



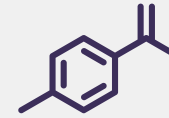
History

- Establish narratives within/ across periods
- Develop historical terms
- Address and devise historically valid questions
- Organise information to construct responses
- Analyse trends
- Understand continuity/change; similarity/difference and significance
- Understand that knowledge of the past is constructed from a range of sources
- Understand how evidence is used to make historical claims
- Understand how/why there are different interpretations of the past



Computing Science

- Use technology safely and responsibly
- Identify a range of ways to report concerns about content/contact
- Design programs which accomplish specific goals
- Solve problems and detect errors in algorithms
- Use sequence, selection and repetition
- Work with variables and various forms of input/output
- Use logical reasoning to explain algorithms
- Understand computer networks and recognise the opportunities they offer
- Use search technologies effectively and be discerning in evaluating content
- Select, use and combine a variety of software



Science

- Use results to make predictions, draw conclusions, set up further tests and suggest improvements
- Gather, record, classify, present and report on data in a wide variety of ways using scientific language
- Take accurate and precise measurements using range of equipment
- Use different types of scientific enquiry to ask/answer questions
- Identify scientific evidence that refutes/supports ideas and arguments
- Make systematic, independent observations
- Understand and set up fair and comparative tests (recognising and controlling variables)



Geography

- Locate world's countries using maps (focus on Europe/N and S America)
- Name and locate counties and cities of the UK
- Identify position and significance of longitude, latitude, hemispheres, Tropics of Cancer/Capricorn, Arctic, Antarctic, Prime/Greenwich Meridian and time zones
- Describe key aspects of physical/human geography
- Understand geographical similarities and differences
- Use digital mapping
- Use 8-point compass, 4- and 6-digit grid references and Ordnance Survey maps
- Observe, measure, record and present features of local area



Art

- Use painting, collage, sculpture, drawing, print, textiles and digital media
- Create sketch books to record/ revisit observations
- Know about great artists, architects and designers
- Communicate ideas using wider range of artistic language
- Improve mastery of art and design techniques



Physical Education

- Perform dances using a range of movements
- Compare performance and demonstrate improvement
- Use running, jumping, throwing and catching
- Develop flexibility, strength, technique, control and balance
- Play competitive games
- Apply basic principles suitable for attacking/defending
- Take part in outdoor and adventurous activity
- Communicate, collaborate and compete
- Evaluate and recognise their own success



D&T

- Communicate ideas in a wide range of ways
- Use research to inform design
- Consider views of others to improve work
- Understand how key events/ people shaped the world
- Use wider range of tools, equipment, materials and components
- Place greater emphasis on aesthetics
- Understand and use electrical and mechanical systems
- Program, monitor and control products
- Prepare and cook variety of healthy dishes
- Understand seasonality and how ingredients are grown/ reared/caught/processed



Music

- Play and perform in solo and ensemble contexts
- Play musical instruments with increasing accuracy, fluency, control and expression
- Use and understand staff and other musical notations
- Improvise and compose music for a range of purposes, using interrelated dimensions of music
- Listen with attention to detail and recall sounds with increasing aural memory
- Appreciate and understand a wider range of live and recorded music drawn from different traditions and from great composers/musicians
- Develop an understanding of the history of music
- Sing with increasing confidence and control
- Sing in solo and ensemble contexts with increasing accuracy, fluency, control and expression