

Lower Key Stage 2

Coverage

	Art	Design, Technology and Innovation	Geography	Health and Wellbeing	History	ICT & Computing	International	Music	Physical Education	Science
Coverage	100%	100%	100%	33%	100%	31%	100%	86%	0%	100%
Knowledge	100%	100%	100%	30%	100%	50%	100%	50%	0%	100%
Skill	100%	100%	100%	0%	100%	20%	100%	89%	0%	100%
Understanding	100%	100%	100%	50%	100%	50%	100%	100%	0%	100%

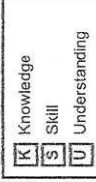
Subject Timings

	Art	Design, Technology and Innovation	Geography	Health and Wellbeing	History	ICT & Computing	International	Music	Science
Hours	34.0	44.0	38.0	15.0	70.0	6.0	40.0	18.0	113.0
Weeks	4.25	5.50	4.75	1.87	8.75	0.75	5.00	2.25	14.13

Covered Learning Goals

Learning Goals	Buildings	Freeze It!	From A to B	Green Fingers!	People Of The Past	Seeing The Light	Super Humans	The Earth: Our Home	The Magic Toymaker	Time Travellers	What's It Made Of?
ART											
S 1.01 Be able to create a work of art to express experiences, ideas and/or emotions											
S 1.02 Be able to demonstrate a specific technique											
S 1.03 Be able to create an original artwork to serve a given purpose using given media											
U 1.05 Understand that our own experiences can provide inspiration for original artwork											
S 1.06 Be able to experiment and play with a variety of materials, techniques and technologies											
S 1.07 Be able to select materials and techniques when creating and give reasons for their choices											
K 1.08 Know about line and colour											
K 1.09 Know that artwork can have a specific purpose											
K 1.10 Know that there are different types of visual art											
U 1.11 Understand that artists get inspiration from different places											
U 1.12 Understand that visual communication is all around us											
S 1.13 Be able to comment on works of art											
Design, Technology and Innovation											
K 1.01 Know that design is driven by a purpose											
S 1.02 Be able to define a main need of a context/situation											
S 1.03 Be able to generate a design											

Learning Goals



Learning Goal	Buildings	Freeze It!	From A to B	Green Fingers!	People Of The Past	Seeing The Light	Super Humans	The Earth: Our Home	The Magic Toymaker	Time Travelers	What's It Made Of?
[S] 1.04 Be able to articulate how their design meets the identified need											
[S] 1.05 Be able to explore ways of constructing parts of a design											
[S] 1.06 Be able to produce a final design proposal											
[S] 1.07 Be able to list materials and tools needed for production											
[S] 1.08 Be able to use tools and techniques following guidance from an adult											
[K] 1.09 Know the risks to self and others when using tools											
[S] 1.10 Be able to compare their design and product explaining any differences											
[U] 1.11 Understand that the design of products is impacted by material availability											
[S] 1.13 Be able to design products, taking inspiration from another source											
[S] 1.16 Be able to combine ingredients to make a food item.											
Geography											
[S] 1.01 Be able to create simple maps and plans											
[S] 1.02 Be able to identify features of familiar places on a map and/or plan, including globes and digital maps											
[S] 1.03 Be able to use given sources to gather information											
[S] 1.04 Be able to sort, group and classify data											
[S] 1.05 Be able to reflect on the effectiveness of research tools and instruments											
[K] 1.06 Know about the weather and climatic conditions in the host country and how they affect the environment and the lives of the people living there											
[U] 1.07 Understand how where you are on earth influences weather and climatic conditions											
[K] 1.08 Know about the natural geographical processes which impact on the host country/locality											
[U] 1.10 Understand there is a difference between cyclical (predictable) natural changes and those that are unpredictable											
[S] 1.11 Be able to describe geographical features of the host country											
[K] 1.12 Know about similarities and differences between localities including places of significance											
[S] 1.13 Be able to justify views and opinions about the local environment											
[U] 1.14 Understand that there are different reasons for why people choose to live in places											
Health and Wellbeing											
[K] 1.01 Know that medicines are for specific people and purposes and should only be taken when directed by an adult											
[K] 1.03 Know that change and growth is inevitable											
[U] 1.04 Understand that expectations around independently caring for yourself and your things increase as we get older.											
[U] 1.05 Understand that there are many factors that influence health and wellbeing											
[K] 1.09 Know that the rules in different environments should be followed in order to support health and safety											
[U] 1.19 Understand how money is connected to their lives											
History											
[S] 1.01 Be able to formulate questions about objects from the past											
[U] 1.02 Understand that we are still collecting evidence about the past											

Learning Goals

K	Knowledge
S	Skill
U	Understanding

	Buildings	Freeze It!	From A to B	Green Fingers!	People Of The Past	Seeing The Light	Super Humans	The Earth: Our Home	The Magic Toymaker	Time Travellers	What's It Made Of?
S	1.03 Be able to select and record relevant information about the past										
K	1.04 Know that there are a variety of ways to learn about the past										
K	1.05 Know about the significant events and dates of their own lives										
K	1.06 Know that how people talk about time is influenced by culture										
S	1.07 Be able to order events and objects chronologically										
S	1.08 Be able to suggest reasons for change										
S	1.09 Be able to identify results/consequences of historical events										
K	1.10 Know differences between their own lives and those of people from the past										
U	1.11 Understand that technological development is not a recent phenomenon										
U	1.12 Understand that events/situations have causes and effects										
S	1.13 Be able to associate causes and effects of change										
K	1.14 Know that commemorative events may give insight into different nations										
ICT & Computing											
S	1.01 Be able to test symbolic code and make improvements										
S	1.02 Be able to give instructions to control or direct a device or on-screen character										
U	1.03 Understand that there are a range of everyday devices that follow programs										
K	1.04 Know that an algorithm is a set of instructions										
U	1.18 Understand that the internet is a public domain that presents privacy risks										
International											
K	1.01 Know about some celebrations - including those in the host and home/heritage or adopted countries										
S	1.02 Be able to identify similarities and differences between the lives of children from different countries										
S	1.04 Be able to articulate where you consider home and why										
U	1.05 Understand the need to contribute to shared responsibilities										
U	1.06 Understand that people have an impact on the places that they visit										
S	1.07 Be able to articulate how they should be making a contribution to positive change										
S	1.08 Be able to connect actions and consequences										
U	1.10 Understand that they can contribute to practices that promote physically and socially healthy classrooms, schools and local spaces										
U	1.11 Understand that the human race is diverse										
K	1.12 Know that individuals belong to different groups (e.g. family, school, nation)										
U	1.13 Understand why we have rules for specific groups/places										
Music											
S	1.01 Be able to sing simple songs in unison and following the tune										
S	1.02 Be able to perform individually and/or with others										
S	1.04 Be able to recreate/imitate sounds and patterns										

Learning Goals

K	Knowledge
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	Buildings	Freeze It!	From A to B	Green Fingers!	People Of The Past	Seeing The Light	Super Humans	The Earth: Our Home	The Magic Toymaker	Time Travellers	What's It Made Of?
U											
S	1.05 Understand that musical elements can be used to create different effects										
S	1.06 Be able to improvise using voice and/or untuned percussion instruments in response to a stimulus										
S	1.07 Be able to choose appropriate sounds and instruments when creating music and be able to give reasons for their choices										
S	1.09 Be able to use symbols to represent sounds including in their own compositions										
S	1.10 Be able to identify musical elements										
K	1.11 Know the different ways sounds are made with a selection of instruments										
U	1.12 Understand how sounds and instruments communicate emotion and atmosphere										
S	1.14 Be able to comment on their own musical experiences with supporting reasons										
U	1.15 Understand that music means different things to different people										
Science											
S	1.01 Be able to identify ways of finding out about scientific questions in familiar contexts										
U	1.03 Understand that science provides evidence, not proof										
S	1.04 Be able to follow guided experiments to try to answer scientific questions										
S	1.05 Be able to connect scientific investigations to familiar contexts										
S	1.06 Be able to suggest independent variables to test in a guided investigation										
S	1.07 Be able to make predictions										
S	1.08 Be able to use the senses safely to make observations										
S	1.09 Be able to make observations and take informal measurements										
S	1.10 Be able to compare results										
S	1.11 Be able to compare results with predictions										
S	1.12 Be able to describe the method and results										
S	1.13 Be able to suggest improvements to investigations										
K	1.14 Know the names of the main external body parts of humans and animals										
K	1.15 Know the names of the senses and the organs connected to them										
K	1.16 Know that plants need light and water to grow										
K	1.17 Know the names of the parts of plants										
K	1.18 Know that seeds can grow into plants										
K	1.19 Know some differences between living things and things that have never been alive										
S	1.20 Be able to sort living things in simple ways by features, lifecycles and behaviours										
K	1.21 Know that eating food provides the body with energy										
S	1.22 Be able to sequence given food chains										
K	1.23 Know what all living things need to survive										
U	1.24 Understand that people share environments with other living things										
U	1.25 Understand that different locations support different living things										

Learning Goals

K	Knowledge
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Missed Learning Goals

Learning Goals

K	Knowledge
S	Skill
U	Understanding

Health and Wellbeing

K	1.02 Know that maintaining personal space and boundaries is a basic right
S	1.06 Be able to follow strategies for managing a range of social situations
U	1.07 Understand that people benefit from different relationships in different ways
K	1.08 Know that boys and girls are born physically different from each other
K	1.10 Know that there are many different influences on our identity
U	1.12 Understand that active participation in the Learning Process leads to progress
K	1.13 Know that emotions impact on learning
K	1.14 Know that the brain is a complex organ
S	1.15 Be able to apply metacognitive strategies to improve their own learning
K	1.16 Know that we should not share information about ourselves online
K	1.17 Know that online images are not necessarily real
U	1.18 Understand that being a good digital citizen means being safe and responsible online
ICT & Computing	
S	1.09 Be able to use a child-friendly search engine to find images or information
S	1.10 Be able to prioritise sources to use for research
S	1.11 Be able to use images, text and audio to communicate information
S	1.12 Be able to use a given tool to collect and record information
S	1.13 Be able to create graphics within a given template
U	1.14 Understand that some images available on the internet are free from copyright
S	1.15 Be able to save, retrieve and revise files
U	1.17 Understand that passwords are used to protect users and should not be shared
S	1.19 Be able to use games and models to enhance learning
K	1.20 Know that there are different tools for communicating around the world
S	1.21 Be able to use given software for a particular purpose
Music	
S	1.03 Be able to respond to musical stimuli
K	1.06 Know that music can be represented by symbols