

English

Reading

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

Writing

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

Grammar

- Begin to use basic punctuation: . ? !
 - Use capital letters for proper nouns.
 - Use common plural & verb suffixes
- #### **Speaking & Listening**
- Listen & respond appropriately
 - Ask relevant questions
 - Maintain attention & participate

Mathematics

Number/Calculation

- Count to / across 100
- Count in 1s, 2s, 5s and 10s
- Identify 'one more' and 'one less'
- Read & write numbers to 20
- Use language, e.g. 'more than', 'most'
- Use +, - and = symbols
- Know number bonds to 20
- Add and subtract one-digit and two-digit numbers to 20, including zero
- Solve one-step problems, including simple arrays

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
- Describe position & movement, including half and quarter turns

Fractions

- Recognise & use $\frac{1}{2}$ & $\frac{1}{4}$

Science

Biology

- 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 international life where appropriate)

Key Individuals

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

Key Events

e.g.

- Events of local importance
- Understand chronology ; past, present, future ; Yesterday, today tomorrow

Art (KS1)

- Use a range of materials Use drawing, painting and sculpture
- Develop techniques of colour, pattern, texture, line, shape, form and space
- Learn about range of artists, craftsmen and designers

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 inventions
- Build and improve structure & mechanism
- Understand where food comes from

Languages

Chinese (Mandarin) is offered to all children at a level appropriate for the individual. RIA understands the needs of students who are approaching Chinese as a foreign language as well as those who have Chinese as a home or existing second language

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)

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 (Y1)

- Name & locate the four countries and capital cities using atlases & globes
- Identify seasonal / daily weather patterns in the locality 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 vocabulary of direction

Music (KS1)

- Sing songs
- Play tuned & untuned instruments musically
- Listen & understand live and recorded music
- Make and combine sounds musically

Well-Being

- What constitutes a healthy/hygienic lifestyle
- Rules for keeping physically and emotionally safe
- Persisting and managing impulsivity
- Recognizing one's own behavior affects others
- Communicating feelings and thoughts with clarity

English

Reading

- Develop phonics until decoding secure
- Read common suffixes
- Read & re-read phonic-appropriate 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 make inferences

Writing

- Spell by segmenting into phonemes
- Learn to spell common 'exception' words
- Spell using common suffixes, etc.
- Use appropriate size letters & spaces
- Develop positive attitude & stamina for writing
- Record ideas sentence-by-sentence
- Begin to plan ideas for writing
- Make simple additions & changes after proof-reading

Grammar

- Use . ! ? , and '
- Use simple conjunctions
- Begin to expand noun phrases
- Use some features of standard English

Speaking & Listening

- Articulate & Justify answers
- Initiate & respond to comments
- Use spoken language to develop understanding

Art (KS1)

- Use a range of materials Use drawing, painting and sculpture
- Develop techniques of colour, pattern, texture, line, shape, form and space
- Learn about range of artists, craftsmen and designers

Computing (KS1)

- Understand use of algorithms Write & test simple programs
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- Organise, store, retrieve & manipulate data
- Communicate online safely and respectfully
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Mathematics

Number/Calculation

- Know 2, 5, 10x tables
- Begin to use place value (T/U)
- Count in 2s, 3s, 5s & 10s
- Identify, represent & estimate numbers
- Compare / order numbers, inc.<=>
- Write numbers to 100
- Know number facts to 20 (+ related to 100)
- Use x and ÷ symbols
- Recognise commutative property of multiplication

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 surfaces
- Order and arrange mathematical objects
- Use terminology of position & movement

Fractions

- Find and write simple fractions
- Understand equivalence of e.g. $\frac{2}{4} = \frac{1}{2}$

Data

- Interpret simple tables & pictograms
- Ask & answer comparison questions
- Ask & answer questions about totalling

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 inventions
- Build and improve structure & mechanism
- Understand where food comes from

Geography (Y2)

- Name & locate world's continents and oceans
- Compare local area to a non-European country
- Use basic vocabulary to describe a less familiar area
- 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

Languages

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Music (KS1)

- Sing songs
- Play tuned & untuned instruments musically
- Listen & understand live and recorded music
- Make and combine sounds musically

Science

Biology

- Differentiate living, dead and non-living
- Growing plants (water, light, warmth)
- Basic needs of animals & offspring
- Simple food chains & habitats

Chemistry

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

History (KS1)

Key Concepts

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

Key Individuals

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

Key Events

- e.g.
- Events of local importance
- Understand chronology ; past, present, future ; Yesterday, today tomorrow

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)

Well-Being

- Understanding a balanced lifestyle and nutrition
- Managing impulsivity and striving for accuracy
- Knowing the characteristics of friendships and welcoming differences and strengths in others
- Practicing active listening with empathy
- Recognizing and resisting teasing and

English

- Reading**
- Use knowledge to read 'exception' words
 - Read range of fiction & non-fiction
 - Use dictionaries to check meaning
 - Prepare poems & plays to perform
 - Check own understanding of reading
 - Draw inferences & make predictions
 - Retrieve & record information from non-fiction books
 - Discuss reading with others

Writing

- Use prefixes & suffixes in spelling
- Use dictionary to confirm spellings
- Write simple dictated sentences
- Use handwriting joins appropriately
- Plan to write based on familiar forms
- Rehearse sentences orally for writing
- Create simple settings & plot
- Use varied rich vocabulary
- Assess effectiveness of own and others' writing

Grammar

- Use range of conjunctions
- Use perfect tense
- Use range of nouns & pronouns
- Use time connectives
- Introduce speech punctuation
- Know language of clauses

Speaking & Listening

- Participate activity in conversation
- Give structured descriptions
- Consider & evaluate different viewpoints

Art (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
- Collect and present data appropriately
- Retrieve & record information from sources

Mathematics

Number/Calculation

- Learn 3, 4 & 8x tables
- Secure place value to 100
- Mentally add & subtract units, tens or hundreds to numbers of up to 3 digits
- Written column addition & subtraction
- Solve number problems, including multiplication & simple division and missing number problems
- Use commutativity to help calculations

Geometry & Measures

- Measure & calculate with metric measures
- Measure simple perimeter
- Add/subtract using money in 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

- 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 and improve own work
- Use mechanical systems in own work
- Understand seasonality; prepare & cook mainly savoury dishes

Geography (Y3)

- Locate world's countries, focussing on Europe & Americas focus on key physical & human features
- Study a region of ... (not local area)
- Use 8 points of compass, symbols & keys
- Describe & understand climate, rivers, mountains, volcanoes, earthquakes, settlements, trade links, etc.
- Use fieldwork to observe, measure & record

Languages

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Music (LKS2)

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

Science

Biology

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

Chemistry

- Classification of rock type
- Simple understanding of fossilisation

Physics

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

History (LKS2)

Key Concepts

- Develop secure knowledge of chronology
- Understand terms such as continuity/ change, cause/ consequence and use them to make connections
- Develop appropriate historical vocabulary and termseg empire, civilisation

Key People: Linked to key events

Key Events: Pre-History to Ancient History(examples)

- Emergence of Humans/Tools
- Spoken languages
- The Rise of Agriculture
- Civilizations in Mesopotamia
- Ancient Egypt

Physical 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 bests
- Swimming proficiency at 25m (KS1 or KS2)

Well-Being

- Making informed choices about health and nutrition
- Practicing team work and negotiation including flexibility, compromise and self-advocacy
- Setting and monitoring goals
- Strategies for developing and maintaining deep friendships

English

- **Reading**
- Secure decoding of unfamiliar words
- Read for a range of purposes
- Retell some stories orally
- Discuss words & phrases that capture the imagination
- Identify themes & conventions
- Retrieve & record information
- Make inferences & justify predictions
- Recognise a variety of forms of poetry
- Identify & summarise ideas

Writing

- Correctly spell common homophones
- Increase regularity of handwriting
- Plan writing based on familiar forms
- Organise writing into paragraphs
- Use simple organisational devices
- Proof-read for spelling & punctuation
- 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

Art (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
- Collect and present data appropriately
- Retrieve & record information from

Mathematics

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

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

Fractions and Decimals

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

Data

- Use bar charts, pictograms & line graphs

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 and improve own work
- Use mechanical systems in own work
- Understand seasonality; prepare & cook mainly savoury dishes

Geography (Y4)

- Locate world's countries, focussing on Europe & Americas focus on key physical & human features
- Study a region of China (not local area)
- Use 8 points of compass, symbols & keys
- Describe & understand climate, rivers, mountains, volcanoes, earthquakes, settlements, trade links, etc.
- Use fieldwork to observe, measure &

Languages

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Music (LKS2)

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

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

History

Key Concepts

- Chronology of 'events' regions
- Historical concepts such as similarity, difference, significance
- Use these concepts to draw conclusions and analyse trends
- Frame historically valid questions

Key People: Linked to Key Events

Key Events: Ancient History

- Indigenous cultures
- Ancient India / China
- Southern Ocean Trade
- Classical Greece / Rome

Physical 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 bests
- Swimming proficiency at 25m (KS1 or KS2)

Well-Being

- Staying healthy from germs, diseases and viruses
- Recognizing one's contribution in a team, community and society
- Listening and responding respectfully to a wide range of people; caring about and empathizing with other people's thoughts and feelings
- Applying past knowledge and experience to new situations

Year 5

English

Reading

- Apply knowledge of morphology & etymology when reading new words
- Reading & discuss a broad range of texts
- Identifying & discussing themes
- Make recommendations to others
- Draw inference & make predictions
- Learn poetry by heart
- Discuss authors' use of language
- Retrieve & present information from non-fiction texts.

Writing

- Legible, fluent handwriting
- Use commas for clauses
- Describe people, places & things
- Secure spelling, inc. homophones, prefix silent letters, etc.
- Proof-reading
- Perform own compositions
- Use a thesaurus
- Use expanded noun phrases
- Use modal & passive verbs
- Use relative clauses
- Use consistent appropriate tense
- Plan writing to suit audience & purpose
- Develop character, setting and atmosphere in narrative

Grammar

- Understand basic grammar, e.g. gender, genres & text features
- Use brackets, dashes & commas for parenthesis

Speaking & Listening

- Consider & evaluate different viewpoints
- Use appropriate register
- Give well-structured explanations
- Use organisational & presentational
- Command of Standard English
- Formal presentations & debates

Art (UKS2)

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

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

Mathematics

Number/Calculation

- Secure place value to 1,000,000
- Use negative whole numbers in context
- Use Roman numerals to 1000 (M)
- Use standard written methods for all four operations
- Confidently add & subtract mentally
- Use vocabulary of prime, factor & multiple
- Multiply & divide by powers of ten
- Use square and cube numbers

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

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

Data

- Interpret tables & line graphs
- Solve questions about line graphs

Design & Technology (UKS2)

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

Geography (UKS2)

- Name & locate counties, cities, regions & features of UK
- Understand latitude, longitude, Equator, hemispheres, tropics, polar circles & time zones
- 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

Science

Biology

- Life cycles of plants & animals (inc. mammal, insect, bird, amphibian)
- Describe changes as humans develop & mature

Chemistry

- Classify materials according to a variety of properties
- Understand mixtures & solutions
- Know about reversible changes; identify irreversible

Physics

- Understand location and interaction of Sun, Earth & Moon
- Introduce gravity, resistance & mechanical forces

History

Key Concepts

- Understand a coherent chronological narrative of era
- Ancient civilisations and expansionism / dissolution of empires
- Characteristic features of non-European society
- Achievements of mankind
- Create structured accounts including written narratives / analysis

Key People: Linked to Key Events

Key Events:

- Dark Ages in Europe
- Rise of Islam
- Mongol Conquests
- Science and Invention during this era

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offered to all children at a level appropriate for the individual. RIA understands the needs of students who are approaching Chinese as a foreign language as well as those who have Chinese as a home or existing second language.

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
- Achieve personal bests
- Swimming proficiency at 25m (KS1 or KS2)

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

Well-Being

- Defining good and bad habits in lifestyle
- Recognizing with increased independence comes increased responsibility
- Identifying the nature and consequences of discrimination, teasing, bullying and aggressive behaviors
- Combining information from many sources into one understanding

English

- Reading**
- Read a broad range of genres
 - Recommend books to others
 - Make comparisons within/across books
 - Support inferences with evidence
 - Summarise key points from texts
 - Identify how language, structure, etc. contribute to meaning
 - Discuss use of language, inc. figurative
 - Discuss & explain reading, providing reasoned justifications for views
 - Understand basic grammar, e.g. gender

- 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
 - Select grammar & vocabulary for effect
 - Use a wide range of cohesive devices
 - Ensure grammatical consistency

- 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

Art (UKS2)

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

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

Mathematics

- Number/Calculation**
- Secure place value & rounding to 10,000,000, including negatives
 - All written methods, including long division
 - Use order of operations (not indices)
 - Identify factors, multiples & primes
 - Solve multi-step number problems

- Geometry & Measures**
- Confidently use a range of measures & conversions
 - Calculate area of triangles / parallelograms
 - Use area & volume formulas
 - Classify shapes by properties
 - Know and use angle rules
 - Translate & reflect shapes, using all four quadrants

- Fractions, decimals & percentages**
- Compare & simplify fractions
 - Use equivalents to add fractions
 - Multiply simple fractions
 - Divide fractions by whole numbers
 - Solve problems using decimals & percentages
 - Use written division up to 2 d p
 - Introduce ratio and proportion

Design & Technology (UKS2)

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

Geography (UKS2)

- Name & locate counties, cities, regions & features of a country
- Understand latitude, longitude, Equator, hemispheres, tropics, polar circles & time zones
- 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 references on maps
- Use fieldwork to record & explain areas

Algebra

- Introduce simple use of unknowns

- Data**
- Use pie charts
 - Calculate mean averages

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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

Science

Biology

- Classification, including micro-organisms
- Health & Lifestyles, incl. circulatory system
- Evolution & Adaptation

Physics

- Light & Shadows; the eye
- Forces, including gravity
- Electricity: investigating circuits

History: Key Concepts

Understand connections between regional, national, international history
 Understand methods of historical inquiry including use of sources / evidence
 Discern between contrasting interpretations of events
 Frame valid historical questions and create structured accounts including written narratives / analysis

Key People: Linked to Key Events
Key Events: Middle Ages to The Modern Era

- Renaissance,
- Age of Enlightenment,
- Conquest of Americas
- Revolutions,

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 / personal bests
- Swimming proficiency at 25m (KS1 or KS2)

Well-Being

- Recognizing risks, dangers and hazards, and how to stay safe from unacceptable, unhealthy or risky choices
- Resolving differences by looking at alternatives, seeing and respecting other's POV
- Making decisions and explaining choices
- Recognizing and challenging stereotypes