



Statutory Yearly Long Term Objectives

	THE WORLD AT WAR	FROZEN KINGDOM	HOLA MEXICO!		THE WORLD AT WAR	FROZEN KINGDOM	HOLA MEXICO!
SCIENCE (Sc Y6/UKS2)	Autumn	Spring	Summer	GEOGRAPHY (Ge UKS2)	Autumn	Spring	Summer
Sc A1: Identify and name the main parts of the human circulatory system, and describe the functions of the heart, blood vessels and blood.	M			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.	L		L
Sc A2: Recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function.	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	L
Sc A3: Describe the ways in which nutrients and water are transported within animals, including humans.	M			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.	L		M
Sc E1: Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit.			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		
Sc E2: Compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches.			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).		M	L
Sc E3: Use recognised symbols when representing a simple circuit in a diagram.			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	M
Sc EI 1: Recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago.	M			Ge SF1: Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.		M	M
Sc EI2: Recognises that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents.	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.	Rivers trip (Y5) to High Force	M	Kidz Connect Fieldwork
Sc EI3: Identify how animals and plants are adapted to suit their environment in different ways and that adaption may lead to evolution.	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.	Rivers work (Y5)		
Sc L1: Recognise that light appears to travel in straight lines.		M		HISTORY (Hi UKS2)	Autumn	Spring	Summer
Sc L2: Use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye.		M		Hi1: Learn about changes in Britain from Stone Age to Bronze Age.	Year 3		
Sc L3: Explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes.		M		Hi2: Learn about the Roman Empire and its impact on Britain.	YEAR 3		
Sc L4: Use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them.		M		Hi3: Learn about Britain's settlement by Anglo-Saxons and Scots.	YEAR 3		
Sc LT1: Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals.	M			Hi4: Learn about the Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor.	YEAR 3		
Sc LT2: Give reasons for classifying plants and animals based on specific characteristics.	M			Hi5: Conduct a local history study.	YEAR 3		
Sc WS1: Plan different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary.	L	L	L	Hi6: Study an aspect or theme in British History that extends pupils' chronological knowledge beyond 1066.	M	M	
Sc WS2: Take measurements, using a range of scientific equipment, with increasing accuracy and precision, taking repeat readings when appropriate.	L	L	L	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.	YEAR 5		
Sc WS3: Record data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, scatter graphs, bar and line graphs.	L	M	L	Hi8: Learn about Ancient Greece: a study of Greek life and achievements and their influence on the western world.	YEAR 3		
Sc WS4: Use test results to make predictions to set up further comparative and fair tests.		L	L	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 WS5: Report and present findings from enquiries, including conclusions, causal relationships and explanations of and degree of trust in results, in oral and written forms such as displays and other presentations.	L	L	L	DESIGN & TECHNOLOGY (DT UKS2)	Autumn	Spring	Summer
Sc WS6: Identify scientific evidence that has been used to support or refute ideas and arguments.	M	L		DT CN1: Understand and apply principles of a healthy and varied diet.	L		M
COMPUTING (Co UKS2)	Autumn	Spring	Summer	DT CN2: Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.	M		M
Co1: Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	M	Further coding work in Spring Term.		DT CN3: Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	L		
Co2: Use sequences, selection and repetition in programs; work with variables and various forms of input and output.	M			DT D1: Use research and develop design criteria to inform the design of innovative, functional, appealing products.			M
Co3: Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	M			DT D2: Communicate design ideas in various ways.			L
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	L	DT E1: Investigate and analyse a range of existing products.	L		M
Co5: Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	M	M	M	DT E2: Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.			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	M	M	DT E3: Understand how key events and individuals in design and technology have helped shape the world.			
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	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.	L	M	M
Additional Aspects of our Curriculum – Year 6	<ul style="list-style-type: none">NSPCC Safety Training with a focus on different forms of abusePrefectsRubies for Y6 girlsYoung Leaders Sports TrainingThriveEnterprise EventsEco-WarriorsSchool CouncilTwo productions per year (Christmas and end of year)Theatre VisitRobin Wood	<ul style="list-style-type: none">Main trips to Eden Camp and the Life Centre NewcastleAnimex with Teesside University (STEM and aspirations work)Sports WeekArts WeekEquality and Diversity WeekRegular participation in sports activities throughout the yearMultiple visitors invited into school throughout the year including: Islamic Diversity Group NE, Fire Brigade, Salvation Army, Sikh, School Nurse (focus on well-being and mental health), Judo workshop to name just a few.Kidz Connect orienteering day at the Cleveland Way.World Class Maths TestsShine with York UniversityBrilliant Club with Durham University	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	
			DT TK1: Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.	M	L		
			DT TK2: Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages].	Year 6 – Science work on electricity leading to a DT project.			
			DT TK3: Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors].				
			DT TK4: Apply their understanding of computing to program, monitor and control their products.				
				ART & DESIGN (AD UKS2)	Autumn	Spring	Summer
				AD1: Create sketch books to record their observations and use them to review and revisit ideas.		M	
				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
				AD3: Find out about great artists, architects and designers in history.		L	M