

 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 		
environment	Computing • E Safety	
 Art and Design Drawing – pencil drawings of patterns in nature 3D Work – transient art from natural materials 	Science • Plants	
 Artist Knowledge – Andy Goldsworthy Developing ideas - sketchbooks 	 Design and Technology Moving pictures with levers and sliders 	

		Scie	ence				
National Curriculu	ım (Knowledge and S	kills): Pupils shou	ld be taught to:				
Year 1			Year 2				
garden plants, in trees identify and desc	ne a variety of common icluding deciduous and cribe the basic structure ng plants, including tree	evergreen e of a variety of	 observe and describe how seeds and bulbs grow into mature plants find out and describe how plants need water, light and a 				
 ask simple questions and recognise that they can be answered in different ways 							
• observe closely,	using simple equipmen	t					
 gather and record 	rd data to help in answe	ering questions					
identify and clasuse their observe	sify ations and ideas to sugg	gest answers to que	estions				
suggestions about w Climate/Environm		k leaves are the san	ne. Children to descril	be and draw them.	ake predictions and		
Prior Learning							
	en working at ARE in	Year 1 should	Forever Firs childr	en working at ARE	in Year 2 should		
already be able to	-		already be able to	-			
relation to p things. They immediate e might vary f observation	ow about similarities an places, objects, material v talk about the features environment and how e from one another. They is of animals and plants s occur, and talk about o	ls and living s of their own environments make and explain why		statements above			
		Key Voc	abulary				
	er 1		er 2	Tie	er 3		
Year 1 name plant tree	Year 2 Water Light Dark Warm Cool Hot cold same different	Year 1 Identify Describe Common Wild Garden structure question answer gather record identify classify sort label observe observation same different	Year 2 Observe describe grow mature plants temperature healthy soil question answer gather record identify classify sort label observe observation	Year 1 Evergreen deciduous leaf stem petal root trunk branch	Year 2 Seed Bulb seedling		

Science Assessment						
Children working below ARE	Children working towards ARE	Children working at ARE	Children working above ARE			
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Geography

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

Prior Learning

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

	Key Vocabulary						
Ti	er 1	Ti	Tier 2		r 3		
Shop House Bigger Smaller Up Down	Like Dislike Near Far Forwards Backwards	Observation Grounds City Town Factory Office	Environment Bigger Smaller Left Right	Human features Physical features	Picture map		

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

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:						
	designers, describing the differences and similarities between					
different practices and disciplines, and making links to						
Curriculum Intentions (Key Knowledge and Skills to be learne	d):					
 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	Year 2					
Artist Knowledge	Artist Knowledge					
 Look at and talk about own work and that of other 	Continue to explore the work of a range of artists, craft					
artists and the techniques they had used expressing	makers and designers, making comparisons and					
their likes <mark>and dis</mark> lik <mark>es.</mark>	describing the differences and similarities and making					
Explore the work of a range of artists, craft makers and	links to their own work.					
designers, describing the differences and similarities	 Express thoughts and feelings about a piece of art. 					
between different practices and disciplines, and making	 Reflect and explain the successes and challenges in a 					
links to their own work.	piece of art created.					
Drawing	• Explain how a piece of art makes them feel – link to					
• Experiment with a variety of media; pencils, rubbers,	emotions. Identify changes they might make or how their					
crayons, pastels, felt tips, charcoal, pen, chalk.	work could be developed further.					
Begin to control the types of marks made with the range of marks made with the range	Drawing					
of media.	Continue to investigate tone by drawing light/dark lines, Light/dark patterns, light/dark shapes using a panel					
 Draw on different surfaces with a range of media. Develop a range of tang using a papel and uso a variety. 	 light/dark patterns, light/dark shapes using a pencil. Draw lines/marks from observations. 					
 Develop a range of tone using a pencil and use a variety of drawing techniques such as: hatching, scribbling, 	 Demonstrate control over the types of marks made with 					
stippling, and blending to create light/ dark lines.	a range of media such as crayons, pastels, felt tips,					
Developing Ideas (Sketch Books)	charcoal, pen, chalk.					
	 Understand tone through the use of different grades of 					
 Start to record simple media explorations in a sketch book. 	pencils (HB, 2B, 4B).					
	Developing Ideas (Sketch Books)					
3D Work	 Use a sketchbook to plan and develop simple ideas. 					
• Experiment in a variety of malleable media such as clay,						
papier-mache, salt dough, modroc.	 Use a sketchbook to plan and develop simple ideas 					
• Shape and model materials for a purpose (e.g. a pot,	• Build information on colour mixing, the colour wheel and					
tile) from observation and imagination. colour spectrums.						
 Continue to manipulate malleable materials in a variety of ways including rolling, pinching and kneading. 	Collect textures and patterns to inform other work.					
 Impress and apply simple decoration techniques, 	3D Work					
including painting.	Use equipment and media with increasing confidence.					
	Use clay, modroc or other malleable material to create an					
Use tools and equipment safely and in the correct way.	imaginary or realistic form – e.g. clay pot, figure, structure					
	etc Explore carving as a form of 3D art.					
Prior Lear						
	·····0					

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

Artist Knowledge

National Curriculum:

• 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 Vocabulary							
Artist Knowledge	Artist Knowledge Drawing 3D Work						
	pencils, rubbers, crayons,		Developing Ideas (Sketch Books)				
Like, dislike, describe,	pastels, felt tips, charcoal,	clay, papier-mache, salt	Record, sketch book, plan,				
similarities, differences,	pen, chalk	dough, Modroc	develop				
links	hatching, scribbling,	shape, model	1				
Explore, comparison,	stippling, and blending	observation, imagination	Colour mixing, colour wheel,				
thoughts, feelings,	light/dark lines, light/dark	rolling, pinching, kneading	colour spectrum				
emotion <mark>s, fe</mark> elings	shapes, light/dark patterns	impress, decoration	Texture, pattern				
Successe <mark>s, cha</mark> lle <mark>nges</mark>	t <mark>one, grad</mark> es, HB, 2B, 4B etc	tools, equipment, safety					
Change, <mark>develo</mark> p	observation	carving, imaginary, realistic					

Primary School –

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

Design and Technology

explseled	Curriculum: Pupils should be taug ore and use mechanisms [levers ct from and use a range of tools finishing]	and/or sliders], ir	•	ks [e.g. cutting, shaping, joining			
• Chilo	m Intentions (Key Knowledge and dren will make a moving picture or slider.		-	y text, which incorporates either a			
Age Related Subject Skills (Progression Guidance):							
• E • () • () • () • () • () • () • () • ()	State the purpose of the design and user Explore materials, make templates e.g. moving picture / lighthouse Generate own ideas for design by d experiences or from reading Select from a range of tools and eq explaining their choices Select from a range of materials an according to their characteristics Follow procedures for safety Use and make own templates Measure, mark out, cut out and sha and components Assemble, join and combine materic components Use simple fixing materic components	and mock ups rawing on own uipment d components ape materials als and erials e.g. permanent –	making Make simple j ideas against o Suggest how t Evaluating pro Investigate - v for, how they used Technical Knowledge Understand a of materials a Know the corr projects they Understand h	eir design ideas and what they are udgements about their products and design criteria their products could be improved oducts and components used what products are, who they are are made and what materials are bout the simple working characteristics nd components rect technical vocabulary for the are undertaking ow freestanding structures can be r, stiffer and more stable			
Prior Leai	and design rning - Forever Firs children workin Development	ng at ARE should al	ready be able to: Expressive Arts and De (40-60 months)	esign			
• (• H • S • S • S • S • S • S • S • S • S • S	Jse simple tools to effect changes Handle tools, objects, construction materials with safety and increasin Show understanding of how to tran equipment safely Handle tools and equipment effect	and malleable g control hsport and store	 Understand the combined to a combined to a combined to a manipulate matrix of the construct with resources Use simple to appropriately Select approper where necess Select tools and assemble and assemble and (ELG) 	riate resources and adapts work			
		Key Voc		nniques, experimenting with n, texture, form and function			
	Tier 1	-	Tier 2	Tier 3			
	glue tape scissors	med c ju sl fiu mo	chanisms tools outting oining haping nishing ovement valuate	levers sliders			

Design and Technology Assessment						
Children working below ARE	Children working towards ARE	Children working at ARE	Children working above ARE			
	S F rin					

			Com	put	ting		
Nationa	al Curriculum:			-			
			, keeping personal in the internet or other		-	ify where to go for he	lp and support when
Key Lir	nes of Enquiry:						
•	E-Safety						
 Pul tha info tha info tha info tha info tha info that is sor Pul Pul Pul that is sor Pul that is sor Pul that is sort that is	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 learn to explore websites and to say whether they like them or not and why Key Stage 1 • I can recognise that there may be people online who could make someone feel sad, embarrassed or upset • I can explain how other people may look and act differently online and offline • I can give examples of issues online that might make someone feel sad, worried, uncomfortable or frightened I can give examples of when and how to they can belp. • I can give examples of issues online that might make someone feel sad, worried, uncomfortable or frightened I can give examples of how they can belp.						
Online Reputatio	 I can describe what information I should not put online without asking a trusted adult first I can describe how anyone's online information could be seen by other or if it is incorrect. 					online without consent	
Online Relationships	 I can give examples of when I should ask permission to do something online and explain why this is important I can use the internet with adult support to communicate with people I know (e.g. video call apps or services). I can explain why it is important to be considerate and kind to people online and to respect their choices. I can explain why things one persons finds funny or sad online may not always be seen in the same way by others. I can explain why 1 have to ask for help if I am unsure. I can explain who can help me if I feel under pressure to agree to somethin I am unsure about or don't want to do. I can explain how it may make others feel if I do not ask their permissior or ignore their answers before sharing something about them online. 					ffline and explain why this gs about myself or others eny my permission online re. ill have to ask someone.' I ure to agree to something ppens online without my o not ask their permission g about them online.	
Online Bullying		e how to behave online i and can give examples	n ways that do not		bullying can make sor I can explain why any	ullying is, how people ma neone feel. one who experiences bullyi nyone experiencing bullyin	ng not to blame.
Forevei (40-60 •	 Prior Learning Forever Firs children working at ARE should already be able to: (40-60 Months) Complete a simple program on a computer. Uses ICT hardware to interact with age-appropriate computer software. (Early Learning Goal) Recognise that a range of technology is used in places such as homes and schools. Select and use technology for particular purposes. 						
			Key Vo	cab	ulary		
	Tier 1		Ti	er 2		Tie	r 3
frig	sad ghtened	upset adult help	embarrassed help incorrect behave		uncomfortable information copied sharing blame	recognise communicate considerate bully	trust consent permission technology risk

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