

History •	Ancient Greece: a study of Greek life and achievements and their influence on the western world	<ul><li>Science</li><li>Electricity</li><li>Working Scientifically</li></ul>				
Art and • •	<b>I Design</b> Drawing – pencil (perspective – 3D box design) 3D Work – Clay Pandora's Box	Computing • E Safety				
Climate •	Climate/Environment <ul> <li>Conservation of electricity – how can we reduce our use of electricity?</li> </ul>					

		Hist	ory					
National Curricu	um (Knowledge and Skill							
	a study of Greek life and a		-	vestern world				
	t (Key knowledge to be le							
	d where ancient Greeks I	-	of their most import	ant cities				
	of the Olympic games	, 0						
	fe in ancient Greece							
-	Ancient Greek gods and heroes							
<ul> <li>About t</li> </ul>	e ancient Greeks at war, i	ncluding Spartan sol	diers					
<ul> <li>Ancient</li> </ul>	Ancient Greek culture including; festivals, theatre, architecture and sculpture							
	f ancient Greece on the n ythagoras) and philosoph	-		cy, English language a	nd alphabet, sport			
	ect Skills (Progression Gu							
	increasingly secure chron			history, local, British a	and world			
	ts, people, places and arte		2					
	ect t <mark>erminology to d</mark> escrib							
-	use of appropriate subjec							
<ul> <li>Ask and significa</li> </ul>	answer questions about th	ne past, considering a	aspects of change, ca	use, similarity and dif	ference and			
-	where we might find answ	ers to questions con	sidering a range of so	ources				
	and that knowledge about							
	t and organise responses							
	e that different versions of			reasons for this				
	and begin to make links b				different periods			
and soc			, situations and chan	Bes within and deross	uncrent perious			
		ical avants situation	s and changes					
	Identify and give reasons for historical events, situations and changes Identify some of the results of historical events, situations and changes							
	some of the similarities a			e g social belief loc	al individual			
	and begin to describe histo			-				
rior Learning								
orever Firs chil	ren working at ARE shou	d already be able to						
<ul> <li>Develop</li> </ul>	then demonstrate an aw	areness of the past, u	using common words	/phrases relating to t	he passing of time			
-	ere places, people and ev		-					
	use dates							
-	the use a wide vocabular	of historical terms	such as: a long time	ago, recently, when m				
-		y of historical terms,	Such as, a long time of	ago, recently, when h	iy were younger			
	cades, centuries				2.141 - 2.144			
	begin to answer questions	about events e.g. W	nen? whathapper	ied? Whatwasitlike	.? Why? Whowas			
involve		t a haut tha nast a a	uning autofanta mintu		itee			
	and some ways we find ou				ites			
	and use parts of stories an		-	events				
<ul> <li>Commu</li> </ul>	nicate understanding of th	e past in a variety of	ways					
<ul> <li>Identify</li> </ul>	different ways that the pa	st is represented e.g.	fictional accounts, ill	ustrations, films, son	g, museum displays			
Discuss	hange and continuity in a	n aspect of life e.g. h	olidays					
<ul> <li>Recogn</li> </ul>	e why people did things, v	vhy some events hap	ppened and what hap	pened as a result of p	people's			
actions	or events							
<ul> <li>Identify</li> </ul>	similarities and difference	s between ways of lif	e in different periods	, including their own	lives			
Recogn	e and make simple observ	ations about who w	as important in an his	storical event/accoun	t e.g. talk about			
-	nt places and who was imp				-			
	,	Key Voc	abularv					
	Tier 1		er 2	Ti	er 3			
God		Mortals	Festival	Spartan				
000		Heroes	Theater	Olympics				
		neroes	ineater	Civilipics				

Government

Legend

	Culture Architecture Empire Civilisation	Democracy Philosophy Artefacts	
	Civilisation		

# Firs Primary School-

History Assessment						
Children working below ARE	Children working towards ARE	Children working at ARE	Children working above ARE			
	<b>Fir</b>					

## Science

National Curriculum (Knowledge and Skills): Pupils should be taught to:

### Year 4

- identify common appliances that run on electricity
- construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers
- identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery
- recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit
- recognise some common conductors and insulators, and associate metals with being good conductors

### Year 3 and 4

- ask relevant questions and use different types of scientific enquiries to answer them
- set up simple practical enquiries, comparative and fair tests
- make systematic and careful observations and, where appropriate, take accurate measurements using standard units, using a range of equipment, including thermometers and data loggers
- record findings using simple scientific language, drawings, labelled diagrams, keys, bar charts, and tables
- gather, record, classify and present data in a variety of ways to help in answering questions
- identify differences, similarities or changes related to simple scientific ideas and processes
- report on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions
- use straightforward scientific evidence to answer questions or to support their findings
- use results to draw simple conclusions, make predictions for new values, suggest improvements and raise further questions

### Investigation Focus:

### **Conductors and Insulators**

file:///C:/Users/lpugh/Downloads/Conductors And Insulators.pdf

### Climate/Environment:

Saving Energy – reducing electricity consumption <a href="https://www.valuesmoneyandme.co.uk/teachers/costing-the-earth-ks1-ks2">https://www.valuesmoneyandme.co.uk/teachers/costing-the-earth-ks1-ks2</a>

### Prior Learning

### Forever Firs children working at ARE should already be able to:

- ask simple questions and recognise that they can be answered in different ways
- observe closely, using simple equipment
- perform simple tests
- gather and record data to help in answering questions
- identify and classify
- use their observations and ideas to suggest answers to questions

### Key Vocabulary

	itey vocabalary						
Tier 1	ier 1 Tier 2		Tie	Tier 3			
Metal	Appliance	Enquiry	Venn diagram	Conductor			
Light	Electricity	Practical	Comparative test	Insulator			
On	Wires	Systematic	Fair test				
Off	Bulbs	Observation	Series circuit				
	Switches	Findings	Cells				
	Buzzers	Table					
	Battery	Record					
	Lamp	Classify					
	Loop	Data					
	Predictions	Differences					
		Similarities					
		Material					
		Evidence					
		Findings					

Science Assessment         Children working below ARE       Children working towards ARE       Children working above AR         ARE       Children working at ARE       Children working above AR
Firs Primary School

## Art and Design

Art an	d Design					
National Curriculum:						
<ul> <li>Pupils should be taught to: <ul> <li>create sketch books to record their observations and use them to review and revisit ideas</li> <li>improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)</li> </ul> </li> <li>Pupils should be taught:</li> </ul>						
about great artists, architects and designers in history	N					
<ul> <li>Curriculum Intentions (Key Knowledge and Skills to be learn</li> <li>Drawing – pencil (perspective – 3D box design)</li> <li>3D Work – Clay Pandora's Box</li> </ul>						
Age Kelated Subject Ski	Ils (Progression Guidance):					
<ul> <li>Year 3 3D Work <ul> <li>Use equipment and media with confidence.</li> <li>Begin to show an awareness of objects having a third dimension and perspective.</li> <li>Learn to secure work to continue at a later date.</li> <li>Join two parts successfully.</li> <li>Construct a simple base for extending and modelling other shapes.</li> <li>Use a sketchbook to plan, collect and develop ideas. To record media explorations and experimentations as well as try out ideas.</li> <li>Produce more intricate surface patterns/ textures and use them when appropriate.</li> <li>Produce larger ware using pinch/ slab/ coil techniques.</li> <li>Continue to explore carving as a form of 3D art.</li> <li>Use language appropriate to skill and technique</li> </ul> </li> <li>Drawing <ul> <li>Develop intricate patterns/ marks with a variety of media.</li> <li>Demonstrate experience in different grades of pencil and other implements to draw different forms and shapes.</li> </ul> </li> <li>Begin to indicate facial expressions in drawings Begin to show consideration in the choice of pencil grade they use.</li> </ul>	<ul> <li>Year 4 3D Work <ul> <li>Work in a safe, organised way, caring for equipment.</li> <li>Secure work to continue at a later date.</li> <li>Make a slip to join to pieces of clay.</li> <li>Decorate, coil, and produce marquettes confidently when necessary.</li> <li>Model over an armature: newspaper frame for modroc.</li> <li>Use recycled, natural and man- made materials to create sculptures.</li> <li>Adapt work as and when necessary and explain why. Gain more confidence in carving as a form of 3D art.</li> <li>Use language appropriate to skill and technique.</li> <li>Demonstrate awareness in environmental sculpture and found object art.</li> <li>Show awareness of the effect of time upon sculptures.</li> </ul> Drawing <ul> <li>Develop intricate patterns using different grades of pencil and other implements to create lines and marks.</li> <li>Draw for a sustained period of time at an appropriate level.</li> <li>Experiment with different grades of pencil and other implements to achieve variations in tone and make marks on a range of media.</li> <li>Have opportunities to develop further drawings featuring the third dimension and perspective</li> <li>Further develop drawing a range of technique and begin to understand why they best suit. Begin to show awareness of representing texture through the choice of marks and lines made</li> <li>Attempt to show reflections in a drawing</li> <li>Begin to use media and techniques (line, tone, colour) to show representation of movement in figures and forms.</li> </ul></li></ul>					
Prior Learning						
Forever Firs children in Year 3 working at ARE should already to: 3D Work	y be able Forever Firs children in Year 4 working at ARE should already be able to:					

- 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...
- See Progression guidance for year 3 above

r							
<ul> <li>Explore carving as</li> </ul>	a form of 3D art.						
Drawing	Drawing						
	• • •	g light/dark lines, light	/dark				
patterns, light/dar	k shapes using a pend	cil.					
<ul> <li>Draw lines/marks</li> </ul>	from observations.						
<ul> <li>Demonstrate cont</li> </ul>	rol over the types of r	marks made with a rar	nge of				
media such as cray	yons, pastels, felt tips	, charcoal, pen, chalk.					
<ul> <li>Understand tone t</li> </ul>	hrough the use of dif	ferent grades of penci	ls (HB, 2B,				
4B).							
		Key Vocab	ulary				
Tier	1	Tie	r <b>2</b>	Ti	er 3		
Pencils	Rolling	Observation	Clay	Hatching,	Papier-mache,		
Rubbers	Pinching	Intricate	Shape	Scribbling,	Salt dough		
Crayons	Tools	Patterns	Model	Stippling	Modroc		
Pastels	Safety	Marks	Imagination	Blending	Pinch/slab/coil		
Felt tips	Join	Media	Kneading	Tone	technique		
Pen		Facial	Impress	Grades	Slip		
Chalk		expression	Decoration	HB, 2B, 4B etc	Marquette (scale		
Scribbling 🔪 🍐		perspective	Equipment	Charcoal	model/rough		
Light/dark lin <mark>es</mark>		Technique	Carving	Third dimension	draft)		
Light/dark sh <mark>apes</mark>		Texture	Imaginary		Armature		
Light/dark pa <mark>tterns</mark>		Reflection	Realistic		(frame)		
Colour		Movement	Base				
		Exploration	Extend				
		Experiment	Plan				
		Environmental	Collect				
		Sculpture	Develop				
		Effect	Record				
		Time					

Primary School –

Art and Design Assessment						
Children working below ARE	Children working towards ARE	Children working at ARE	Children working above ARE			
	Sch					

	Comput	ing
Nation	al Curriculum:	
• Us	e technology safely, respectfully and responsibly; recognise ac	ceptable/ unacceptable behaviour; identify a range of ways
to	report concerns about content and contact	
Key Liı	nes of Enquiry:	
•	E-Safety	
<ul> <li>Pu</li> <li>tha</li> <li>inf</li> <li>Pu</li> <li>un</li> <li>wit</li> <li>Pu</li> <li>res</li> <li>Pu</li> </ul>	elated Subject Skills (Progression Guidance - DDAT): pils learn that the Internet is a great place to develop rewardin at are good for them to visit; but they also learn to be cautious formation pils learn to make good passwords for their accounts, learn ab derstand the implications for the information that they share of thout their knowledge pils are introduced to their roles as digital citizens in an online sponsible not only for themselves but for others, in order to cr pils learn that the Internet is a public space and then develop thers	and to check with a trusted adult before sharing private oout spam and how to deal with it. They begin to online and how some websites might use that information community, where they reflect on how they are eate a safe and comfortable environment
	Lower Key St	age 2
Self-identity	<ul> <li>I can explain what is meant by the term identity</li> <li>I can explain how people can represent themselves in different ways online</li> <li>I can explain ways in which someone might change their identify depending on what they are doing online (e.g. gaming; using an avatar; social media) and why</li> </ul>	<ul> <li>I can explain how my online identity can be different to by offlin identity</li> <li>I can describe positive ways for someone to interact with other online and understand how this will positively impact on how other perceive them</li> <li>I can explain that others online can pretend to be someone els including by friends, and can suggest reasons why they might do the</li> </ul>
Online Reputation	<ul> <li>I can explain how to search for information about others online</li> <li>I can give examples of what anyone may or may not be willing to share about themselves online. I can explain the need to be careful before sharing anything personal</li> <li>I can explain who someone can ask if they are unsure about putting something online</li> </ul>	<ul> <li>I can describe how to find out information about others by searchir online</li> <li>I can explain ways that some of the information about anyone online could have been created copied or shared by others</li> </ul>
Online Relationships	<ul> <li>I can describe ways people have similar likes and interests can get together online.</li> <li>I can explain what it means to 'know someone' online and why this might be different from knowing someone offline.</li> <li>I can explain what is meant by 'trusting someone online,' and why it is important to be careful about who to trust online including what information and content they are trusted with.</li> <li>I can explain why someone may change their mind about trusting anyone with something if they feel nervous, uncomfortable or worried.</li> <li>I can explain how someone's feelings can be hurt by what is said or written online.</li> <li>I can explain the importance of giving and gaining permission</li> </ul>	<ul> <li>I can describe strategies for safe and fun experiences in a range online social environments (e.g. live streaming, gaming platforms)</li> <li>I can give examples of how to be respectful to others online ar describe how to recognise healthy and unhealthy online behaviour</li> <li>I can explain how content shared online may feel unimportant to other people's thoughts, feelings and beliefs.</li> </ul>
Online Bullying	<ul> <li>before sharing things online; how the principles of sharing online is the same as sharing offline .g. sharing images and videos.</li> <li>I can describe appropriate ways to behave towards other people online and why this is important.</li> <li>I can give examples of how bullying behaviour could appear online and how someone can get support.</li> </ul>	<ul> <li>I can recognise when someone is upset, hurt or angry online.</li> <li>I can describe ways people can be bullied through a range of med (e.g. image, video, text, chat)</li> <li>I can explain why people need to think carefully about how conte they post might affect others, their feelings and how it may affect how others feel about them (their reputation).</li> </ul>

- 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 learn to explore websites and to say whether they like them or not and why

Key Vocabulary

Tier 1		Tier 2		Tier 3	
change likes interests worried feelings angry behaviour	personal trust nervous uncomfortable hurt thoughts behave	online offline social beliefs bullied	positive created copied shared	identity impact perceive recognise	represent permission strategies media

# Firs Primary School-

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