



Statutory Yearly Long Term Objectives

	POTIONS	Traders and Raiders	BURPS: BOTTOMS AND BILE	MISTY MOUNTAIN SIERRA	ROAD TRIP USA	BLUE ABYSS		POTIONS	Traders and Raiders	BURPS: BOTTOMS AND BILE	MISTY MOUNTAIN SIERRA	ROAD TRIP USA	BLUE ABYSS	
SCIENCE (Sc Y4/LKS2)							GEOGRAPHY (Ge LKS2)							
Sc A1: Describe the simple functions of the basic parts of the digestive system in humans.	Au 1	Au 2	Sp 1	Sp 2	Su 1	Su 2	Ge LK1: Locate the world's countries using maps to focus on Europe (including Russia) and the Americas, concentrating on their environmental regions, key physical and human characteristics, countries and major cities.	Au 1	Au 2	Sp 1	Sp 2	Su 1	Su 2	
Sc A2: Identify the different types of teeth in humans and their simple functions.			M				Ge LK2: Name and locate countries and cities of the UK, geographical regions and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers), and land use patterns; and understand how some of these aspects have changed over time.		M		L			
Sc A3: Construct and interpret a variety of food chains, identifying producers, predators and prey.					M	M	Ge LK3: Identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, The Prime/Greenwich Meridian and time zones (including day and night).					L	L	M
Sc E1: Identify common appliances that run on electricity.					M		Ge PK1: Understand geographical similarities and differences through the study of human and physical geography of a region of the UK, a region in Europe and a region with North or South America.				M	L		
Sc E2: Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers.					M	L	Ge HP1: Describe and understand key aspects of physical geography, including: climate zones, biomes and vegetation belts, rivers, mountain, volcanoes and earthquakes, and the water cycle.		M		M	M	L	
Sc E3: Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery.					M		Ge HP2: Describe and understand key aspects of human geography, including: types of settlements and land use, economic activity including trade links and the distribution of natural resources including energy, food, minerals and water.		M		M	M	M	
Sc E4: Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit.					M		Ge SF1: Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.		M		M	M	M	
Sc E5: Recognise some common conductors and insulators, and associate metals with being good conductors.					M		Ge SF2: Use eight points of the compass, four-/six-figure grid references, symbols and keys (including Ordnance Survey maps) to build their knowledge of the UK and the wider world.		M		M			
Sc LT1: Recognise that living things can be grouped in a variety of ways.						M	Ge SF3: Use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies.				L			
Sc LT2: Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment.						M	HISTORY (Hi LKS2)							
Sc LT3: Recognise that environments can change and that this can sometimes pose dangers to living things.						M	Hi1: Learn about changes in Britain from Stone Age to Bronze Age.	Au 1	Au 2	Sp 1	Sp 2	Su 1	Su 2	
Sc S1: Identify how sounds are made, associating some of them with something vibrating.							Hi2: Learn about the Roman Empire and its impact on Britain.	Y3						
Sc S2: Recognise that vibration from sounds travel through a medium to the ear.							Hi3: Learn about Britain's settlement by Anglo-Saxons and Scots.	Y3	M					
Sc S3: Find patterns between the pitch of a sound and features of the object that produced it.							Hi4: Learn about the Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor.	Y3	M					
Sc S4: Find patterns between the volume of a sound and the strength of the vibrations that produced it.							Hi5: Conduct a local history study.	Y3						
Sc S5: Recognise that sounds get fainter as the distance from the sound source increases.							Hi6: Study an aspect or theme in British History that extends pupils' chronological knowledge beyond 1066.	M					M	
Sc SM1: Compare and group materials together, according to whether they are solids, liquids or gases.	M						Hi7: Learn about the achievements of the earliest civilizations - an overview of where and when the earliest civilizations appeared and a depth study of one of the following: Ancient Sumer; The Indus Valley; Ancient Egypt; The Shang Dynasty of Ancient China.	Y5						
Sc SM2: Observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius.	M			M			Hi8: Learn about Ancient Greece: a study of Greek life and achievements and their influence on the western world.	Y3						
Sc SM3: Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.				M			Hi9: Learn about a non-European society that provides contrasts with British history - one study chosen from: early Islamic civilization, including a study of Baghdad c AD 900; Mayan civilization c AD 900; Benin (West Africa) c AD 900-1300.					M		
Sc WS1: Ask relevant questions using different types of scientific enquiries to answer them.			L			M	DESIGN & TECHNOLOGY (DT LKS2)							
Sc WS2: Set up simple practical enquiries, comparative and fair tests.	M		M	M	L	L	DT D1: Use research and develop design criteria to inform the design of innovative, functional, appealing products.	M	M	M	Sp 1	Sp 2	Su 1	Su 2
Sc WS3: Make systematic and careful observations and, where appropriate, take accurate measurements using standard units, using a range of equipment, including thermometers and data loggers.	M		M	L	L	M	DT D2: Communicate design ideas in various ways.			M			M	L
Sc WS4: Gather, record, classify and present data in a variety of ways to help in answering questions.	L		M	L	L	L	DT M1: Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.	M	M	M			L	L
Sc WS5: Record findings using simple scientific language, drawings, labelled diagrams, keys, bar charts, and tables.	M		M	M	L	M	DT M2: Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.	M	M	M	L	L	L	L
Sc WS6: Report on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions.	M		L	L	L	L	DT E1: Investigate and analyse a range of existing products.	L		L				
Sc WS7: Use results to draw conclusions, make predictions for new values, suggest improvements and raise further questions.	M		L	L	L		DT E2: Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.	M		M	M	L		
Sc WS8: Identify differences, similarities or changes related to simple scientific ideas and processes.			M	L	L		DT E3: Understand how key events and individuals in design and technology have helped shape the world.							M
Sc WS9: Use straightforward scientific evidence to answer questions or to support their findings.	M		M	L	L	L	DT TK1: Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.			M	M			
COMPUTING (Co LKS2)							ART & DESIGN (AD LKS2)							
Co1: Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	Au 1	Au 2	Sp 1	Sp 2	Su 1	Su 2	AD1: Create sketch books to record their observations and use them to review and revisit ideas.	Au 1	Au 2	Sp 1	Sp 2	Su 1	Su 2	
Co2: Use sequences, selection and repetition in programs; work with variables and various forms of input and output.			M		M	L	AD2: Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (eg pencil, charcoal, paint, clay)	M	M	L	M	M	M	
Co3: Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.					M		AD3: Find out about great artists, architects and designers in history.	M	L		L	L	M	
Co4: Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.					M									
Co5: Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	M		L	M	M	M	DT CN1: Understand and apply principles of a healthy and varied diet.			M				
Co6: Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	M	L	M	M	M	M	DT CN2: Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.			M		M		
Co 7: Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	L		L	L	L	L	DT CN3: Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	Y3						