

Progression of the National Curriculum Overview

Curriculum Overview for Early Years Foundation Stage

Personal, Social & Emotional Development

Self-Regulation

- Show an understanding of their own feelings and those of others, and begin to regulate their behaviour accordingly.
- Set and work towards simple goals, being able to wait for what they want and control their immediate impulses when appropriate.
- Give focused attention to what the teacher says, responding appropriately even when engaged in activity, and show an ability to follow instructions involving several ideas or actions.

Managing Self

- Be confident to try new activities and show independence, resilience and perseverance in the face of challenge.
- Explain the reasons for rules, know right from wrong and try to behave accordingly.
- Manage their own basic hygiene and personal needs, including dressing, going to the toilet and understanding the importance of healthy food choices.

Building Relationships

Work and play cooperatively and take turns with others.

- Form positive attachments to adults and friendships with peers.
- Show sensitivity to their own and to others' needs.

Literacy

Comprehension

- Demonstrate understanding of what has been read to them by retelling stories and narratives using their own words and recently introduced vocabulary.
- Anticipate (where appropriate) key events in stories.
- Use and understand recently introduced vocabulary during discussions about stories, nonfiction, rhymes and poems and during role play.

Word Reading

- Say a sound for each letter in the alphabet and at least 10 digraphs.
- Read words consistent with their phonic knowledge by sound-blending.
- Read aloud simple sentences and books that are consistent with their phonic knowledge, including some common exception words.

Writing

- Write recognisable letters, most of which are correctly formed.
- Spell words by identifying sounds in them and representing the sounds with a letter or letters.
- Write simple phrases and sentences that can be read by others.

Communication & Language

Listening, Attention and Understanding

- Listen attentively and respond to what they hear with relevant questions, comments and actions when being read to and during whole class discussions and small group interactions.
- Make comments about what they have heard and ask questions to clarify their understanding.
- Hold conversation when engaged in back-and-forth exchanges with their teacher and peers.

Speaking

- Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary.
- Offer explanations for why things might happen, making use of recently introduced vocabulary from stories, no fiction, rhymes and poems when appropriate.
- Express their ideas and feelings about their experiences using full sentences, including use of past, present and future tenses and making use of conjunctions, with modelling and support from their teacher

Mathematics

Number

- Have a deep understanding of number to 10, including the composition of each number.
- Subitise (recognise quantities without counting) up to 5.
- Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts.

Numerical Patterns

- Verbally count beyond 20, recognising the pattern of the counting system.
- Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.
- Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.

Physical Development

Gross Motor Skills

- Negotiate space and obstacles safely, with consideration for themselves and others.
- Demonstrate strength, balance and coordination when playing.
- Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.

Fine Motor Skills

- Hold a pencil effectively in preparation for fluent writing using the tripod grip in almost all cases.
- Use a range of small tools, including scissors, paintbrushes and cutlery.
- Regin to show accuracy and care when drawing.

Expressive Arts and Design

Creating with Materials

- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- Share their creations, explaining the process they have used.
- Make use of props and materials when role playing characters in narratives and stories.

Being Imaginative and Expressive

- Invent, adapt and recount narratives and stories with peers and their teacher.
- Sing a range of well-known nursery rhymes and songs.
- Perform songs, rhymes, poems and stories with others, and (when appropriate) try to move in time with music.

Understanding the World

Past and Present

- Talk about the lives of the people around them and their roles in society.
- Know some similarities and differences between things in the past and now, drawing on their experiences and what

has been read in class

• Understand the past through settings, characters and events encountered in books read in class and storytelling.

People, Culture and Communities

- Describe their immediate environment using knowledge from observation, discussion, stories, non-fiction texts and maps.
- Know some similarities and differences between different religious and cultural communities in this country, drawing on their experiences and what has been read in class.
- Explain some similarities and differences between life in this country and life in other countries, drawing on knowledge from stories, non-fiction texts and (when appropriate) maps.

The Natural World

- Explore the natural world around them, making observations and drawing pictures of animals and plants.
- Know some similarities and differences between the natural world around them and contrasting environments, drawing on their experiences and what has been read in class.
- Understand some important processes and changes in the natural world around them, including the seasons and

changing states of matter.

Reading

• Match graphemes for all phonemes • Name letters of the alphabet

- Read accurately by blending
- Read words with very common suffixes
- Read contractions & understand
- Read phonics books aloud
- Link reading to own experiences
- Join in with predictable phrases
- Discuss significance of title & events
- Make simple predictions

Number/Calculation

Count to / across 100

•Use +, - and = symbols

• Know number bonds to 20

• Count in 1s, 2s, 5s and 10s

• Read & write numbers to 20

•Use language, e.g. 'more than',

• add and subtract one-digit and

two-digit numbers to 20, including

• Solve one-step problems, including

• Identify 'one more' and 'one less'

English

Writing

- Spell very common 'exception'
- Spell days of the week
- •Use very common prefixes & suffixes
- Form lower case letters correctly
- Form capital letters & digits
- Compose sentences orally before writing
- Read own writing to peers or teachers

Grammar

- •Leave spaces between words
- Begin to use basic punctuation: . ?!
- Use capital letters for proper nouns.
- •Use common plural & verb suffixe

Speaking & Listening

- Listen & respond appropriately
- Ask relevant questions
- Maintain attention & participate

Describe position & movement,

including half and quarter turns

• Recognise & use ½ & ¼

Develop techniques of colour, pattern, texture, line, shape, form and space

• Use drawing, painting and sculpture

• Use a range of materials

• Learn about range of artists, craftsmen and designers

Art & Design (KS1)

Computing (KS1)

- Understand use of algorithms
- Write & test simple programs
 - Use logical reasoning to make predictions
- Organise, store, retrieve & manipulate data
- Communicate online safely and respectfully
- Recognise uses of IT outside of school

Mathematics

Geometry & Measures

- Use common vocabulary for comparison, e.g. heavier, taller, full, longest, quickest
- · Begin to measure length, capacity, weight
- Recognise coins & notes
- Use time & ordering vocabulary
- Tell the time to hour/half-hour
- Use language of days, weeks, months & years
- Recognise & name common 2-d and 3-d shapes
- Order & arrange objects

Design & Technology (KS1)

- Design purposeful, functional & appealing products
- Generate, model & communicate ideas
- Use range of tools & materials to complete practical tasks
 - Evaluate existing products & own ideas
- Build and improve structure & mechanisms
- Understand where food comes from

Geography (Y1

- Name & loca the four countries and capital cities of the United Kingdom using atlases & globes
- identify seasonal / daily weather patterns in the UK and the location of hot and cold areas of the world
- Use basic geographical vocabulary to refer to local & familiar features
- Use four compass directions & simple vocab

Modern

Languages

Music (KS1)

Sing songs

Play tuned & untuned instruments musically

- Listen & understand live and recorded music
- Make and combine sounds musically

Science

simple arrays

'most'

Biology

zero

- Identify basic plants
- Identify basic plant parts (roots, leaves, flowers, etc.)
- Identify & compare common animals
- Identify & name basic body parts

Chemistry

- Distinguish between objects & materials
- Identify & name common materials
- Describe simple properties of some materials
- Compare & classify materials

Physics

Observe weather associated with changes of season

History (KS1)

Key Concepts

 Changes in living memory (linked to aspects of national life where appropriate)

Fractions

Key Individuals

- Lives of significant historical figures, including comparison of those from different periods
- Significant local people

Key Events

- e.g. Bonfire night
- Events of local importance

Physical

Education (K

 Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination

Not required at KS1

- Participate in team games
- Perform dances using simple movement
- Swimming proficiency at 25m (KS1 or KS2)

Religious

Education

Follow Cumbria SACRE agreed syllabus:

https://www.cumbria.go v.uk/elibrary/Content/In ternet/537/6381/6528/4 290215573.pdf

Reading

- Develop phonics until decoding secure
- Read common suffixes
- Read & re-read phonic-appropriate Spell using common suffixes, etc. books
- Read common 'exception' words
- Discuss & express views about fiction, non-fiction & poetry
- Become familiar with & retell stories
- Ask & answer questions; make predictions

Begin to use place value (T/U)

• Identify, represent & estimate

Compare / order numbers, inc. <>

Recognise commutative property

Growing plants (water, light, warmth)

Basic needs of animals & offspring

Simple food chains & habitats

Begin to make inferences

Number/Calculation

• Know 2, 5, 10x tables

numbers

to 100)

Science

Biology

• Count in 2s, 3s, 5s & 10s

Write numbers to 100

Use x and ÷ symbols

of multiplication

Differentiate living,

dead and non-living

English

•Spell by segmenting into phonemes •Use .!?, and '

Learn to spell common 'exception'
 Use simple conjunctions

Writing

- Use appropriate size letters &
- Develop positive attitude & stamina for writing
- Begin to plan ideas for writing
- Make simple additions & changes after proof-reading

Grammar

- Begin to expand noun phrases
- •Use some features of standard English

Speaking & Listening

Fractions

2/4 = 1/2

pictograms

auestions

Data

- Articulate & Justify answers
- Initiate & respond to comments
- Record ideas sentence-by-sentence Use spoken language to develop understanding

• Find and write simple fractions

• Understand equivalence of e.g.

Interpret simple tables &

Ask & answer comparison

Ask & answer questions

Design & Technology (KS1)

• Learn about range of artists, craftsmen and

Art & Design (KS1)

Develop techniques of colour, pattern, texture,

• Design purposeful, functional & appealing products

• Use drawing, painting and sculpture

line, shape, form and space

- Generate, model & communicate ideas
- Use range of tools & materials to complete practical tasks

Modern

• Use a range of materials

designers

- Evaluate existing products & own ideas
- Build and improve structure & mechanisms
- Understand where food comes from

Languages

Not required at KS1

Computing (KS1)

- Understand use of algorithms
- Write & test simple programs
 - Use logical reasoning to make predictions
- Organise, store, retrieve & manipulate data
- Communicate online safely and respectfully
- Recognise uses of IT outside of school

Geography (Y2)

- Name & locate world's continents and oceans
- Compare local area to a non-European country
- Use basic vocabulary to describe a less familia
- Use aerial images and other models to create simple plans and maps, using symbols
- Use simple fieldwork and observational skills to study the immediate environment
- Music (KS1) • Sing songs
 - Play tuned & untuned instruments musically
 - Listen & understand live and recorded music
 - Make and combine sounds musically

Mathematics

Geometry & Measures

- Know and use standard measures
- Read scales to nearest whole unit
- •Use symbols for £ and p and add/subtract simple sums of less than £1 or in pounds
- •Tell time to the nearest 5 minutes
- Identify & sort 2-d & 3-d shapes
- Identify 2-d shapes on 3-d • Know number facts to 20 (+ related surfaces
 - Order and arrange mathematical objects
 - •Use terminology of position & movement

History (KS1)

about totalling

Key Concepts

 Changes in living memory (linked to aspects of national life where appropriate)

Key Individuals

- Lives of significant historical figures, including comparison of those from different periods
- Significant local people

Key Events

- e.g. Bonfire night
- Events of local importance

Physical

- Education (KS1)
- Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination
- Participate in team games
- Perform dances using simple movement
- Swimming proficiency at 25m (KS1 or KS2)

Religious

Education

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Chemistry

- Identify and compare uses of different materials
- Compare how things move on different surfaces

Reading

- Use knowledge to read 'exception'
 Use prefixes & suffixes in spelling words
- Read range of fiction & non-fiction Write simple dictated sentences
- Prepare poems & plays to perform
- Check own understanding of reading
- Draw inferences & make predictions
- Retrieve & record information from Create simple settings & plot non-fiction books
- Discuss reading with others

Number/Calculation

•Learn 3, 4 & 8x tables

• Secure place value to 100

Written column addition &

Solve number problems, including

multiplication & simple division

and missing number problems

Use commutativity to help

English

Writing

- Use dictionary to confirm spellings
- Use dictionaries to check meaning Use handwriting joins appropriately pronouns
 - Plan to write based on familiar forms
 - Rehearse sentences orally for writing
 - Use varied rich vocabulary

 - Assess effectiveness of own and others' writing

Grammar

- Use range of conjunctions
- Use perfect tense
- Use range of nouns &
- Use time connectives
- Introduce speech punctuation
- Know language of clauses **Speaking & Listening**
- Give structured descriptions
- Participate activity in conversation
 - Consider & evaluate different viewpoints

Art & Design (LKS2)

- Use sketchbooks to collect, record and evaluate ideas
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials
- Learn about great artists, architects & designers

Computing (LKS2)

- Design & write programs to achieve specific goals, including solving problems
 - Use logical reasoning
 - Understand computer networks
- Use internet safely and appropriately

countries, focussing on Europe & Americas

focus on key physical & human features

• Study a region of the UK (not local area)

• Use 8 points of compass, symbols & keys

• Describe & understand climate, rivers,

mountains, volcanoes, earthquakes,

• Use fieldwork to observe, measure & record

settlements, trade links, etc.

Collect and present data appropriately

Geography (LKS

Locate world'

Mathematics

Geometry & Measures

- Measure & calculate with metric measures
- Mentally add & subtract units, tens
 Measure simple perimeter
- Add/subtract using money in or hundreds to numbers of up to 3 context
 - •Use Roman numerals up to XII; tell time
 - Calculate using simple time problems
 - Draw 2-d / Make 3-d shapes
 - Identify and use right angles
 - Identify horizontal, vertical, perpendicular and parallel lines

Fractions & decimals

- Use & count in tenths
- Recognise, find & write fractions
- Recognise some equivalent fractions
- Add/subtract fractions up to <1
- Order fractions with common denominator

Data

Interpret bar charts & pictograms

Design & Technology (LKS2)

- Use research& criteria to develop products which are fit for purpose
- Use annotated sketches and prototypes to explain ideas
 - Evaluate existing products ar improve own work
 - Use mechanical systems in own work
- Understand seasonality; prepare & cook mainly savoury dishes

• Develop appropriate pronunciation

• Show understanding of words & phrases

• Appreciate stories, songs, poems & rhymes

Music (LKS2) Languages (LKS)

- Use voice & instruments with increasing accuracy, control and expression
- Improvise & compose music
 - Listen with attention to detail
- Appreciate wide range of live & recorded
- Begin to develop understanding of history

Science

digits

subtraction

calculations

Biology

- Plants, incl. parts, lifecycle and requirements for life
- Animals: skeletons & nutrition

Chemistry

- Classification of rock types
- Simple understanding of fossilisation

Physics

- Sources of light; shadows & reflections
- Simple forces, including magnetism

History (within KS2)

British History (taught chronologically)

- Stone Age to Iron Age Britain
- Roman Empire & impact on Britain
- Anglo-Saxons & Vikings

Broader History Study

Ancient Greece

A local history study

An extended period study

• Non-European society (Mayan)

• Earliest ancient civilisations (Ancient Egypt)

Physical

Broaden vocabulary

Modern

Listen & engage

Ask & answer questions

- Education (LKS2
- Use running, jumping, catching and throwing in isolation and in combination

Speak in sentences using familiar vocabulary

- Play competitive games, modified as appropriate
- Develop flexibility & control in gym, dance & athletics
- Compare performances to achieve personal
- Swimming proficiency at 25m (KS1 or KS2)

Religious

Education

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Reading

- Secure decoding of unfamiliar
- Read for a range of purposes
- Discuss words & phrases that
- Identify themes & conventions
- Retrieve & record information
- Make inferences & justify predictions
- poetry
- Identify & summarise ideas

English

 Correctly spell common homophones

Writing

- Increase regularity of handwriting
- Plan writing based on familiar forms
- Organise writing into paragraphs
- Use simple organisational devices
- Proof-read for spelling & punctuation errors
- Evaluate own and others' writing
- Read own writing aloud

Grammar

- Use wider range of conjunctions
- Use perfect tense appropriately
- Select pronouns and nouns for clarity
- Use & punctuate direct speech
- Use commas after front adverbials

Speaking & Listening

- Articulate & justify opinions
- Speak audibly in Standard English

• Gain, maintain & monitor interest of listeners

Mathematics

Geometry & Measures

Compare 2-d shapes, including quadrilaterals & triangles

- Find area by counting squares
- Calculate rectangle perimeters
- Estimate & calculate measures
- Identify acute, obtuse & right angles
- Identify symmetry
- Use first quadrant coordinates
- Introduce simple translations

Data

• Use bar charts, pictograms & line graphs

Fractions & decimals

- Recognise tenths & hundredths
- Identify equivalent fractions
- Add & subtract fractions with common denominators
- Recognise common equivalents
- Round decimals to whole numbers
- Solve money problem

British History (taught chronologically)

- Stone Age to Iron Age Britain
- An extended period study

History (within KS2)

- Roman Empire & impact on Britain
- Anglo-Saxons & Vikings

Broader History Study

- Non-European society (Mayan)
- A local history study
- Earliest ancient civilisations (Ancient Egypt)
- Ancient Greece

Art & Design (LKS2)

- Use sketchbooks to collect, record and evaluate ideas
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials
- Learn about great artists, architects & designers

Computing (LKS2)

- Design & write programs to achieve specific goals, including solving problems
 - Use logical reasoning
 - Understand computer networks
- Use internet safely and appropriately

countries, focussing on Europe & Americas

mountains, volcanoes, earthquakes, water

• Use fieldwork to observe, measure & record

focus on key physical & human features

• Study a region of the UK (not local area)

• Use 8 points of compass, symbols & keys

• Describe & understand climate, rivers,

cycle, settlements, trade links, etc.

Collect and present data appropriately

Geography (LKS2

Locate world's

Design & Technology (LKS2)

- Use research& criteria to develop products which are fit for purpose
- Use annotated sketches and prototypes to explain ideas

Modern₂

• Ask & answer questions

Listen & engage

- Evaluate existing products ar improve own work
- Use mechanical systems in own work
- Understand seasonality; prepare & cook mainly savoury dishes

Speak in sentences using familiar vocabulary

• Develop appropriate pronunciation

• Show understanding of words & phrases

• Appreciate stories, songs, poems & rhymes

Languages (LKS2) Music (LKS2)

- Use voice & instruments with increasing accuracy, contro and expression
 - Improvise & compose music
 - Listen with attention to detail
- Appreciate wide range of live & recorded
- Begin to develop understanding of history

Physical

Broaden vocabulary

Education (LKS2)

- Use running, jumping, catching and throwing in isolation and in combination
- Play competitive games, modified as appropriate
- Develop flexibility & control in gym, dance & athletics
- Compare performances to achieve personal
- Swimming proficiency at 25m (KS1 or KS2)

Religious

Education

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- words
- Retell some stories orally
- capture the imagination

- Recognise a variety of forms of

Number/Calculation

- Know all tables to 12 x 12
- Secure place value to 1000 Use negative whole numbers
- Round numbers to nearest 10, 100 or 1000
- •Use Roman numerals to 100 (C)
- Column addition & subtraction up to 4 digits
- Multiply & divide mentally
- Use standard short multiplication

Science Biology

- Classify living things
- Digestive system & teeth Food chains

Chemistry

- Changes of state
- •The water cycle

Physics

- Sound as vibrations
- Electricity: simple circuits & conductors

Reading

- Apply knowledge of morphology & Secure spelling, inc. homophones, etymology when reading new words
- Reading & discuss a broad range of Legible, fluent handwriting genres & texts
- Identifying & discussing themes
- Learn poetry by heart

Number/Calculation

all four operations

1,000,000

context

mentally

multiple

Science

Life cycles of plants

Biology

Chemistry

Secure place value to

- Discuss authors' use of language
- Retrieve & present information from non-fiction texts.
- Formal presentations & debates

Use negative whole numbers in

Use Roman numerals to 1000 (M)

Use standard written methods for

Use vocabulary of prime, factor &

Multiply & divide by powers of ten

Use square and cube numbers

Understand mixtures & solutions

Confidently add & subtract

English

Writing

- prefixes, silent letters, etc.
- Use a thesaurus
- Plan writing to suit audience & purpose
- Make recommendations to others
 Develop character, setting and atmosphere in narrative
- Draw inference & make predictions Use organisational & presentational Command of Standard English
 - Use consistent appropriate tense
 - Proof-reading
 - Perform own compositions

Grammar

- Use expanded noun phrases
- Use modal & passive verbs
- Use relative clauses
- Use commas for clauses
- Use brackets, dashes & commas for parenthesis

Speaking & Listening

- Give well-structured explanations
- - Consider & evaluate different viewpoints
 - •Use appropriate register

Mathematics

Geometry & Measures

- Convert between different units
- Calculate perimeter of composite shapes & area of rectangles
- Estimate volume & capacity
- Identify 3-d shapes
- Measure & identify angles
- Understand regular polygons Reflect & translate shapes
- **Data**
- •Interpret tables & line graphs
- Solve questions about line graphs

Fractions

- Compare & order fractions
- Add & subtract fractions with common denominators, with mixed numbers
- Multiply fractions by units
- Write decimals as fractions
- Order & round decimal numbers
- Link percentages to fractions & decimals

 Use research& criteria to develop products which are fit for purpose and aimed at specific groups

Design & Technology (UKS2)

Art & Design (UKS2)

• Use sketchbooks to collect, record, review, revisit

Improve mastery of techniques such as drawing,

painting and sculpture with varied materials

Learn about great artists, architects & designers

- Use annotated sketches, cross-section diagrams & computer-aided design,
 - Analyse & evaluate existing products and improve own work
 - Use mechanical & electrical systems in own products, including programming
- Cook savoury dishes for a healthy & varied diet

Computing (UKS2)

- Design & write programs to solve problems
 - Use sequences, repetition, inputs, variables and outputs in programs
 - Detect & correct errors in programs
- Understand uses of networks for collaboration & communication
- Be discerning in evaluating digital content

Geography (UKS

- Name & locat counties, cities, regions & features of UK
- Understand latitude, longitude, Equator, hemispheres, tropics, polar circles & timezones
- Study a region of Europe, and of the Americas
- Understand biomes, vegetation belts, land use economic activity, distribution of resources, etc.
- Use 4- and 6-figure grid references on OS maps
- Use fieldwork to record & explain areas

Modern.

Languages (UKS2)

Listen & engage

& evaluate ideas

- Engage in conversations, expressing opinions
- Speak in simple language & be understood
- Develop appropriate pronunciation
- Present ideas & information orally
- Show understanding in simple reading
- Adapt known language to create new ideas
- Describe people, places & things
- Understand basic grammar, e.g. gender

Music (UKS2)

- Perform with control & expression solo & in ensembles
 - Improvise & compose using dimensions of music
- Listen to detail and recall aurally
- Use & understand basics of staff notation
- Develop an understanding of the history of music, including great musicians & composers

Physical

Education (UKS2

- Use running, jumping, catching
 - and throwing in isolation and in combination
- Play competitive games, applying basic principles Develop flexibility & control in gym, dance &
- athletics
- Take part in Outdoor & Adventurous activities
- Compare performances to achieve personal
- Swimming proficiency at 25m (KS1 or KS2)

Religious

Education

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Physics

Understand location and interaction of Sun, Earth &

& animals (inc. mammal, insect, bird, amphibian)

Classify materials according to a variety of properties

• Know about reversible changes; identify irreversible

Describe changes as humans develop & mature

Introduce gravity, resistance & mechanical forces

History (within KS2)

British History (taught chronologically)

- Stone Age to Iron Age Britain
- Roman Empire & impact on Britain
- Anglo-Saxons & Vikings
- An extended period study

Broader History Study

- Non-European society (Mayan)
- A local history study
- Earliest ancient civilisations (Ancient Egypt
- Ancient Greece

Reading

- Read a broad range of genres
- Recommend books to others
- Make comparisons within/across books
- Support inferences with evidence
- Summarising key points from texts
- Identify how language, structure, etc. contribute to meaning
- Discuss use of language, inc. figurative

Number/Calculation

negatives

division

indices)

Algebra

Science

Classification,

Biology

•Secure place value &

 Discuss & explain reading, providing reasoned justifications for views

rounding to 10,000,000, including

All written methods, including long

Solve multi-step number problems

• Use order of operations (not

English

Writing

- Use knowledge of morphology & etymology in spelling
- Develop legible personal handwriting style
- Plan writing to suit audience & purpose; use models of writing
- Develop character & setting in narrative

• Use a wide range of cohesive

Geometry & Measures

parallelograms

Confidently use a range of

measures & conversions

Calculate area of triangles /

• Use area & volume formulas

Classify shapes by properties

Know and use angle rules

all four quadrants

- Select grammar & vocabulary for effect
- Ensure grammatical consistency

Mathematics

Grammar

- •Use appropriate register/ style
- Use the passive voice for purpose
- Use features to convey & clarify meaning
- Use full punctuation
- Use language of subject/object **Speaking & Listening**
- Use questions to build knowledge
- Articulate arguments & opinions
- Use spoken language to speculate hypothesise & explore Use appropriate register & language

Fractions, decimals & percentages

• Use equivalents to add fractions

Solve problems using decimals &

•Use written division up to 2dp

Compare & simplify fractions

Multiply simple fractions

• Divide fractions by whole

Design & Technology (UKS2)

Art & Design (UKS2)

• Use sketchbooks to collect, record, review, revisit

Improve mastery of techniques such as drawing,

painting and sculpture with varied materials

Learn about great artists, architects & designers

- Use research& criteria to develop products which
- Use annotated sketches, cross-section diagrams & computer-aided design
 - Analyse & evaluate existing products and improve own work
 - products, including programming

• Engage in conversations, expressing opinions

Speak in simple language & be understood

• Adapt known language to create new ideas

Develop appropriate pronunciation

• Show understanding in simple reading

• Understand basic grammar, e.g. gender

• Present ideas & information orally

• Describe people, places & things

Computing (UKS2)

- Design & write programs to solve problems
 - Use sequences, repetition, inputs, variables and outputs in programs
 - Detect & correct errors in programs
- Understand uses of networks for collaboration & communication
- Be discerning in evaluating digital content
- are fit for purpose and aimed at specific groups
- - Use mechanical & electrical systems in own
- Cook savoury dishes for a healthy & varied diet

Geography (UKS

- Name & locate counties, cities, regions & features of UK
- Understand latitude, longitude, Equator, hemispheres, tropics, polar circles & timezones
- Study a region of Europe, and of the Americas
- Understand biomes, vegetation belts, land use economic activity, distribution of resources, etc.
- Use 4- and 6-figure grid references on OS maps
- Use fieldwork to record & explain areas

Data

Identify factors, multiples & primes
 Translate & reflect shapes, using

devices

- Introduce simple use of unknowns Use pie charts
 - Calculate mean averages

Modern.

• Listen & engage

& evaluate ideas

Languages (UKS2) Music (UKS2)

- Perform with
 - control & expression solo & in ensembles
 - Improvise & compose using dimensions of music
 - Listen to detail and recall aurally
 - Use & understand basics of staff notation
 - Develop an understanding of the history of music, including great musicians & composers

Physical

Education (UKS)

- Use running, jumping, catching
 - and throwing in isolation and in combination
- Play competitive games, applying basic principles
- Develop flexibility & control in gym, dance & athletics
- Take part in Outdoor & Adventurous activities
- Compare performances to achieve personal bests
- Swimming proficiency at 25m (KS1 or KS2)

Religious

Education

Follow Cumbria SACRE agreed syllabus:

https://www.cumbria.gov.uk/elibrary /Content/Internet/537/6381/6528/4 290215573.pdf

Physics

• Light & Shadows; the eye

Evolution & Adaptation

- Forces, including gravity
- Electricity: investigating circuits

including micro-organisms

• Health & Lifestyles, incl. circulatory system

History(within KS2)

numbers

percentages

proportion

• Introduce ratio &

British History (taught chronologically)

- Stone Age to Iron Age Britain
- Roman Empire & impact on Britain
- Anglo-Saxons & Vikings
- extended period study

Broader History Study

- Non-European society (Mayan)
- A local history study
- Earliest ancient civilisations (Ancient Egypt)
- Ancient Greece