td>
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<td>• Missing number problems</td>
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<td>• Use commutativity to help calculations</td>
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<td><strong>Mathematics</strong></td>
<td>• Measure &amp; calculate with metric measures</td>
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<td>• Measure simple perimeter</td>
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<td>• Add/subtract using money in context</td>
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<td>• Use Roman numerals up to XII; tell time</td>
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<td>• Calculate using simple time problems</td>
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<td>• Draw 2-d / Make 3-d shapes</td>
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<td>• Identify and use right angles</td>
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<td>• Identify horizontal, vertical, perpendicular and parallel lines</td>
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<tr>
<td><strong>Science</strong></td>
<td>• Plants, incl. parts, lifecycle and requirements for life</td>
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<td>• Animals: skeletons &amp; nutrition</td>
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<td><strong>Biology</strong></td>
<td>• Classification of rock types</td>
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<td>• Simple understanding of fossilisation</td>
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<td><strong>Chemistry</strong></td>
<td>• Sources of light; shadows &amp; reflections</td>
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<td>• Simple forces, including magnetism</td>
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<td><strong>Physics</strong></td>
<td>• Solve problems, including multiplication &amp; simple division</td>
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**English**

- **British History (taught chronologically)**
  - Stone Age to Iron Age Britain, including:
    - Hunter-gatherers and early farmers
    - Bronze age religion, technology & travel
    - Iron 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 relevant 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)**

- 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

**Mathematics**

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

- **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

**Science**

- **History**
  - British History (taught chronologically)
    - Stone Age to Iron Age Britain, including:
      - Hunter-gatherers and early farmers
      - Bronze age religion, technology & travel
      - Iron age hill forts

- **Broader History Study**
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**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
- Swimming proficiency at 25m (KS1 or KS2)

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**Modern**

- **Languages (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

- **Music (LKS2)**
  - 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

- **Geography (LKS2)**
  - Locate world’s countries, focusing on Europe & Americas
  - 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

- **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

- **Science**
  - **History**
    - British History (taught chronologically)
      - Stone Age to Iron Age Britain, including:
        - Hunter-gatherers and early farmers
        - Bronze age religion, technology & travel
        - Iron age hill forts

    - **Broader History Study**
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- **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
  - Swimming proficiency at 25m (KS1 or KS2)

- **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)**
  - 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

- **Modern**
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    - Listen & engage
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    - Design & write programs to achieve specific goals, including solving problems
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    - Collect and present data appropriately

  - **Science**
    - **History**
      - British History (taught chronologically)
        - Stone Age to Iron Age Britain, including:
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          - Bronze age religion, technology & travel
          - Iron age hill forts

      - **Broader History Study**
        - A local history study, e.g.
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          - A study over a period of time
          - A post-1066 study of relevant local history

    - **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
      - Swimming proficiency at 25m (KS1 or KS2)
Curriculum Overview for Year 4

**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

**Writing**
- Correctly spell common homophones
- Increase regularity of handwriting
- Organise writing into paragraphs
- Use simple organisational devices
- Proof-read for spelling & punctuation errors
- Evaluate own & others’ writing
- Read own writing aloud

**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

**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

**Science**
- Classify living things
- Digestive system & teeth
- Food chains

**Chemistry**
- Changes of state
- The water cycle

**Physics**
- Sound as vibrations
- Electricity: simple circuits & conductors

**Number/Calculation**
- Know all tables to 12 x 12
- Secure place value to 1000
- Use negative whole numbers
- Secure place value to 1000
- Know all tables to 12 x 12

**English**

**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

**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)**
- Use research & criteria to develop products which are fit for purpose
- Use annotated sketches and prototypes to explain ideas
- Evaluate existing products and prototypes
- Use mechanical systems in own work
- Understand seasonality; prepare & cook mainly savoury dishes

**History**

**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

**Geography (LKS2)**
- Locate world’s countries, focusing on Europe & Americas
- 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

**Modern Languages (LKS2)**
- Use voice & instruments with increasing accuracy, control & expression
- Improvise & compose music
- Listen with attention to detail

**Music (LKS2)**
- Use research & criteria to develop products which are fit for purpose
- Use annotated sketches and prototypes to explain ideas
- Evaluate existing products and prototypes
- Use mechanical systems in own work
- Understand seasonality; prepare & cook mainly savoury dishes

**Science**

**Biology**
- Digestive system & teeth
- Food chains

**Chemistry**
- Changes of state
- The water cycle

**Physics**
- Sound as vibrations
- Electricity: simple circuits & conductors

**Number/Calculation**
- Know all tables to 12 x 12
- Secure place value to 1000
- Use negative whole numbers
- Secure place value to 1000
- Know all tables to 12 x 12

**Technology**
- Use research & criteria to develop products which are fit for purpose
- Use annotated sketches and prototypes to explain ideas
- Evaluate existing products and prototypes
- Use mechanical systems in own work
- Understand seasonality; prepare & cook mainly savoury dishes

**Design & Technology (LKS2)**
- Use research & criteria to develop products which are fit for purpose
- Use annotated sketches and prototypes to explain ideas
- Evaluate existing products and prototypes
- Use mechanical systems in own work
- Understand seasonality; prepare & cook mainly savoury dishes

**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)

**Religious Education**
- Continue to follow locally-agreed syllabus for RE

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Curriculum Overview for Year 6

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
- Discuss & explain reading, providing reasoned justifications for views

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
- Use questions to build knowledge
- Articulate arguments & opinions
- Use spoken language to speculate, hypothesise & explore
- Use appropriate register & language

Art & Design (UKS2)
- 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

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

Design & Technology (UKS2)
- 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

Mathematics
- 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
- Use equivalent fractions
- Divide fractions by whole numbers
- Solve problems using decimals & percentages
- Use written division up to 2dp
- Introduce ratio & proportion

Number/Calculation
- 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

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

Geometry & Measures
- Use pie charts
- Calculate mean averages

History
- British History (taught chronologically)
  - An extended period study, e.g.
    - The changing power of monarchs
    - Significant turning points in British history
    - Crime & punishment
    - Leisure

Broader History Study
- Non-European society, i.e.
  - Islamic civilization, including Baghdad
  - Mayan civilization
  - Benin (West Africa)

Modern Languages (UKS2)
- Use 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

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

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

Geography (UKS2)
- Study a region of Europe, and of the Americas
- Understand biomes, vegetation belts, land use, economic activity, distribution of resources, etc.
- Understand latitude, longitude, Equator, hemispheres, tropics, polar circles & time zones
- Name & locate counties, cities, regions & features of UK
- Develop flexibility & control in gym, dance & athletics
- Use fieldwork to record & explain areas

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

Computing
- 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

Music (UKS2)
- 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)

Education
- Continue to follow locally-agreed syllabus for RE

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