Year by Year Overview of the National Curriculum From September 2014

This document contains a year by year overview of the outline of the content of the new National Curriculum from 2014.

Core subjects (English, Maths & Science) are presented in a year-by-year format, based on the outlines given in the National Curriculum.

History is also presented in this format, based on a suggested

programme. All other subjects are presented in two-year sections, dividing KS2 into Lower and Upper Key Stages. It should be noted that it is only statutorily required to cover each Key Stage's content by the end of the key stage. It is for schools to decide on the most appropriate ordering for their situation.

Schools also decide their own context for covering the given objectives. Assessment is based on their ability to master their age appropriate objectives. Alongside the statutory guidance we also have included the themed curriculum contexts for each class.

National Curriculum= WHAT the children must cover School curriculum = HOW they are going to cover them.





Art & Design (KS1)

and designers

products

practical tasks

· Use a range of materials

· Use drawing, painting and sculpture

texture, line, shape, form and space

Design & Technology (KS1)

Design purposeful, functional & appealing

Generate, model & communicate ideas

mechanisms

Understand where food comes from

Use range of tools & materials to complete

Evaluate existing products & own

Build and improve structure &

· Develop techniques of colour, pattern,

· Learn about range of artists, craftsmen

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

Number/Calculation

· Use +. - and = symbols

· Know number bonds to 20

· add and subtract one-digit and

two-digit numbers to 20, including

· Solve one-step problems, including

English

Writing

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

Grammar

- · Leave spaces between words
- · 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

Geometry & Measures

- Count to / across 100
 Count in 1s, 2s, 5s and 10s
 Identify 'one more' and 'one less'
 Use common vocabulary for comparison, e.g. heavier, taller, full, longest, quickest
- Read & write numbers to 20 Begin to measure length, capacity,
 Use language, e.g. 'more than', 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 ½ & ¼

Modern

Languages

Not required at KS1

Music (KS1)

familiar features

Geography (Y1)

Name & locate the four

Computing (KS1)

· Understand use of algorithms

· Write & test simple programs

predictions

Use logical reasoning to make

· Communicate online safely and respectfully · Recognise uses of IT outside of school

cities of the United Kingdom using atlases & globes

identify seasonal / daily weather patterns in the UK

and the location of hot and cold areas of the world

Use four compass directions & simple vocab

Use basic geographical vocabulary to refer to local &

Organise, store, retrieve & manipulate

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

Science

simple arrays

'most'

zero

- · Identify basic plants
- · Identify basic plant parts (roots, leaves, flowers, etc.)
- · Identify & compare common animals
- · Identify & name basic body parts
- · Distinguish between objects & materials
- · Identify & name common materials
- · Describe simple properties of some materials
- · Compare & classify materials
- · Observe weather associated with changes of season

History (KS1)

Key Concepts

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

Kev Individuals

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

Kev Events

- · e.g. Bonfire night
- · Events of local importance

Physical

Education (KS1)

ducation (KS1)

- Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination
- Participate in team games
- $\cdot \, \text{Perform dances using simple movement} \\$
- · Swimming proficiency at 25m (KS1 or KS2)

Religious

Education

countries and capital

- · Develop phonics until decoding
- · Read common suffixes
- · Read & re-read phonicappropriate 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

English

Writing

- · Spell by segmenting into phonemes
- · Learn to spell common 'exception' words
- · Spell using common suffixes, etc.
- · Use appropriate size letters &
- · Develop positive attitude & stamina for writing
- · Begin to plan ideas for writing
- · Record ideas sentence-by-sentence
- · 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

- Number/Calculation · Know 2, 5, 10x tables
- · Begin to use place value
- · 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

Mathematics

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. 2/4 = 1/2

- · Interpret simple tables & pictograms
- · Ask & answer comparison questions
- · Ask & answer questions about totaling

Art & Design (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

Use logical reasoning to make predictions Organise, store, retrieve & manipulate

- Communicate online safely and respectfully
- · Recognise uses of IT outside of school

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
 - Build and improve structure & mechanisms
- Understand where food comes from

Geography (Y2)

- Name & locate the 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

Modern

Languages

Not required at KS1

Music (KS1)

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

Science

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

Kev Individuals

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

Kev Events

· e.g. Bonfire night Events of local importance

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)

Religious

Education

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

Number/Calculation

digits

subtraction

calculations

· Learn 3, 4 & 8x tables

· Secure place value to 100

Written column addition &

missing number problems

· Use commutativity to help

· Mentally add & subtract units, tens

or hundreds to numbers of up to 3

· Solve number problems, including

multiplication & simple division and

English

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
- · Rehearse sentences orally for writing
- · Use varied rich vocabulary
- · Create simple settings & plot
- · Assess effectiveness of own and others' writing

Grammar

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

Speaking & Listening

- · Give structured descriptions _
- · Participate actively in conversation
- · Consider & evaluate different viewpoints

· Use research& criteria to develop products

Design & Technology (LKS2)

Art & Design (LKS2)

evaluate ideas

materials

designers

which are fit for purpose

· Use sketchbooks to collect, record and

· Improve mastery of techniques such as

· Learn about great artists, architects &

drawing, painting and sculpture with varied

- Use annotated sketches and prototypes to explain ideas
- Evaluate existing products and improve own work
 - Use mechanical systems in own
 - Understand seasonality; prepare & cook mainly savoury dishes

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

Mathematics

Geometry & Measures

- · Measure & calculate with metric measures
- · Measure simple perimeter
- · Add/subtract using money in context
- · Use Roman numerals up to XII; tell
- · 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 & decimals

- · 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

Geography (LKS2)

- countries, focussing Locate world's on Europe & Americas focus on key physical & human
- Study a region of the UK (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

Modern

Languages

- Listen & engage
- Ask & answer questions
- Speak in sentences using familiar vocabulary
- Develop appropriate pronunciation
- Show understanding of words & phrases
- Appreciate stories, songs, poems & rhymes
- Broaden vocabulary

Music (LKS2)

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

Science

- · Plants, incl. parts, lifecycle and requirements for life
- · Animals: skeletons & nutrition
- · Classification of rock types
- · Simple understanding of fossilisation
- · Sources of light; shadows & reflections
- · Simple forces, including magnetism

History

British History (taught chronologically)

- · Stone Age to Iron Age Britain, including:
- hunter-gatherers and early farmers
- Bronze age religion, technology & travel

- A depth study linked to a studied period

- A post-1066 study of relevant local history

- Iron age hill forts

Broader History Study

· A local history study, e.g.

- A study over a period of time

Physical

Education (LKS2)

Education

- · Use running, jumping, catching and throwing in isolation and in combination
- · Play competitive games, modified as appropriate
- Develop flexibility & control in gym, dance & athletics

Religious

- · Compare performances to achieve personal bests
- · Swimming proficiency at 25m (KS1 or KS2)

- · Secure decoding of unfamiliar
- · 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

English

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 errors
- · 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

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

· Use bar charts, pictograms & line graphs

Fractions & decimals

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

Science

- · Classify living things
- · Digestive system & teeth
- · Food chains
- · Changes of state
- · The water cycle
- · Sound as vibrations
- · Electricity: simple circuits & conductors

History

British History (taught chronologically)

- · Roman Empire & impact on Britain:
- Julius Caesar's attempted invasion
- Roman Empire & successful invasion
- British resistance, e.g. Boudicca
 - Romanisation of Britain

Broader History Study

- · Earliest ancient civilisations, i.e.
- Ancient Sumer:
- Indus Vallev:
- Ancient Egypt: or
- Shang Dynasty of Ancient China

Art & Design (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

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
 - Understand seasonality; prepare & cook mainly savoury dishes

Geography (LKS2)

- Locate world's countries, focussing on Europe & Americas focus on key physical & human
- Study a region of the UK (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

Modern

Languages

- Listen & engage
- Ask & answer questions
- Speak in sentences using familiar vocabulary
- Develop appropriate pronunciation
- Show understanding of words & phrases
- Appreciate stories, songs, poems & rhymes
- Broaden vocabulary

Music (LKS2)

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

Physical

Education (LKS2)

Education

- · 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)

Religious

- · Apply knowledge of morphology & etymology when reading new words
- · Reading & discuss a broad range of genres & texts
- · Identifying & discussing themes
- · Make recommendations to others
- · Learn poetry by heart

Number/Calculation

all four operations

context

multiple

- · Draw inference & make predictions
- · Discuss authors' use of language
- · Retrieve & present information from non-fiction texts.
- · Formal presentations & debates

· Secure place value to 1,000,000

· Use negative whole numbers in

· Use Roman numerals to 1000 (M)

· Use standard written methods for

· Confidently add & subtract mentally

· Use vocabulary of prime, factor &

· Multiply & divide by powers of ten

· Use square and cube numbers

English

Writing

- · Secure spelling, inc. homophones, prefixes, silent letters, etc.
- · Use a thesaurus
- · Legible, fluent handwriting
- · Plan writing to suit audience & purpose
- · Develop character, setting and atmosphere in narrative
- · Use organisational & presentational features
- · Use consistent appropriate tense
- · Proof-reading
- · Perform own compositions

Grammar

- · Use expanded noun phrases
- · Use modal & passive verbs
- · Use relative clauses
- · Use commas for clauses
- · Use brackets, dashes & commas for parenthesis

Speaking & Listening

- · Give well-structured explanations
- · Command of Standard English
- · Consider & evaluate different viewpoints

Use

appropriate register

Mathematics

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
- Data

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

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

(UKS2)

Cook savoury dishes for a healthy & varied diet

Languages

Listen & engage

Modern

- Engage in conversations, expressing opinions
- Speak in simple language & be understood
- Develop appropriate pronunciation
- Present ideas & information orally

Art & Design (UKS2)

revisit & evaluate ideas

materials

designers

· Use sketchbooks to collect, record, review,

drawing, painting and sculpture with varied

· Improve mastery of techniques such as

· Learn about great artists, architects &

Design & Technology (UKS2)

· Use research& criteria to develop products

Use annotated sketches, cross-section

diagrams & computer-aided design

which are fit for purpose and aimed at specific

Analyse & evaluate existing

products and improve own work

Use mechanical & electrical systems in

own products, including programming

- Show understanding in simple reading
- Adapt known language to create new ideas
- Describe people, places & things
- · Understand basic grammar, e.g. gender

Improvise & compose using dimensions of music

Understand latitude, longitude, Equator, hemispheres,

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

expression solo & in ensembles

Listen to detail and recall aurally

control &

- Use & understand basics of staff notation
- Develop an understanding of the history of music, including great musicians & composers

Science

- · Life cycles of plants & animals (inc. mammal, insect, bird, amphibian)
- Describe changes as humans develop & mature
- · Classify materials according to a variety of properties
- · Understand mixtures & solutions
- · Know about reversible changes; identify irreversible
- · Understand location and interaction of Sun, Earth &
- · Introduce gravity, resistance & mechanical forces

History

British History (taught chronologically)

- · Anglo-Saxons & Vikings, including:
- Roman withdrawal from Britain; Scots invasion
- Invasions, settlements & kingdoms
- Viking invasions; Danegald
 - Edward the Confessor

Broader History Study

- · Ancient Greece, i.e.
- A study of Greek life and achievements and the influence on the western world

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 to achieve personal bests
- · Swimming proficiency at 25m (KS1 or KS2)

Religious

Computing (UKS2)

outputs in programs

Geography (UKS2)

Name & locate counties cities, regions & features of UK

Music (UKS2)

· Perform with

tropics, polar circles & time zones

· Design & write programs to solve problems

· Be discerning in evaluating digital content

· Use sequences, repetition, inputs, variables and

Detect & correct errors in programs

Understand uses of networks for

collaboration & communication

Education

- · Read a broad range of genres
- · Recommend books to others
- Make comparisons within/across
- · Support inferences with evidence
- · Summarising key points from
- · Identify how language, structure, etc. contribute to meaning
- · Discuss use of language, inc. figurative

Number/Calculation

division

indices)

Algebra

· Discuss & explain reading, providing reasoned justifications for views

· Secure place value & rounding to

· All written methods, including long

· Identify factors, multiples & primes

· Solve multi-step number problems

· Introduce simple use of unknowns

10,000,000, including negatives

· Use order of operations (not

English

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

Mathematics

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

· Calculate mean averages

Data

· Use pie charts

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 2dp
- · Introduce ratio & proportion

Modern

(UKS2)

Cook savoury dishes for a healthy & varied diet

Languages

- Listen & engage
- Engage in conversations, expressing opinions
- Speak in simple language & be understood
- Develop appropriate pronunciation
- Present ideas & information orally

Art & Design (UKS2)

revisit & evaluate ideas

materials

designers

groups

· Use sketchbooks to collect, record, review,

drawing, painting and sculpture with varied

· Improve mastery of techniques such as

· Learn about great artists, architects &

Design & Technology (UKS2)

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Use annotated sketches, cross-section

diagrams & computer-aided design

which are fit for purpose and aimed at specific

Analyse & evaluate existing

products and improve own work

Use mechanical & electrical systems in

own products, including programming

- Show understanding in simple reading
- Adapt known language to create new ideas
- Describe people, places & things
- Understand basic grammar, e.g. gender

Geography (UKS2)

Computing (UKS2)

outputs in programs

· Design & write programs to solve problems

· Be discerning in evaluating digital content

· Use sequences, repetition, inputs, variables and

Detect & correct errors in programs

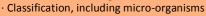
Understand uses of networks for

collaboration & communication

- 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

- 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



- · Health & Lifestyles, incl. circulatory system
- · Evolution & Adaptation
- · Light & Shadows; the eye
- · Forces, including gravity
- · Electricity: investigating circuits

History

British History (taught chronologically)

- · An extended period study, e.g.
- The changing power of monarchs
- Significant turning points in British history
- Crime & punishment
 - Leisure

Broader History Study

- · Non-European society, i.e.
- Islamic civilization, including Baghdad
- Mavan civilization
- Benin (West Africa)

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 to achieve personal bests
- · Swimming proficiency at 25m (KS1 or KS2)

Religious

Education

