**WITTCHEN** 

MORTO

Y1/2

# GEOGRAPHY

### TO INVESTIGATE PLACES

Ask and answer geographical questions (such as: What is this place like? What or who will I see in this place? What do people do in this place?).

Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied.

## TO INVESTIGATE PATTERNS

Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom and of a contrasting non-European country. 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. Identify **land use around the school.** 

 COMMUNICATE GEOGRAHICALLY
 Use basic

 geographical vocabulary to refer to: key human features, including:
 including:

 city, town, village, factory, farm, house, office and shop
 including:

HISTORY

TO BUILD AN OVERVIEW OF WORLD HISTORY

Recognise that there are reasons why people in the past acted as they did.

### TO COMMUNICATE HISTORICALLY

Show an understanding of the concept of nation and a nation's history.

## TOPIC STATEMENT

We will find out why the food we eat is different to the people who live in Mexico. We will compare the physical and human geography of our locality and Mexico. We will celebrate the differences of different nations, cultures and religions using food as a starting point.



A

								-
EN SPRING	LANGUAGES FRENCH READ FLUENTLY Read out loud everyday words and phrases. Use phonic (or logographic in Mandarin) knowledge to read words. Read and understand short written phrases.	P.E <u>GAMES</u> Year 1: Use rolling, running, jumping and kicking skills Develop tactics Year 2: Use running, jumping, throwing and catching in combination, as well as developing	COMPUTING TO COLLECT Use simple databases to record information in areas across the curriculum.	D.T TO TAKE INSPIRATION FROM DESIGN THROUGHOUT HISTORY Suggest improvements to existing designs TO DESIGN. MAKE. EVALUATE AND IMPROVE	ART INSPIRATION FROM THE GREATS Use some of the ideas of artists studied to create pieces Explore ideas and collect visual information DRAWING Draw lines of different	MUSIC TO PERFORM (Percussion Instruments) Follow instructions on how and when to play an instrument. Make and control long and short sounds, using instruments. TO COMPOSE	R.E <u>GLOUCESTERSHIRE</u> <u>AGREED SYLLABUS</u> <u>SEE SUB.LEADER</u> <u>DIRECTION</u> Identify the core beliefs and concepts studied and give a simple description of what they mean. Give examples of how people use stories, texts and	P.S.C.H.E CAMBRIDGESHIRE SCHEME SEE SUB.LEADER DIRECTION YEAR 1 Relationships and Sex Education
> Y12 WORLD BITCHEN	Read out loud familiar words and phrases. Use books or glossaries to find out the meanings of new words. UNDERSTAND THE CULTURE OF THE COUNTRIES IN WHICH THE LANGUAGE IS SPOKEN Identify countries and communities where the language is spoken. Demonstrate some knowledge and understanding of the customs and features of the countries or communities where the language is spoken. Show awareness of the social conventions when speaking to someone.	balance, agility and co-ordination. Begin to apply these in a range of activities. Participate in team games developing simple tactics for attacking and defending <b>GYMNASTICS</b> Develop balance, agility and co- ordination and begin to apply these in a range of activities		Design products that have a clear purpose and an intended user TO MASTER PRACTICAL SKILLS FOOD Cut, peel or grate ingredients safely and hygienically. Assemble or cook ingredients Measure or weigh using measuring cups or electronic scales. ELECTRICALS AND ELECTRONICS SCIENCE LINK Diagnose faults in battery operated devices (such as low battery, water damage or battery terminal damage).	Draw lines of different sizes and thicknesses. Show pattern and texture by adding dots and lines. PRINTING Press, roll, rub and stamp to make prints. Use objects to create prints Mimic print from the environment Use repeating or overlapping shapes. PAINTING Create colour wheels Mix primary colours to make secondary. DIGITAL MEDIA Use a wide range of tools to create different textures, lines, tones, colours and shapes.	Create a sequence of long and short sounds. Clap rhythms. Create a mixture of different sounds (long and short, loud and quiet, high and low). Create short, rhythmic phrases. <b>TO TRANSCRIBE</b> Use symbols to represent a composition and use them to help with a performance <b>TO DESCRIBE</b> MUSIC Recognise changes in timbre, dynamics and pitch.	teachings to guide their beliefs and actions. Give examples of ways in which believers put their beliefs into action. Give a good reason for the views they have and the connections they make. Give clear, simple accounts of what stories and other texts mean to believers. Think, talk and ask questions about whether the ideas they have been studying have something to say to them. Give examples of how stories show what people believe. MUSLIMS	Healthy and safer lifestyles: Growing and changing 2. Changing emotions and responsibilities, Healthy lifestyles YEAR 2 Healthy and safer lifestyles: Keeping safe 1: Safety contexts and Personal safety Relationships and Sex Education