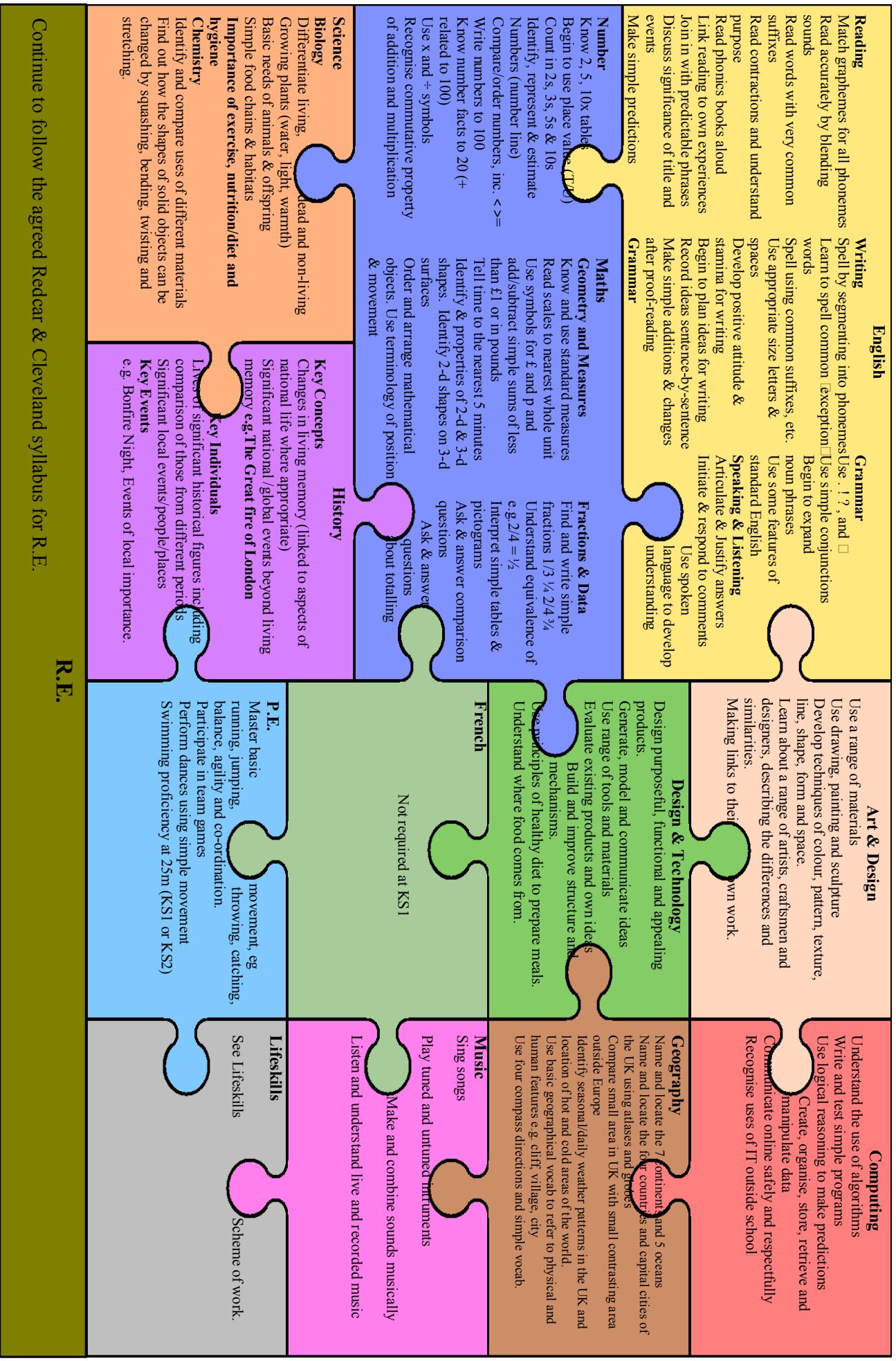


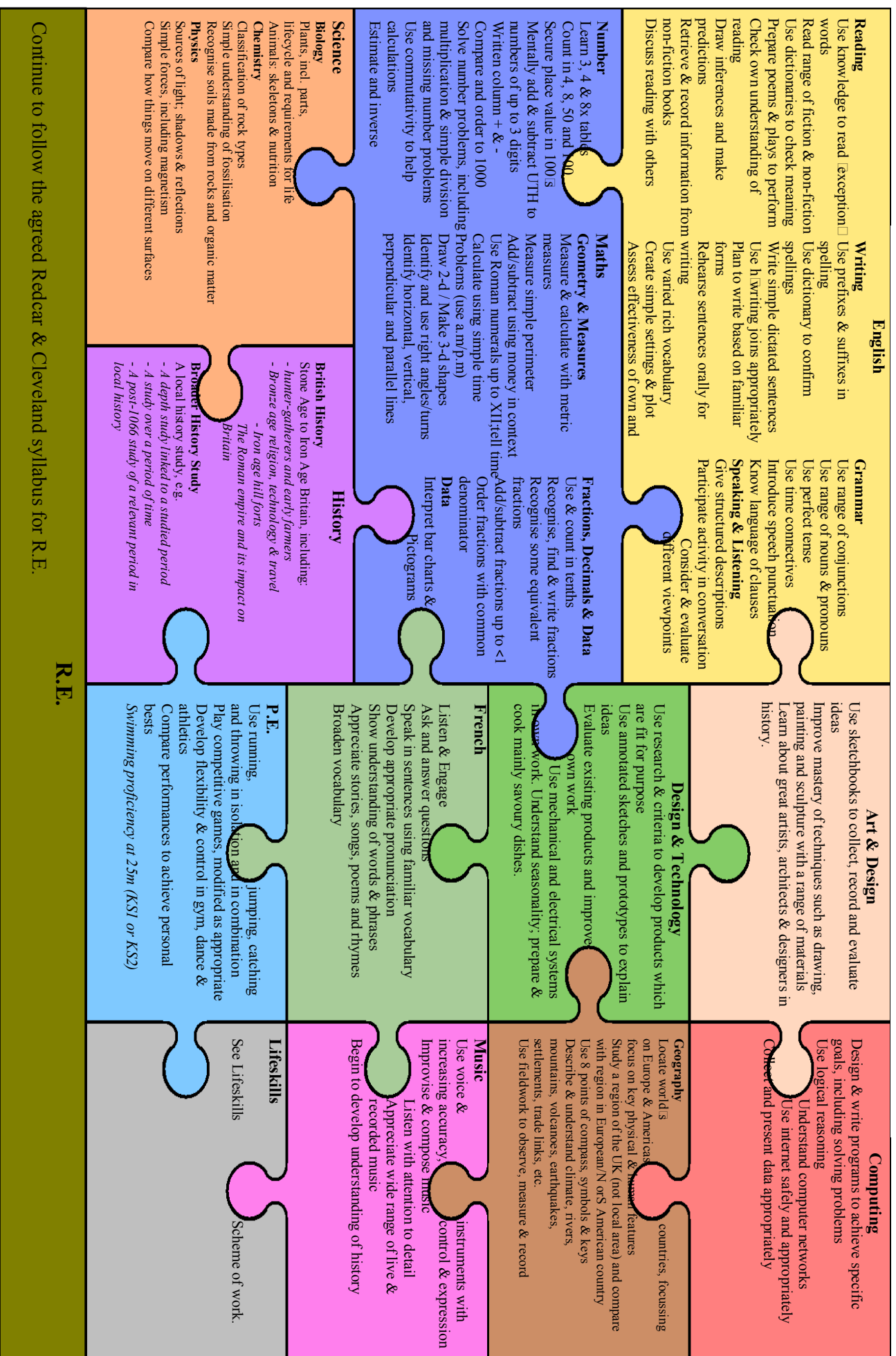
# Curriculum Overview for Year 1

<p><b>Reading</b>          Develop phonics until coding secure          Read common suffixes          Read &amp; re-read phonic-appropriate books          Read common 'exception' words          Discuss &amp; express views about fiction, non-fiction &amp; poetry          Become familiar with &amp; retell stories          Ask &amp; answer questions; make predictions          Begin to make inferences</p>	<p><b>English</b></p> <p><b>Writing</b>          Spell by segmenting into phonemes          Learn to spell common 'exception' words          Spell using common suffixes, etc.          Use appropriate size letters &amp; spaces          Develop positive attitude &amp; stamina for writing          Begin to plan ideas for writing          Record ideas sentence-by-sentence</p> <p><b>Grammar</b>          Leave space between words          Use capitals letters for proper nouns          Use common plural and verb suffixes          Begin to use punctuation . ? !  <b>Speaking &amp; Listening</b>          Listen and respond appropriately          Ask relevant questions.          Maintain attention and participate</p>	<p><b>Art &amp; Design</b>          Use a range of materials          Use drawing, painting and sculpture          Develop techniques of colour, pattern, texture, line, shape, form and space.          Learn about a range of artists, craftsmen and designers, describing the differences and similarities.          Making links to their own work.</p>	<p><b>Computing</b>          Understand the use of algorithms          Write and test simple programs          Use logical reasoning to make predictions          Organise, store, retrieve and manipulate data          Communicate online safely and respectfully          Recognise uses of IT outside school</p>	
<p><b>Number</b>          Count to/across 100          Count in 1s, 2s, 5s and 10s          Identify 'one more' and 'one less'          Read &amp; write numbers to 100          Use vocab e.g. 'more than', 'most'          Use +, - &amp; = symbols          Know number bonds to 20          Add &amp; subtract numbers to 20 including 0          Solve one-step problems, including arrays          Calculations with missing boxes.</p>	<p><b>Maths</b>  <b>Geometry, Measures &amp; Fractions</b>          Use common vocabulary for comparison (heavier, taller, longest)          Begin to measure length, height, capacity, volume mass, weight          Recognise coins and notes          Use to time and ordering vocabulary          Tell the time to hour/ half hour          Use language of days, weeks, months, years, hours, minutes, seconds.          Recognise and name common 2D and 3D shapes          Describe position and movement including ½ ¼ ¾ turns          Order and arrange objects          Recognise and use ½ and ¼</p>	<p><b>Design &amp; Technology</b>          Design purposeful, functional and appealing products.          Generate, model and communicate ideas          Use range of tools and materials          Evaluate existing products and own ideas          Build and improve structure and mechanisms          Use principles of healthy diet to prepare meals.          Understand where food comes from.</p>	<p><b>Geography</b>          Name and locate the 7 continents and 5 oceans          Name and locate the four countries and capital cities of the UK using atlases and globes          Compare small area in UK with small contrasting area outside Europe          Identify seasonal/daily weather patterns in the UK and location of hot and cold areas of the world.          Use basic geographical vocab to refer to physical and human features e.g. cliff, village, city          Use four compass directions and simple vocab.</p>	
<p><b>Science</b>  <b>Biology</b>          Identify basic plants          Identify basic plant parts (roots, leaves, flowers)          Identify and compare common animals          Identify and name basic body parts  <b>Chemistry</b>          Distinguish between objects and materials          Identify and name common materials          Describe simple properties of some materials          Compare and classify materials  <b>Physics</b>          Observe weather associated with season</p>	<p><b>History</b>  <b>Key Concepts</b>          Changes in living memory (linked to aspects of national life where appropriate)          Significant national/global events beyond living memory e.g. <b>The Great fire of London</b>  <b>Key Individuals</b>          Lives of significant historical figures including comparison of those from different periods          Significant local events/people/places  <b>Key Events</b>          e.g. Bonfire Night, Events of local importance.</p>	<p><b>French</b>          Not required at KS1</p>	<p><b>Music</b>          Sing songs          Play tuned and untuned instruments          Make and combine sounds musically          Listen and understand live and recorded music</p>	
<p><b>Science</b>  <b>Biology</b>          Identify basic plants          Identify basic plant parts (roots, leaves, flowers)          Identify and compare common animals          Identify and name basic body parts  <b>Chemistry</b>          Distinguish between objects and materials          Identify and name common materials          Describe simple properties of some materials          Compare and classify materials  <b>Physics</b>          Observe weather associated with season</p>		<p><b>History</b>  <b>Key Concepts</b>          Changes in living memory (linked to aspects of national life where appropriate)          Significant national/global events beyond living memory e.g. <b>The Great fire of London</b>  <b>Key Individuals</b>          Lives of significant historical figures including comparison of those from different periods          Significant local events/people/places  <b>Key Events</b>          e.g. Bonfire Night, Events of local importance.</p>	<p><b>P.E.</b>          Master basic movement, eg running, jumping, balance, agility and co-ordination.          Participate in team games          Perform dances using simple movement          Swimming proficiency at 25m (KS1 or KS2)</p>	<p><b>Lifeskills</b>          See Lifeskills          Scheme of work.</p>
<p style="text-align: center;"><b>R.E.</b>          Continue to follow the agreed Redcar &amp; Cleveland syllabus for R.E.</p>				

# Curriculum Overview for Year 2



# Curriculum Overview for Year 3



## Curriculum Overview for Year 4

<p><b>Reading</b> Secure decoding of unfamiliar words Read for a range of purposes Retell some stories orally Discuss words &amp; phrases that capture the imagination Identify themes &amp; conventions Retrieve &amp; record information Make inferences &amp; justify predictions Recognise a variety of forms poetry Identify &amp; summarise ideas</p>	<p><b>English</b></p> <p><b>Writing</b> 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 &amp; punctuation errors Evaluate own and others' writing Read own writing aloud</p> <p><b>Grammar</b> Use wider range of conjunctions Use perfect tense appropriately Select pronouns and nouns for clarity Use &amp; punctuate direct speech <b>Speaking &amp; Listening</b> Articulate &amp; justify opinions Speak audibly in Standard English Gain, maintain &amp; monitor interest of listeners</p>	<p><b>Number</b> Know all tables to 12 x 12 Count in 25's and 1000's Secure place value in 1000's Use negative whole numbers Round numbers to nearest 10, 100 or 1000 Use Roman numerals to 100 (C) Column addition &amp; subtraction up to 4 digits Multiply &amp; divide mentally Use standard short multiplication Solve two step problems, use inverse</p>	<p><b>Maths</b></p> <p><b>Geometry &amp; Measures</b> Convert units of measurement Compare 2-d shapes, including quadrilaterals &amp; triangles Find area by counting squares Calculate rectangle perimeters Estimate &amp; calculate measures Identify acute, obtuse &amp; right angles Identify symmetry Use first quadrant coordinates Introduce simple translations Convert time - 12 and 24 hour clock</p> <p><b>Fractions, Decimals &amp; Data</b> Use bar charts, pictograms &amp; line graphs Recognise tenths &amp; hundredths Identify equivalent fractions Fractions of quantities Add &amp; subtract fractions with common denominators Recognise common equivalents Round decimals to whole no's Write decimals for <math>\frac{1}{10}</math>, <math>\frac{2}{10}</math>, <math>\frac{3}{10}</math> Solve money problems in £ and p</p>	<p><b>Science</b></p> <p><b>Biology</b> Classify living things Digestive system &amp; teeth Food chains Recognise that environments change and pose dangers to living things</p> <p><b>Chemistry</b> Changes of state The water cycle</p> <p><b>Physics</b> Sound as vibrations Electricity: simple circuits and conductors</p>	<p><b>History</b></p> <p><b>British History</b> Stone Age to Iron Age Britain, including: - hunter-gatherers and early farmers - Bronze age religion, technology &amp; travel - Iron age hill forts <i>The Roman empire and its impact on Britain</i></p> <p><b>Broader History Study</b> A local history study, e.g. - A depth study linked to a studied period - A study over a period of time - A post-1066 study of a relevant period in local history</p>	<p><b>Art &amp; Design</b> Use sketchbooks to collect, record and evaluate ideas Improve mastery of techniques such as drawing, painting and sculpture with a range of materials Learn about great artists, architects &amp; designers in history.</p>	<p><b>Design &amp; Technology</b> Use research &amp; 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 and electrical systems in own work. Understand seasonality; prepare &amp; cook mainly savoury dishes.</p>	<p><b>French</b> Listen &amp; Engage Ask and answer questions Speak in sentences using familiar vocabulary Develop appropriate pronunciation Show understanding of words &amp; phrases Appreciate stories, songs, poems and rhymes Broaden vocabulary</p>	<p><b>P.E.</b> Use running, jumping, catching and throwing in isolation and in combination Play competitive games, modified as appropriate Develop flexibility &amp; control in gym, dance &amp; athletics Compare performances to achieve personal bests <i>Swimming proficiency at 25m (KS1 or KS2)</i></p>	<p><b>Computing</b> Design &amp; write programs to achieve specific goals, including solving problems Use logical reasoning Understand computer networks Use internet safety and appropriately Collect and present data appropriately</p>	<p><b>Geography</b> Locate world's countries, focussing on Europe &amp; Americas Focus on key physical &amp; human features Study a region of the UK (not local area) and compare with region in European/N or S American country Use 8 points of compass, symbols &amp; keys Describe &amp; understand climate, rivers, mountains, volcanoes, earthquakes, settlements, trade links, etc. Use fieldwork to observe, measure &amp; record</p>	<p><b>Music</b> Use voice &amp; instruments with increasing accuracy, control &amp; expression Improvise &amp; compose music Listen with attention to detail Appreciate wide range of live &amp; recorded music Begin to develop understanding of history</p>	<p><b>Lifeskills</b> See Lifeskills Scheme of work.</p>
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Continue to follow the agreed Redcar & Cleveland syllabus for R.E.

**R.E.**

## Curriculum Overview for Year 5

<p><b>Reading</b></p> <p>Apply knowledge of morphology &amp; etymology when reading new words</p> <p>Reading &amp; discuss a broad range of genres &amp; texts</p> <p>Identifying &amp; discussing themes</p> <p>Make recommendations to others</p> <p>Learn poetry by heart</p> <p>Draw inference &amp; make predictions</p> <p>Discuss authors' use of language</p> <p>Retrieve &amp; present information from non-fiction texts.</p> <p>Formal presentations &amp; debates</p>	<p><b>Writing</b></p> <p>Secure spelling, inc. homophones, prefixes, silent letters, etc.</p> <p>Use a thesaurus</p> <p>Legible, fluent handwriting</p> <p>Plan writing to suit audience &amp; Purpose. Proof reading</p> <p>Develop character, setting and atmosphere in narrative</p> <p>Use organisational &amp; presentational features</p> <p>Use consistent appropriate tense</p> <p>Perform own compositions</p>	<p><b>English</b></p> <p><b>Grammar</b></p> <p>Use expanded noun phrases</p> <p>Use modal &amp; passive verbs</p> <p>Use relative clauses</p> <p>Use brackets, dashes &amp; commas for parentheses</p> <p>Use commas for clauses</p> <p><b>Speaking &amp; Listening</b></p> <p>Give well-structured explanations</p> <p>Command of Standard English</p> <p>Consider &amp; evaluate different viewpoints</p> <p>Use appropriate register</p>	<p><b>Number</b></p> <p>Secure place value to 1,000,000 including rounding</p> <p>Use negative whole numbers in context</p> <p>Use Roman numerals to 1000 (M)</p> <p>Use standard written methods for all four operations</p> <p>Use rounding to check</p> <p>Confidently add &amp; subtract mentally</p> <p>Use vocab of prime, factor &amp; multiple</p> <p>Multiply &amp; divide by powers of ten</p> <p>Use square and cube numbers</p>	<p><b>Maths</b></p> <p><b>Geometry, Measures &amp; Data</b></p> <p>Convert between different units</p> <p>Metric and imperial equivalences</p> <p>Calculate perimeter of composite shapes &amp; area of rectangles</p> <p>Estimate volume &amp; capacity</p> <p>Identify 3-d shapes</p> <p>Measure, identify and draw angles</p> <p>Understand irregular polygons</p> <p>Reflect &amp; translate shapes</p> <p>Interpret tables &amp; line graphs</p> <p>Problems including time, measures, decimal and scaling</p>	<p><b>Fractions</b></p> <p>Compare &amp; order fractions</p> <p>Equivalent, mixed and improper fractions</p> <p>Add &amp; subtract fractions with common denominators, with mixed numbers</p> <p>Multiply fractions by units</p> <p>Write decimals as fractions</p> <p>Order &amp; round decimal numbers</p> <p>Link percentages to fractions &amp; decimals</p> <p>Problems with % &amp; decimals</p>	<p><b>Art &amp; Design</b></p> <p>Use sketchbooks to collect, record, review, revisit &amp; evaluate ideas</p> <p>Improve mastery of techniques such as drawing, painting and sculpture with a range of materials</p> <p>Learn about great artists, architects &amp; designers in history.</p>	<p><b>Design &amp; Technology</b></p> <p>Use research &amp; criteria to develop products which are fit for purpose and aimed at specific groups</p> <p>Use annotated sketches, cross-section diagrams &amp; computer-aided design</p> <p>Analyse &amp; evaluate existing products and improve own work</p> <p>Use mechanical &amp; electrical systems in own products, including programming</p> <p>Cook savoury dishes for a healthy &amp; varied diet</p>	<p><b>Computing</b></p> <p>Design &amp; write programs to solve problems, control and simulate.</p> <p>Use sequences, repetition, inputs, variables and outputs in programs.</p> <p>Detect &amp; correct errors in algorithms/programs. Understand uses of networks for collaboration &amp; communication. Use internet safely and appropriately. Be discerning in evaluating digital content.</p>	<p><b>Geography</b></p> <p>Name &amp; locate regions &amp; features of UK</p> <p>Understand latitude, longitude, Equator, hemispheres, tropics, polar circles &amp; time zones</p> <p>Study a region of Europe, and of the Americas</p> <p>Understand biomes, vegetation belts, land use, economic activity, distribution of resources, etc.</p> <p>Use 4- and 6-figure grid references on OS maps</p> <p>Use fieldwork to record &amp; explain areas</p>	<p><b>British History</b></p> <p>Anglo-Saxons &amp; Vikings, including: <i>Roman withdrawal from Britain; Scots invasion</i></p> <p><i>Invasions, settlements &amp; kingdoms</i></p> <p><i>Viking invasions; Danegeld</i></p> <p><i>Edward the Confessor</i></p>	<p><b>French</b></p> <p>Listen &amp; engage</p> <p>Engage in conversations, expressing opinions</p> <p>Speak in simple language &amp; be understood</p> <p>Develop appropriate pronunciation</p> <p>Present ideas &amp; information orally</p> <p>Show understanding in simple reading</p> <p>Adapt known language to create new ideas</p> <p>Describe people, places &amp; things</p> <p>Understand basic grammar, e.g. gender</p>	<p><b>Music</b></p> <p>Perform with control &amp; expression solo &amp; in ensembles</p> <p>Improvisate &amp; compose using dimensions of music</p> <p>Listen to detail and recall aurally</p> <p>Use &amp; understand basics of staff/other notation</p> <p>Develop an understanding of the history of music, including great musicians &amp; composers</p>	<p><b>Science</b></p> <p><b>Biology</b></p> <p>Life cycles of plants &amp; animals (inc. mammal, insect, bird, amphibian)</p> <p>Describe changes as humans develop &amp; mature</p> <p>Reproduction in plants and animals</p> <p><b>Chemistry</b></p> <p>Classify materials according to a variety of properties</p> <p>Understand mixtures &amp; solutions</p> <p>Know about reversible changes; identify irreversible</p> <p><b>Physics</b></p> <p>Understand location/interaction of Sun, Earth, Moon</p> <p>Introduce gravity, resistance &amp; mechanical forces</p>	<p><b>P.E.</b></p> <p>Use running, jumping, catching &amp; throwing in isolation and in combination</p> <p>Play competitive games, applying basic principles</p> <p>Develop flexibility &amp; control in gym, dance &amp; athletics</p> <p>Take part in Outdoor &amp; Adventurous activities</p> <p>Compare performances to achieve personal bests</p> <p><i>Swimming proficiency at 25m (KS1 or KS2)</i></p>	<p><b>Lifeskills</b></p> <p>See Lifeskills</p> <p>Scheme of work</p>	<p><b>R.E.</b></p> <p><b>Broader History Study</b></p> <p>Ancient Greece, i.e. <i>A study of Greek life and achievements and their influence on the western world</i></p>	<p>Continue to follow the agreed Redcar &amp; Cleveland syllabus for R.E.</p>
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## Curriculum Overview for Year 6

<p><b>Reading</b> 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 lang, inc. figurative Discuss &amp; explain reading, providing reasoned justifications for views</p> <p><b>Writing</b> Use knowledge of morphology &amp; etymology in spelling Develop legible personal handwriting style Plan writing to suit audience &amp; purpose; use models of writing Develop character &amp; setting in narrative Select grammar &amp; vocab for effect Use a wide range of cohesive devices Ensure grammatical consistency</p> <p><b>English</b></p> <p><b>Grammar</b> Use appropriate register/ style Use the passive voice for purpose Use features to convey &amp; clarify meaning Use full punctuation Use language of subject/object <b>Speaking &amp; Listening</b> Use questions to build knowledge Articulate arguments &amp; opinions Use spoken language to speculate, hypothesise &amp; explore Use appropriate register &amp; language</p>	<p><b>Number</b> Secure place value &amp; rounding to 10,000,000, including negatives Round whole numbers or use remainder All written methods, including long multiplication and division Use order of operations (not indices) Identify factors, multiples &amp; primes Solve multi-step number problems, estimate first <b>Algebra</b> Introduce simple use of unknowns</p> <p><b>Maths</b> <b>Geometry, Measures &amp; Data</b> Confidently use a range of measures &amp; conversions Calculate area of triangles / parallelograms Use area &amp; volume formulas Convert miles and km Classify shapes by properties Know and use angle rules Translate &amp; reflect shapes, using all four quadrants Use pie charts and line graphs Calculate mean averages</p> <p><b>Fractions</b> Compare &amp; simplify fractions Use equivalents to add fractions Multiply simple fractions Divide fractions by whole numbers Solve problems using decimals &amp; percentages Use written division up to 2dp, identify up to 3dp Equivalences between fraction, decimals and % Introduce ratio &amp; proportion</p>	<p><b>Science</b> <b>Biology</b> Classification, including micro-organisms Health and lifestyles, incl. circulatory system Evolution &amp; Adaptation</p> <p><b>Physics</b> Light and shadows; the eye Forces, including gravity Electricity: investigating circuits</p> <p><b>British History</b> An extended period study, e.g. -The changing power of monarchs -Significant turning points in British history -Crime and punishment -Leisure</p> <p><b>History</b></p> <p><b>Broader History Study</b> -Ancient Non-European society ie Islamic civilisation (the Baghdad) -Mayan civilisation -Benin (West Africa)</p>	<p><b>Art &amp; Design</b> Use sketchbooks to collect, record, review, revisit &amp; evaluate ideas Improve mastery of techniques such as drawing, painting and sculpture with a range of materials Learn about great artists, architects &amp; designers in history.</p> <p><b>Design &amp; Technology</b> Use research &amp; criteria to develop products which are fit for purpose and aimed at specific groups Use annotated sketches, cross-section diagrams &amp; computer-aided design Analyse &amp; evaluate existing products and improve own work Use mechanical &amp; electrical systems in own products, including programming Cook savoury dishes for a healthy &amp; varied diet</p> <p><b>French</b> Listen &amp; engage Engage in conversations, expressing opinions Speak in simple language &amp; be understood Develop appropriate pronunciation Present ideas &amp; information orally Show understanding in simple reading Adapt known language to create new ideas Describe people, places &amp; things Understand basic grammar, e.g. gender</p> <p><b>P.E.</b> Use running, jumping, catching &amp; throwing in isolation and in combination Play competitive games, applying basic principles Develop flexibility &amp; control in gym, dance &amp; athletics Take part in Outdoor &amp; Adventurous activities Compare performances to achieve personal bests <i>Swimming proficiency at 25m (KSI or KS2)</i></p>	<p><b>Computing</b> Design &amp; write programs to solve problems, control and simulate Use sequences, repetition, inputs, variables and outputs in programs Detect &amp; correct errors in algorithms/programs. Understand uses of networks for collaboration &amp; communication Use internet safely and appropriately Be discerning in evaluating digital content</p> <p><b>Geography</b> Name &amp; locate regions &amp; features Understand latitude, longitude, Equator, hemispheres, tropics, polar circles &amp; 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 &amp; explain areas</p> <p><b>Music</b> Perform with control &amp; expression solo &amp; in ensembles Improvise &amp; compose using dimensions of music Listen to detail and recall aurally Use &amp; understand basics of staff other notation Develop an understanding of the history of music, including great musicians &amp; composers</p> <p><b>Lifeskills</b> See Lifeskills Scheme of work.</p>
<p style="text-align: center;"><b>R.E.</b></p> <p style="text-align: center;">Continue to follow the agreed Redcar &amp; Cleveland syllabus for R.E.</p>				