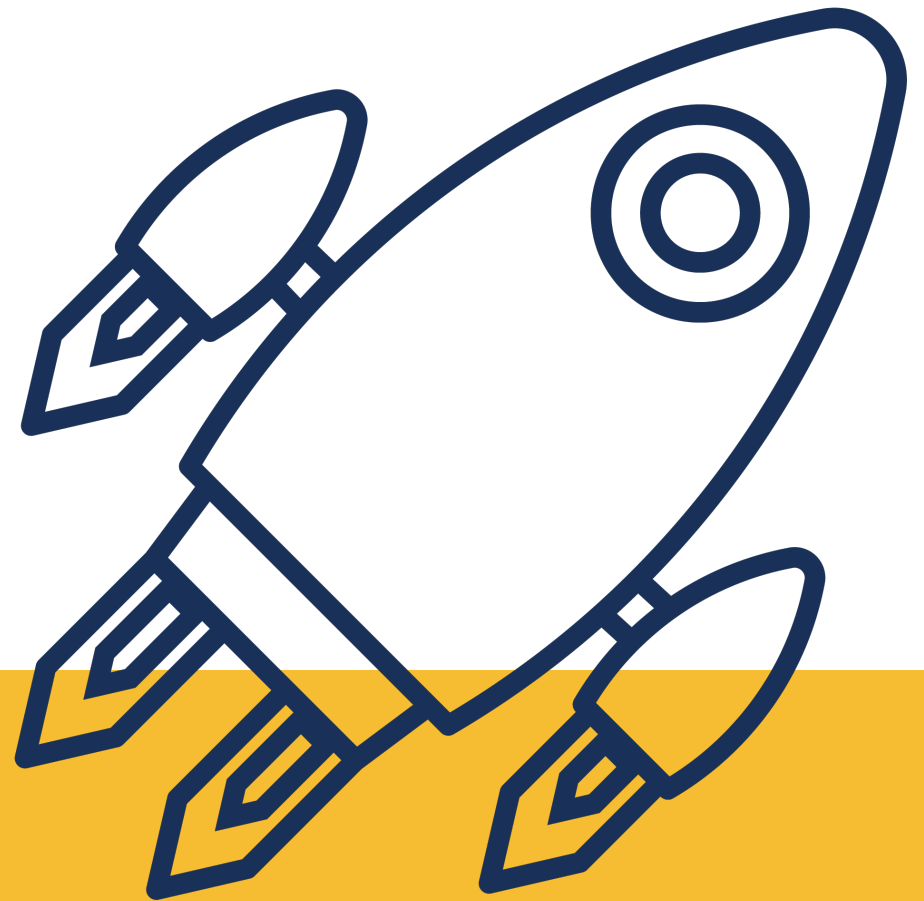




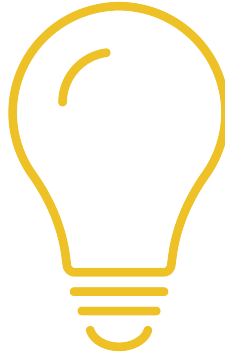
Courageous Curriculum

KS1 : Year A



Autumn Term: **Create**

Orchestra



Art and Design

- Use a range of materials creatively to design and make products
- Use sculpture to develop and share their ideas, experiences and imagination

Music

- Play tuned and untuned instruments musically
- Listen with concentration and understanding to a range of high-quality live and recorded music.
- Experiment with, create, select and combine sounds using the inter-related dimensions of music

DT

Design

- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.

Make

- Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].
- Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.

Evaluate

- Explore and evaluate a range of existing products.
- Evaluate their ideas and products against design criteria.

Technical Knowledge

- Build structures, exploring how they can be made stronger, stiffer and more stable



Computing

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Science

Plants

- Observe and describe how seeds and bulbs grow into mature plants
- Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy

PLUS WORKING SCIENTIFICALLY (see end of document)

RE, PSHE and PE

- Objectives for these subjects are in separate documents

Notes:

Important People



History

- Lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods

DT

Cooking and Nutrition

- Use the basic principles of a healthy and varied diet to prepare dishes.
- Understand where the food comes from

Computing

- Recognise common uses of information technology beyond school
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Science

Animals, including humans

- Notice that animals, including humans, have offspring which grow into adults
- Find out about and describe the basic needs of animals, including humans, for survival (water, food and air)
- Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene

Living things and their habitats

- Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other
- Identify and name a variety of plants and animals in their habitats, including microhabitats
- Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food

PLUS WORKING SCIENTIFICALLY (see end of document)

RE, PSHE and PE

- Objectives for these subjects are in separate documents

Summer Term: **Explore**

Home and Away



Geography

Location Knowledge

- Name and locate the world's seven continents and five oceans
- Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas

Human and Physical

- Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles
- Use basic geographical vocabulary to refer to: Key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather
- Key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop

Geographical skills and fieldwork

- Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key
- 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

Science

Everyday materials

- Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses
- Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching

PLUS WORKING SCIENTIFICALLY (see end of document)



Notes:

DT

Technical Knowledge

- Build structures, exploring how they can be made stronger, stiffer and more stable

RE, PSHE and PE

- Objectives for these subjects are in separate documents

Art and Design

- Use drawing and painting to develop and share their ideas, experiences and imagination
- Develop a wide range of art and design techniques in using colour, texture, line, shape, form and space
- Know about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work

Computing

- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.



Science- working scientifically

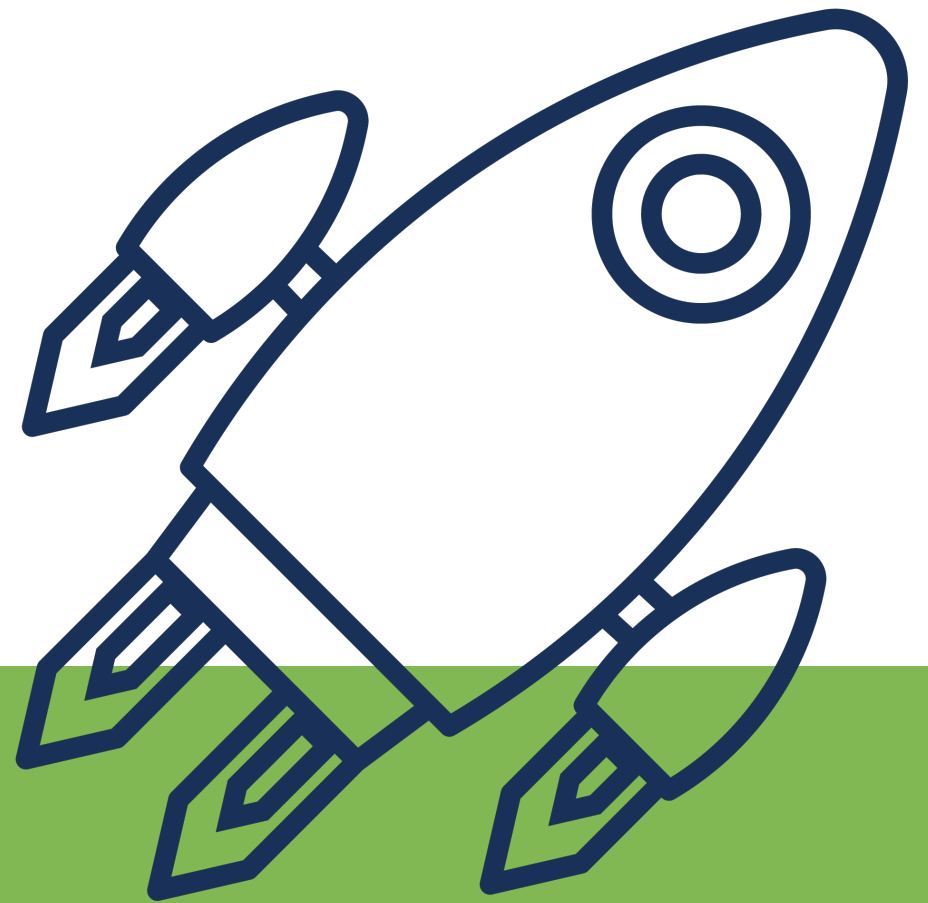
Year 1 and 2

- asking simple questions and recognising that they can be answered in different ways
- observing closely, using simple equipment performing simple tests
- identifying and classifying using their observations and ideas to suggest answers to questions
- gathering and recording data to help in answering questions.



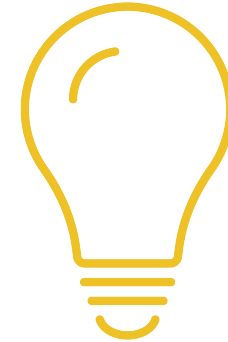
Courageous Curriculum

KS1 : Year B





Nature, plants and growing



Science

Plants

- Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees.
- Identify and describe the basic structure of a variety of common flowering plants, including trees.

Seasonal Changes

- Observe changes across the four seasons
- Observe and describe weather associated with the seasons and how day length varies

PLUS WORKING SCIENTIFICALLY (see end of document)

Art and Design

- Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

DT

Design

- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.

Make

- Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].
- Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.

Evaluate

- Explore and evaluate a range of existing products.
- Evaluate their ideas and products against design criteria.

Cooking and Nutrition

- Use the basic principles of a healthy and varied diet to prepare dishes.
- Understand where the food comes from



Computing

- Recognise common uses of information technology beyond school
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Music

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.

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

RE, PSHE and PE

- Objectives for these subjects are in separate documents

NOTES: apple picking and cooking /
blackberry picking and cooking
3D felt fruit and veg
fallen leaf art

King of the castle



History

- Significant historical events, people and places in their own locality

Science

Animals, including humans

- Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals (B).
- Identify and name a variety of common animals that are carnivores, herbivores and omnivores (B).
- Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets) (B).
- Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense (B).

PLUS WORKING SCIENTIFICALLY (see end of document)

DT

Cooking and Nutrition

- Use the basic principles of a healthy and varied diet to prepare dishes.
- Understand where the food comes from

Technical Knowledge

- Wheels and axles



Computing

- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Art and Design

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

NOTES drawbridge, horse and carts

RE, PSHE and PE

- Objectives for these subjects are in separate documents

Summer Term: Explore

Seaside and Pirates



Geography

Human and Physical

- Use basic geographical vocabulary to refer to: Key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather

Geographical skills and fieldwork

- Use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map

Music

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes

Science

Everyday materials

- Distinguish between an object and the material from which it is made (B).
- Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock (B).
- Describe the simple physical properties of a variety of everyday materials (B).
- Compare and group together a variety of everyday materials on the basis of their simple physical properties

PLUS WORKING SCIENTIFICALLY (see end of document)



DT

Technical Knowledge

- Levers and sliders

RE, PSHE and PE

- Objectives for these subjects are in separate documents

Art and Design

- Use drawing and painting to develop and share their ideas, experiences and imagination
- Develop a wide range of art and design techniques in using colour, texture, line, shape, form and space
- Know about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work

Computing

- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.
- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs

NOTES

Punch and Judy



Science- working scientifically

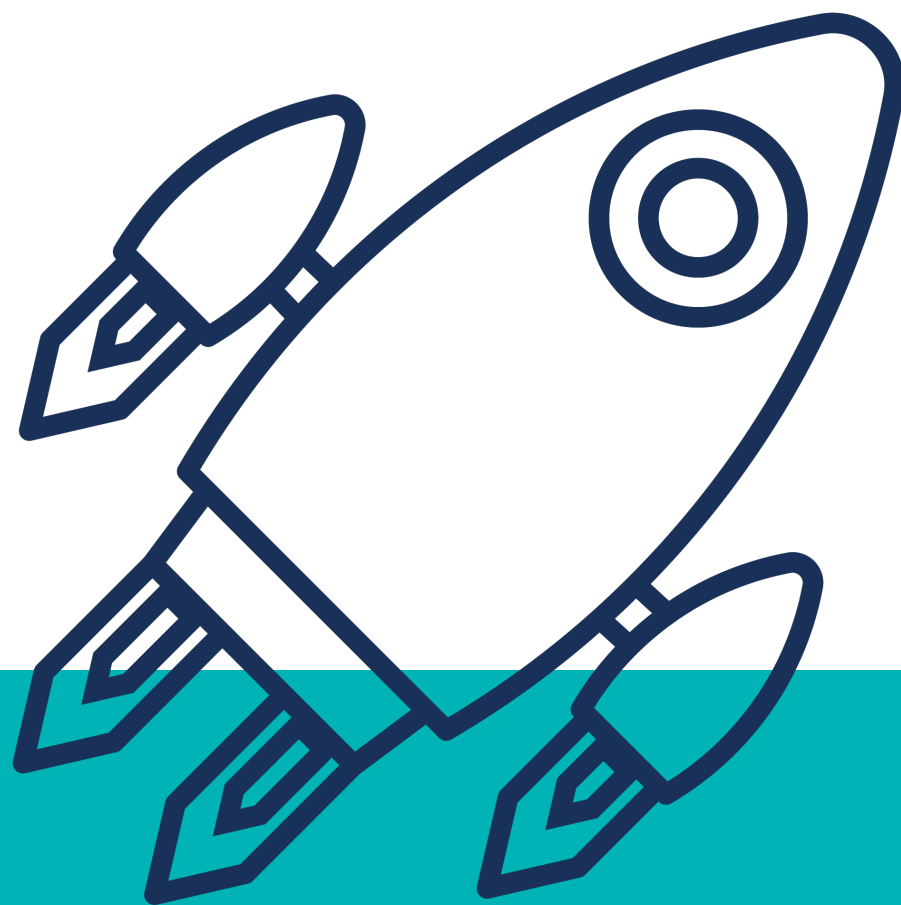
Year 1 and 2

- asking simple questions and recognising that they can be answered in different ways
- observing closely, using simple equipment performing simple tests
- identifying and classifying using their observations and ideas to suggest answers to questions
- gathering and recording data to help in answering questions.

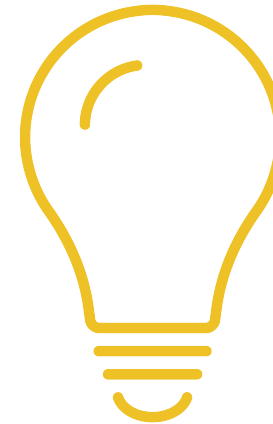


Courageous Curriculum

KS1: Year C



Sculpture- the ant to the elephant



Music

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes

Computing

- Recognise common uses of information technology beyond school
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Art and Design

- Know about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work
- Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination



RE, PSHE and PE

- Objectives for these subjects are in separate documents

NOTES:

Science

Animals including humans

- Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals
- Identify and name a variety of common animals that are carnivores, herbivores and omnivores
- Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets)
- Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense

PLUS WORKING SCIENTIFICALLY (see end of document)

Travel and transport



History

- Changes within living memory – used, where appropriate, to reveal changes in national life
- Events from beyond living memory that are significant nationally or globally

Art and Design

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

Science

Seasonal changes

- Observe changes across the four seasons
- Observe and describe weather associated with the seasons and how day length varies

Everyday materials

- Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses (A).
- Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching

PLUS WORKING SCIENTIFICALLY (see end of document)



DT

Design

- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.

Make

- Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].
- Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.

Evaluate

- Explore and evaluate a range of existing products.
- Evaluate their ideas and products against design criteria.

Technical knowledge

- Wheels and axles

Computing

- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.
- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions

RE, PSHE and PE

- Objectives for these subjects are in separate documents

NOTES
toy museum

Summer Term: **Explore**

Around the World



Geography

Place Knowledge

- Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country

Human and Physical

- Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles
- Use basic geographical vocabulary to refer to Key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather
-

Geographical skills and fieldwork

- Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage
- Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key
- 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



DT

Cooking and Nutrition

-
- Use the basic principles of a healthy and varied diet to prepare dishes.
- Understand where the food comes from

Science

Plants

- Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees (B).
- Identify and describe the basic structure of a variety of common flowering plants, including trees

PLUS WORKING SCIENTIFICALLY (see end of document)

Music

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
- Play tuned and untuned instruments musically.
- Listen with concentration and understanding to a range of high-quality live and recorded music.
- Experiment with, create, select and combine sounds using the inter-related dimensions of music

Art and Design

- Use sculpture, drawing and painting to develop and share their ideas, experiences and imagination
- Develop a wide range of art and design techniques in using colour, texture, line, shape, form and space
- Know about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work



RE, PSHE and PE

- Objectives for these subjects are in separate documents

Computing

- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content

Notes:



Science- working scientifically

Year 1 and 2

- asking simple questions and recognising that they can be answered in different ways
- observing closely, using simple equipment performing simple tests
- identifying and classifying using their observations and ideas to suggest answers to questions
- gathering and recording data to help in answering questions.