

 Geography 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 	 Climate/Environment Importance of trees to the environment; habitats and carbon capture/oxygen production
environment	Computing • E Safety
 Art and Design Drawing – pencil drawings of patterns in nature 	Science • Plants

- 3D Work transient art from natural materials
- Artist Knowledge Andy Goldsworthy
- Developing ideas sketchbooks

Design and Technology

• Moving pictures with levers and sliders

		Scie	ence		
National Curricul	um (Knowledge and S	kills): Pupils shou	Id be taught to:		
Year 1			Year 2		
 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 		
ask simple ques	stions and recognise that	t they can be answe	ered in different ways		
• observe closely	, using simple equipmen	t			
	ord data to help in answe				
 identify and class 					
	vations and ideas to sugg	gest answers to que	estions		
suggestions about w	eaves and discuss wheth whether or not they thin nent Focus- children v	k leaves are the san vill also learn:	ne. Children to descri	be and draw them.	
Prior Learning Forever Firs childr already be able to • Children kr relation to things. The immediate might vary observation	ren working at ARE in now about similarities ar places, objects, materia by talk about the features environment and how e from one another. They ns of animals and plants	Year 1 should nd differences in Is and living s of their own environments make and explain why	Forever Firs child already be able to	d carbon capture. ren working at ARE o: L statements above	
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classify sort label observe observation	record identify classify sort label	
same different similar	observe observation similar	

	Science A	ssessment	
Children working below ARE	Children working towards ARE	Children working at ARE	Children working above ARE
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	Sch		

Geog	raphy				
 National Curriculum: Pupils should be taught about: 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 					
Age Related Subject Skills (Progression Guidance):					
 Vear 1 Jsing maps Use a simple picture map to move around the school Use relative vocabulary such as bigger, smaller, like, dislike Use directional language such as near and far, up and down, left and right, forwards and backwards 	 Year 2 <u>Using maps</u> Follow a route on a map Use simple compass directions (North, South, East, West) Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features 				
 Map knowledge Use world maps to identify the UK in its position in the world. Use maps to locate the four countries and capital cities of UK and its surrounding seas 	 Map knowledge Locate and name on a world map and globe the seven continents and five oceans. Locate on a globe and world map the hot and cold areas of the world including the Equator and the North and South Poles 				
 Making maps Draw basic maps, including appropriate symbols and pictures to represent places or features Use photographs and maps to identify features 	 <u>Making maps</u> Draw or make a map of real or imaginary places (e.g. add detail to a sketch map from aerial photograph) Use and construct basic symbols in a key 				

Maths; SSM ELG

- Use everyday language to talk about size, weight, capacity, **position**, **distance**, time and money to compare quantities and objects and to solve problems.
- Recognise, create and describe patterns.
- Explore characteristics of everyday objects and shapes and use mathematical language to describe them.

UTW; The World ELG

- Know about similarities and differences in relation to places, objects, materials and living things.
- Talk about the features of their own immediate environment and how environments might vary from one another.
- Make observations of animals and plants and explain why some things occur, and talk about changes.

Forever Firs children in Year 2 working at ARE should already be able to:

• See year 1 progression statements above

			Кеу Vос				
	er 1			er 2		Tie	
Shop House Bigger Smaller Up Down	Di N Forv	ike slike lear Far wards kwards	Observation Grounds City Town Factory Office	Environment Bigger Smaller Left Right	Human Physical	features features	Picture map
			Geography	Assessment			
Children working b	elow ARE		vorking towards ARE	Children workin		Children	working above ARI
		S					

Firs Primary School –

Art and Design

National Curriculum:

Pupils should be taught to:

- use a range of materials creatively to design and make products
- use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

Pupils should be taught:

• about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work

Curriculum Intentions (Key Knowledge and Skills to be learned):

- Drawing pencil drawings of patterns in nature
- 3D Work transient art from natural materials
- Artist Knowledge Andy Goldsworthy
- Developing ideas sketchbooks

Age Related Subject Skills (Progression Guidance): Year 1 Artist Knowledge • Look at and talk about own work and that of other artists and the techniques they had used expressing	 Year 2 Artist Knowledge Continue to explore the work of a range of artists, craft makers and designers, making comparisons and describing the differences and similarities and making
 Artist Knowledge Look at and talk about own work and that of other 	 Artist Knowledge Continue to explore the work of a range of artists, craft makers and designers, making comparisons and describing the differences and similarities and making
 Look at and talk about own work and that of other 	 Continue to explore the work of a range of artists, craft makers and designers, making comparisons and describing the differences and similarities and making
 their likes and dislikes. Explore the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. Drawing Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, pen, chalk. Begin to control the types of marks made with the range of media. Draw on different surfaces with a range of media. Develop a range of tone using a pencil and use a variety of drawing techniques such as: hatching, scribbling, stippling, and blending to create light/ dark lines. Developing Ideas (Sketch Books) Start to record simple media explorations in a sketch book. 3D Work Experiment in a variety of malleable media such as clay, papier-mache, salt dough, modroc. 	 links to their own work. Express thoughts and feelings about a piece of art. Reflect and explain the successes and challenges in a piece of art created. Explain how a piece of art makes them feel – link to emotions. Identify changes they might make or how their work could be developed further. Drawing Continue to investigate tone by drawing light/dark lines, light/dark patterns, light/dark shapes using a pencil. Draw lines/marks from observations. Demonstrate control over the types of marks made with a range of media such as crayons, pastels, felt tips, charcoal, pen, chalk. Understand tone through the use of different grades of pencils (HB, 2B, 4B). Developing Ideas (Sketch Books) Use a sketchbook to plan and develop simple ideas.
 Shape and model materials for a purpose (e.g. a pot, tile) from observation and imagination. Continue to manipulate malleable materials in a variety of ways including rolling, pinching and kneading. Impress and apply simple decoration techniques, including painting. Use tools and equipment safely and in the correct way. 	 Build information on colour mixing, the colour wheel and colour spectrums. Collect textures and patterns to inform other work. 3D Work Use equipment and media with increasing confidence. Use clay, modroc or other malleable material to create an imaginary or realistic form – e.g. clay pot, figure, structure etc Explore carving as a form of 3D art.
Prior Learn	ning

Forever Firs children working at ARE in Year 1 should already be able to:

Artist Knowledge

• Look and talk about what they have produced, describing simple techniques and media used.

Drawing

- Enjoy using graphic tools, fingers, hands, chalk, pens and pencils.
- Use and begin to control a range of media.
- Draw on different surfaces and coloured paper.
- Produce lines of different thickness and tone using a pencil.
- Start to produce different patterns and textures from observations, imagination and illustrations.

3D Work

- Enjoy using a variety of malleable media such as clay, papier mache, salt dough. Impress and apply simple decoration.
- Cut shapes using scissors and other modelling tools.
- Build a construction/ sculpture using a variety of objects e.g. recycled, natural and manmade materials.

Developing Ideas (Sketch Books)

• Look and talk about what they have produced, describing simple techniques and media used.

Forever Firs children working at ARE in Year 2 should already be able to:

• See progression statements for year 1 above

	Key Voc	abulary		
Artist Knowledge Like, dislike, describe, similarities, differences, links Explore, comparison, thoughts, feelings, emotions, feelings Successes, challenges Change, develop	Drawing pencils, rubbers, crayons, pastels, felt tips, charcoal, pen, chalk hatching, scribbling, stippling, and blending light/dark lines, light/dark shapes, light/dark patterns tone, grades, HB, 2B, 4B etc observation	3D Work clay, papier-mache, salt dough, Modroc shape, model observation, imagination rolling, pinching, kneading impress, decoration tools, equipment, safety carving, imaginary, realistic	Developing Ideas (Sketch Books) Record, sketch book, plan, develop Colour mixing, colour wheel, colour spectrum Texture, pattern	
	Art and Desig	n Assessment		
Children working below ARE	Children working towards ARE	Children working at ARE	Children working above ARE	
	Sch			

De	esign and Technology
joining and finishing] Curriculum Intentions (Key Knowledge and Sk	and/or sliders], in their products and equipment to perform practical tasks [e.g. cutting, shaping,
	ted Subject Skills (Drogressian Cuidence):
Age Rela	ted Subject Skills (Progression Guidance):
 Design State the purpose of the design and the user Explore materials, make templates and e.g. moving picture / lighthouse Generate own ideas for design by drave experiences or from reading Make Select from a range of tools and equipe explaining their choices Select from a range of materials and chaccording to their characteristics Follow procedures for safety Use and make own templates Measure, mark out, cut out and shape and components Assemble, join and combine materials components Use simple fixing materiat temporary – paper clips, tape and per glue, staples Use finishing techniques, including the and design 	 making Make simple judgements about their products and ideas against design criteria Suggest how their products could be improved Evaluating products and components used Investigate - what products are, who they are for, how they are made and what materials are used Technical Knowledge Understand about the simple working characteristics of materials and components Know the correct technical vocabulary for the projects they are undertaking Understand how freestanding structures can be made stronger, stiffer and more stable
Prior Learning - Forever Firs children working	at ARE should already be able to:
 Physical Development (40-60 months) Use simple tools to effect changes in r Handle tools, objects, construction an materials with safety and increasing c Show understanding of how to transp equipment safely (ELG) Handle tools and equipment effective 	 and malleable combined to create new effects Manipulate materials to achieve a planned effect Construct with a purpose in mind, using a variety o resources Use simple tools and techniques competently and

				 (ELG) Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function 			
		Key Ve	ocabulary				
			Tier 2			Tier 3	
glue		m	echanisms			levers	
tape scissors			tools cutting			sliders	
50155015			joining				
			shaping				
			finishing				
			ovement				
			evaluate				
		and Tech					
Children working below ARE		orking towards ARE	Childr	en workin	g at ARE	Children working above ARE	
P		n					
	S	ch					

Computing								
National Curriculum:								
• use technology safely and respectfully, keeping personal ir	formation private; identify where to go for help and support							
when they have concerns about content on the internet of								
Key Lines of Enquiry:								
E-Safety								
Curriculum In <mark>tentions (Key Knowledge</mark> to be learned):								
Year 1								
	able to write their own E-Safety rules in addition to the							
schoo <mark>l's 'Zip</mark> it, Block it, Flag it.' They will be able to recall and explain these to others.								
 Children will be able to talk about what being unkind means and how it makes others feel. They may link to this 'real life' situations. 								
	d/teacher and talk about what they can tell about them.							
They will start to talk about personal information								
	 hey are feeling worried or unhappy about something							
online: parents, teachers etc.	icy are recard, worried of annappy about something							
Year 2								
• At the end of the unit: children will be able to recall	rules from previous learning and edit these to include							
their new learning about E-Safety.								
Children will be able to define online bullying and lin	k it to their knowledge of 'real life' bullying. They will be							
able to recall why it is wrong and how it effects peop								
 Children will know why we have passwords and beginned 	in to become responsible for their own password to the							
learning platform.								
Children will be able to respond to scenarios about staying safe online and give advice using their knowledge								
of E-Safety.								
 They will begin to understand age limits and talk about why games have different age limits. They will 								
understand how age limits keep them safe.								
Age Related Subject Skills (Progression Guidance - DDAT):								
• Pupils learn that the Internet is a great place to develop rewarding online relationships and learn to recognise								
websites that are good for them to visit; but they also learn to be cautious and to check with a trusted adult before sharing private information								
 Pupils are introduced to the concept that real people send messages to one another on the Internet and learn how 								
messages are sent and received. They recognise that it may be difficult to distinguish between someone who is real								
and someone who is not								
 Pupils are introduced to the basics of online searching 								
 Pupils are introduced to the basics of online searching Pupils learn to explore websites and to say whether they like them or not and why 								
Year 1 Year 2								
 Write rules for e-safety 	 Reviewing and editing online safety rules 							
• Understand the impact of unkind behaviour	• Know what online bullying is and why it is							
• Explore what is meant by personal information	wrong							
• Learn how to stay safe when playing online	• Create top tips for safe searches and knowing a							
games website is safe								

 Can identify 'people who help us' look after ourselves when using technology and know who we can tell 		 Generate strong passwords and keeping them safe Solve online safety problems Sorting age appropriate games 		
 for Learning prever Firs children working at ARE should 0-60 Months) Complete a simple program on a co Uses ICT hardware to interact with arly Learning Goal) Recognise that a range of technolog Select and use technology for parti 	omputer. age-appropriate c gy is used in places	omputer software.	chools.	
	-	cabulary	Г <u> </u>	
Tier 1	Т	ier 2	Tier 3	
Grown up Like dislike	Relationships Cautious Trusted Adult Private sharing	Messages Send Receive Real/not real Search	Online website	
			ry	

Computing Assessment						
Children working below ARE	Children working towards	Children working at ARE	Children working above ARE			
	ARE					