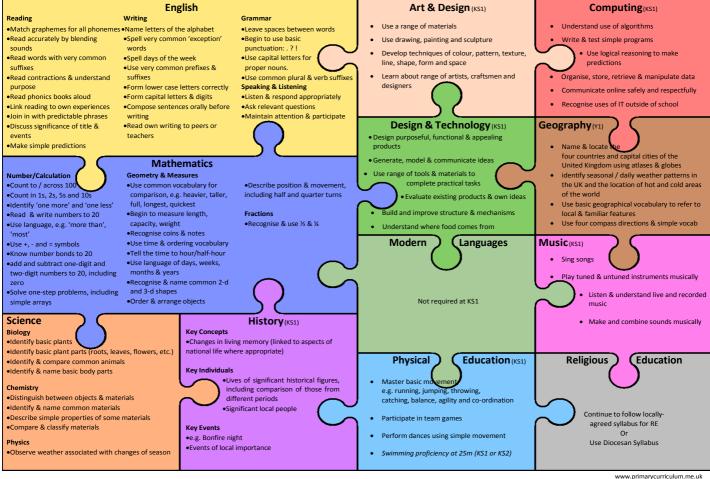
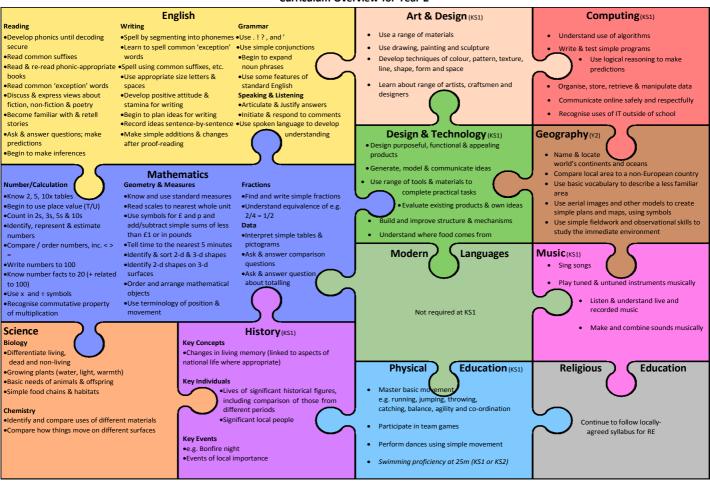
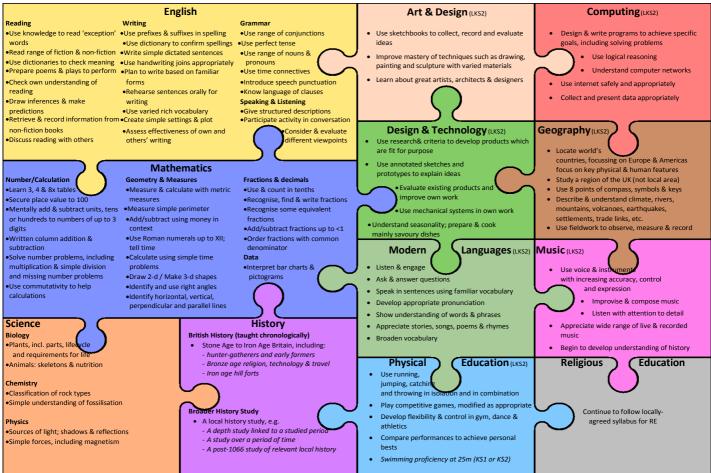


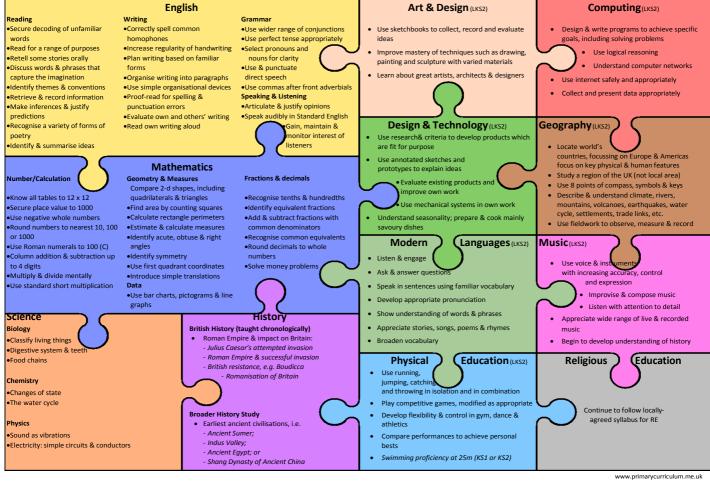
SMAAA Curriculum Map Sept 2014
Years 1 to 6
For Topic Themes see Year Group Curriculum Documents

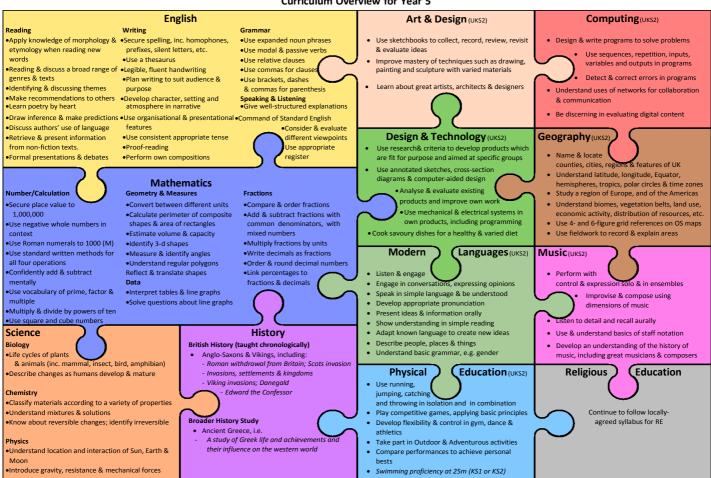




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#### **English** Art & Design (UKS2) Computing (UKS2) Writing Grammar Read a broad range of genres •Use knowledge of morphology & •Use appropriate register/ style Use sketchbooks to collect, record, review, revisit Design & write programs to solve problems Recommend books to others etymology in spelling •Use the passive voice for purpose & evaluate ideas Use sequences, repetition, inputs, •Develop legible personal Make comparisons within/across •Use features to convey Improve mastery of techniques such as drawing, variables and outputs in programs books handwriting style & clarify meaning painting and sculpture with varied materials •Plan writing to suit audience & Detect & correct errors in programs •Support inferences with evidence •Use full punctuation Learn about great artists, architects & designers purpose; use models of writing Summarising key points from texts •Use language of subject/object Understand uses of networks for collaboration •Develop character & setting in Identify how language, structure, Speaking & Listening etc. contribute to meaning narrative •Use questions to build knowledge · Be discerning in evaluating digital content •Select grammar & vocabulary for Discuss use of language, inc. Articulate arguments & opinions figurative effect •Use spoken language to speculate Design & Technology (UKS2) Discuss & explain reading, providing reasoned justifications Geography (UKS2) •Use a wide range of cohesive vpothesise & explore Use appropriate search& criteria to develop products which for views •Ensure grammatical consistency register & language are fit for purpose and aimed at specific groups counties, cities, regions & features of UK Use annotated sketches, cross-section **Mathematics** Understand latitude, longitude, Equator, diagrams & computer-aided design Number/Calculation Fractions, decimals & percentages hemispheres, tropics, polar circles & time zones Geometry & Measures Analyse & evaluate existing •Secure place value & . Confidently use a range of Compare & simplify fractions Study a region of Europe, and of the Americas to 10,000,000, including measures & conversions •Use equivalents to add fractions products and improve own wor negatives Calculate area of triangles / •Multiply simple fractions economic activity, distribution of resources, etc. • Use mechanical & electrical systems in o •All written methods, including long parallelograms products, including programming Use 4- and 6-figure grid references on OS maps Divide fractions by whole division •Use area & volume formulas Use fieldwork to record & explain areas Cook savoury dishes for a healthy & varied diet •Use order of operations (not •Classify shapes by properties •Know and use angle rules •Translate & reflect shapes, using Solve problems using decimals & (Languages (UKS2) Modern Music (UKS2) Identify factors, multiples & primes. •Use written division up to 2dp •Solve multi-step number problems Listen & engage all four quadrants •Introduce ratio & Perform with control & expression solo & in ensembles Engage in conversations, expressing opinions Algebra Speak in simple language & be understood Improvise & compose using •Introduce simple use of unknowns •Use pie charts Develop appropriate pronunciation dimensions of music Calculate mean averages Present ideas & information orally Listen to detail and recall aurally w understanding in simple re Science History Adapt known language to create new ideas Use & understand basics of staff notation Biology •Classification, Describe people, places & things British History (taught chronologically) Develop an understanding of the history of An extended period study, e.g. music, including great musicians & composers including micro-organi The changing power of monarchs Education (UKS2) **Physical** Religious **Education** Health & Lifestyles, incl. circulatory system Significant turning points in British history Crime & punishment - Leisure jumping, catching and throwing in isolation and in combination **Physics** Play competitive games, applying basic principles Continue to follow locallyder History Study •Light & Shadows; the eye agreed syllabus for RE Develop flexibility & control in gym, dance & Non-European society, i.e. Islamic civilization, including Bagl •Forces, including gravity Take part in Outdoor & Adventurous activities ·Electricity: investigating circuits Mayan civilization Compare performances to achieve personal Benin (West Africa) bests Swimming proficiency at 25m (KS1 or KS2)

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# **Curriculum Overview**

