

## Year 5 Knowledge and Skills Tracker

Autumn 1 The Only Way is Cheshire	Autumn 2 The Circle of Life	Spring 1 Glorious Greeks	Spring 2 Does it Really Matter?	Summer 1 To Infinity and Beyond	Summer 2 Hakuna Matata Africa: Benin
Science Knowledge	Science Knowledge	Science Knowledge	Science Knowledge	Science Knowledge	Science Knowledge
			*To know and to use	*To know how the	
	*To know that		the vocabulary	planets move in	
	different types of		associated with a	relation to the Sun	
	animals have		variety of materials.	*To be able to	
	different life cycles,		*To know the	describe the	
	including humans		properties of different	movement of the	
	and plants.		materials.	Moon relative to the	
	*To know that living		*To know what makes	earth.	
	things reproduce.		a solution.	* To Understand the	
	*To know the		*To know how to	effects of the Earth's	
	changes that take		separate mixtures.	rotation	
	place as humans age.		*To know what makes	*To know the effects	
			a fair test.	of gravity on the	
			*To know the	Earth	
			difference between a	*To be able to	
			reversible and	identify the effects	
			irreversible change.	of forces that act	
				between moving	
				surfaces	

				*To know that that smaller mechanisms allow a smaller force to have a greater effect	
Science Skills	Science Skills	Science Skills	Science Skills	Science Skills	Science Skills
	*Describe the		* With prompting, plan	*Describe the	
	differences in the life		scientific enquiries,	movement of the	
	cycles of a mammal,		controlling variables	planets in the solar	
	an amphibian, an		where necessary	system relative to	
	insect and a bird		*Take measurements,	the sun.	
	*Describe the life		repeating as necessary	*Describe the	
	process of		*Record data	movement of the	
	reproduction in some		Suggest further	Moon relative to the	
	plants and animals		comparative or fair	earth.	
	*Describe the		tests	*Understand the	
	changes as humans		*Report and present	effects of the Earth's	
	develop to old age		findings from enquiries	rotation	
			*With prompting,	*Explain effects of	
			identify that not all	gravity on the Earth	
			results may be	*identify the effects	
			trustworthy	of forces that act	
			*Suggest how evidence	between moving	
			can support	surfaces	
			Conclusions	*Recognise that	
			*Compare and group	smaller mechanisms	
			together everyday	allow a smaller force	
			materials on the basis	to have a greater	
			of their properties	effect	
			*Understand how		

			solutions are formed and separated *Understand how to separate mixtures *Use comparative and fair tests to explain reasons for particular uses of everyday materials *Understand and demonstrate reversible and irreversible changes	
History Knowledge		History Knowledge		History Knowledge
* To know how and		o study Greek life,		To study Africa:
when the Fire of		learn about their		Benin civilization:
Nantwich started		chievements and		*To find out where
* To make		fluences on the		the Kingdom of
connections with the	W	/estern world by:		Benin was and what
Fire of Nantwich and				time period.
the Great Fire of		Learning about		Recall key facts
London		reek warfare and		and terms about the
* To know how		ne Battle of		Benin Kingdom (such
Crewe has changed in		larathon. Learning		as definitions of
the last 100 years		bout the legacy of		Ogiso, Edo etc.) as
and how it has stayed	-	e marathon and its		well as important
the same.		npact today.		dates in history.
		Learning about		• Examine and raise
		ncient and Modern		questions about key
	01	lympics. Using		sources of evidence

History Skills	secondary sources e.g. vases to form judgements. * To learn about Greek Gods and their importance. To use this information to be able to write a Greek myth. * To learn about the Trojan war and study its impact. * To learn about Greek Democracy and how it is similar and different to the democracy in the UK today. History Skills	and artefacts about the significance of the Benin Kingdom. • Discuss and know the influence and eventual destruction of the Benin Kingdom by the Portuguese and British from the 15 <sup>th</sup> century • Compare and contrast the oral tradition of African history with the European preference for written records. • Discuss and know the significance of the Benin bronzes and the reactions of the Victorian Europeans that discovered them.
* <b>Enquire</b> and <b>research</b> the history of Crewe and	* Examine artefacts and explain what	*Create historically valid questions

Nantwich (using sources such as newspapers, audio recordings, cinematic film, maps) * <b>Ask questions</b> to find out more about the history of Crewe, including the railway.	they show us about that time in history. * Make links between events and changes; giving reasons for them and explaining the result. * Place events, people and changes into correct periods of time and in chronological order.	about cause and significance *Identify and describe changes within and between different periods in history * Examine artefacts and explain what they show us about that time in history.
Geography Knowledge	Geography Knowledge	Geography Knowledge
*To understand how	* To know where	• To know where
to read a scale on a	Greece is on a map	the Benin Kingdom
map	of the World, in	is on a map of Africa
*To locate the	relation to where the	*To Identify and
world's	UK is.	label some of the
continents/countries	* To know that	Countries in Africa
* To be able to use	Greece is a country	on a map
longitude and	in Europe and that it	*To Locate the
latitude as a guide to	is mainly surrounded	Tropics of Cancer,
a location on an atlas.	by the sea.	and Capricorn, The
* To use the 8 points	*To know the capital	Greenwich Meridian
on a compass.	city of Greece and to	Zones and Time
*To make a scale	be able to name	zones on a map of
drawing using scales	some of the Seas and	the World

based around powers of 10. Geography Skills *Read and interpret		islands around Greece. Geography Skills *Locate the world's			*To know where the rainforests are in the world and locate them on a map To know features of a rainforest and what it is like to live there Geography Skills *Explore and explain
a map using a scale and <b>describe</b> features studied *Use fieldwork to <b>observe, measure,</b> <b>record and present</b> human and physical features in the local area		continents/countries			topical geographical issues over time *Locate the Tropics of Cancer, and Capricorn, The Greenwich Meridian Zones and Time zones
Art Knowledge	Art Knowledge	Art Knowledge	Art Knowledge	Art Knowledge	Art Knowledge
Drawing from	Painting of animals-	To paint Greek Vases	Still Life observational	Sketching – from	African Art-
perceptive	study of artist	   +	drawing	the book of Hugo	including Sculpture
* To know how to	Rouseau	* To know how to		Cabret	*To explore natural
create sketches to		build layers starting	*To know what still life		patterns and
record observations	* To know how to	with a background.	is.	*To understand the	recreate them using
of the local area	build layers starting		*To be able to name	importance of	chosen mediums
(Dane Bank Avenue)	with a background.		some still life artists.	zooming in on key	

<ul> <li>* To know how to create a perception of distance in a sketch</li> <li>*To know to improve their mastery of art and drawing techniques with pencil, charcoal and pastels</li> <li>* To learn about artist Philip D Hawkins and his train paintings</li> </ul>	<ul> <li>* To know that paint can be used to create different effects.</li> <li>* To know how to mix certain colours to create desired effects.</li> <li>* To know who Rousseau was and that he was famous for painting animals.</li> </ul>	*To know that pens can be used for detailing. * To know that paint can be used to create different effects. * To know how to mix certain colours to create desired effects.	*To use vocabulary associated with still life artwork. *To know what shading, tone and texture are. *To know that still life is arranged to be visually interesting. *To know how to use pastels and charcoal.	features to help tell a story *To sketch using only pencil fine details and mark making to tell part of a story	*To analyse and recreate a painting in the style of Tingatinga *To create a piece of clay artwork inspired by the artwork of Benin
Art Skills	Art Skills	Art Skills	Art Skills	Art Skills	Art Skills
* Develop techniques of drawing- perspectives * Control the use of the pencil and experiment with a range of techniques * Replicate drawings of trains in the style of Hawkins * Review and revisit ideas	<ul> <li>* Create layers of paint to add detail to background colours.</li> <li>* Create different effects with paint.</li> <li>* Replicate drawings of animals in the style of Rousseau.</li> </ul>	*With coloured pencil, can layer colours *Use pens to record minute detail. *Create layers of paint to add detail to background colours. *Create different effects with paint.	*Replicate images by well-known artists *With pencil, can control perception of distance *Use pastel/charcoal with increasing control	*Control the use of the pencil and experiment with a range of techniques *Use a sketchbook to show how ideas have improved	*Replicate images by well-known artists *Add detail to a sculpture *use a sketchbook to show how ideas have improved *Create layers of paint to add detail to background colours.

D&T Knowledge	D&T Knowledge	D&T Knowledge	D&T Knowledge	D&T Knowledge	D&T Knowledge
To design and make an ice cream container	To learn about different food types	<b>To make Greek Food</b> * To know that the Greeks eat different	To make a cushion *To know how to design an appealing	Practical group Activity at Jodrell Bank * To make a design	To make an African musical instrument *To investigate and
<ul> <li>* To know suitable materials for cold storage (ice cream tubs)</li> <li>* To know what makes effective product design and be able to say why (inventor's product)</li> <li>* To know which ingredients are available at different times of the year</li> </ul>	* Understand what different effects food types have on the body. * To know some common illnesses / diseases associated with certain food types.	foods than us. * To be able to identify Greek foods. * To have experience of tasting a range of Greek foods and following a recipe to make a Greek food.	product using material. Eg a cushion. *To know how to applique using stitching. *To know how to use a needle and thread to sew simple stitches. *To know how to give constructive feedback to improve a design.	and create ideas for ensuring a Mars rover lands on the planet safely. *To make a Mars Rover and test it out. *To evaluate how effective it was	analyse African Musical instruments *To explore Kalimbas, how they work and how they can be created *Select suitable tools and materials to create a Kalimba *To investigate and design a strengthened body of an African instrument *To create an African inspired percussion instrument *To use products in a performance and
D&T Skills	D&T Skills	D&T Skills	D&T Skills	D&T Skills	evaluate D&T Skills

*Evaluate ice cream tubs in relation to its purpose and audience *Gather information and analyse data in order to make statements based on findings	*To sort food types into different categories.	*Select the appropriate tools to follow a given recipe to make a savoury dish. *Estimate amount of ingredients to an appropriate level of accuracy. *Understand how different foods are produced in different areas of the world. *Understand that some foods are seasonal and give	*Design products that are innovative and appeal to individuals or groups. *use applique to decorate by gluing or stitching. *Collect feedback from others to find out how to improve a product.	*Collect feedback from others to find out how to improve a product. *Use a computer design program to communicate ideas	*Design products that are innovative and appeal to individuals or groups. *Collect feedback from others to find out how to improve a product.
Nucie Knowledge		some examples.			
Music Knowledge	Music Knowledge	Music Knowledge To start using the sche	Music Knowledge	Music Knowledge	Music Knowledge
		-	w are taught within each i	unit of work each half t	erm: Listening and
			mes, singing, playing and		
*To know how to	*To know how to	Listening &	Singing knowledge	Playing knowledge	Improvising
layer sounds.	select an instrument	Appraising			<u>knowledge</u>
*To know how to	to reflect a specific	<u>knowledge</u>			
make appropriate	sound.		To know and	To know and be able	To know and be able
sounds for a busy	*To recognise	To know five songs	confidently sing five	to talk about:	to talk about
city.	Carnival of the	from memory and	songs and their parts	<ul> <li>Different ways of</li> </ul>	improvisation:
*To know how to	Animals by Saint-	who sang them or	from memory, and to	writing music down	<ul> <li>Improvisation is</li> </ul>
take it in turns and to	Saens and to know	wrote them. To	sing them with a	<ul> <li>– e.g. staff notation,</li> </ul>	making up your own
lead a group.		know the style of the	strong internal pulse.	symbols	tunes on the spot

	e was a famous	five songs. To	• To choose a song	• The notes C, D, E,	• When someone
	h composer.	choose one song and	and be able to talk	F, G, A, B + C on the	improvises, they
	now the animal	be able to talk	about:	treble stave	make up their own
that ea	ach movement	about:	o Its main features	<ul> <li>The instruments</li> </ul>	tune that has never
is mea	ant to reflect.	<ul> <li>Some of the style</li> </ul>	<ul> <li>Singing in unison,</li> </ul>	they might play or	been heard before.
*To be	e able to	indicators of that	the solo, lead vocal,	be played in a band	It is not written
identif	fy specific	song (musical	backing vocals	or orchestra or by	down and belongs to
musica	al instruments	characteristics	or rapping	their friends	them.
used.		that give the song its	o To know what the		<ul> <li>To know that</li> </ul>
*To kr	now the names	style)	song is about and the		using one or two
of the	animals in	<ul> <li>The lyrics: what</li> </ul>	meaning of the lyrics		notes confidently is
French	h.	the song is about	o To know and		better than
		<ul> <li>Any musical</li> </ul>	explain the importance		using five
		dimensions featured	of warming up your		<ul> <li>To know that if</li> </ul>
		in the song and	voice		you improvise using
		where they are used			the notes you are
		(texture, dynamics,			given, you cannot
		tempo, rhythm and			make a mistake
		pitch)			<ul> <li>To know that you</li> </ul>
		<ul> <li>Identify the main</li> </ul>			can use some of the
		sections of the song			riffs you have heard
		(introduction, verse,			in the Challenges in
		chorus etc.)			your improvisations
		<ul> <li>Name some of the</li> </ul>			<ul> <li>To know three</li> </ul>
		instruments they			well-known
		, heard in the song			improvising
		Ŭ			musicians
		In the games/warm			
		ups knowledge:			
		<u></u>			

		Know and be able to talk about: • How pulse, rhythm, pitch, tempo, dynamics, texture and structure work together and how they connect in a song • How to keep the internal pulse • Musical Leadership: creating musical ideas for the group to copy or respond to			
Music Skills	Music Skills	Music Skills	Music Skills	Music Skills	Music Skills
		Music Skills taken fro	m Classroom Monitor	·	
*To Compose a	*Compose melodic	*Begin to explore	*Sing expressively	*Layer sounds to	*Perform own
soundscape (busy	and rhythmic	reasons for	combining dynamics,	create effects.	compositions from
road/city)	phrases.	composers' tempo	tempo and pitch.	*Compose melodic	memory.
*Layer sounds to	* Reflect on own	choices.	*Take part in three-	and rhythmic	
create effects	composition's	*Pick out details	part harmonies and descants.	phrases.	
*Lead a group in a	dynamics, tempo and	within a piece and		Starting to interpret	
performance.	timbre.	recall these details		musical notation	
	Begin to explore	from memory.		*Evaluate others'	
	reasons for	*Compare pieces		work thinking about	
		thinking about		texture, structure,	

composers choices. *Evaluate of work think texture, str timbre and dynamics. * Sing expr combining tempo and * Perform of composition memory. * Perform of rhythmic a	timbre and dynamics. *Explain how the music of the past reflected the societ of the time. ressively dynamics, pitch. own ons from		timbre and dynamics. *Perform own compositions from memory. *Perform own rhythmic and melodic patterns on an instrument * Lead a group in a performance.	
melodic pa an instrum				
		taken from Charanga		
	* <u>Listening &amp;</u>	Singing skills:	Playing	Improvisations
	Appraising skills: To confidently identify and move the pulse. • To talk about the musical dimensions working together in the Unit songs e.g. the song gets loude in the chorus (dynamics).	<ul> <li>To enjoy exploring</li> <li>singing solo. To listen</li> <li>to the group when</li> <li>singing.</li> <li>if</li> <li>To demonstrate a</li> </ul>	<ul> <li>Play a musical instrument with the correct technique within the context of the Unit song.</li> <li>Select and learn an instrumental part that matches their musical challenge, using one of the</li> </ul>	Improvise using instruments in the context of a song to be performed. Use the improvisation tracks provided and improvise using the Bronze, Silver or Gold Challenges.

		<ul> <li>Talk about the music and how it makes them feel.</li> <li>Listen carefully and respectfully to other people's thoughts about the music.</li> <li>When you talk try to use musical words.</li> <li>During the games: Bronze Challenge</li> <li>Find the pulse</li> <li>Copy back rhythms based on the words of the main song, that include syncopation/off beat</li> <li>Copy back one- note riffs using</li> </ul>	<ul> <li>To experience rapping and solo singing.</li> <li>To listen to each other and be aware of how you fit into the group.</li> <li>To sing with awareness of being 'in tune'.</li> </ul>	differentiated parts – a one-note, simple or medium part or the melody of the song from memory or using notation. • To rehearse and perform their part within the context of the Unit song. • To listen to and follow musical instructions from a leader. • To lead a rehearsal session.	2.	Copy back using instruments. Use one note. O Silver – Copy back using instruments. Use the two notes.
		simple and syncopated rhythm patterns				
Computing	Computing	Computing	Computing Knowledge	Computing		Computing
Knowledge	Knowledge	Knowledge		Knowledge		Knowledge
Purple Mash Unit 5.3	Purple mash unit 5.1	Purple Mash Unit 5.4	Purple Mash Unit 5.2	Purple Mash Unit	Pu	rple Mash Unit
Spreadsheets	Coding	Databases	Online safety	5.6 3D Modelling	5.7	Concept Maps

			Purple Mash Unit 5.5 Game Creator		
*To know how to use a spreadsheet. *To know how to input and manipulate data into a spreadsheet. *To know how to use text variables to perform calculations.	<ul> <li>*To understand the vocabulary associated with coding, e.g. algorithm, action, command, variable, etc.</li> <li>* To know how to create an algorithm to produce a desired outcome.</li> <li>To know how to use a sketch or storyboard to represent a program design and algorithm.</li> <li>To know how to use the design to create a program</li> </ul>	*To know how to search for information on a database *To know how to contribute to a class database. *To know how to create a database around a chosen topic.	*To gain a greater understanding of the impact that sharing digital content can have. *To know how to review sources of support when using technology. *To know their responsibility to one another in their online behaviour *To know what Childnet SMART CREW is. *To know how to maintain secure passwords. * To understand the advantages, disadvantages, permissions and purposes of altering an image digitally and the reasons for this.	*To know what the 2Design and Make tool is for. *To know how to explore the effect of moving points when designing. *To understand designing for a purpose. *To understand printing and making.	*To understand the need for visual representation when generating and discussing complex ideas. *To understand and use the correct vocabulary when creating a concept map. *To know how to create a concept map *To understand how a concept map can be used to retell stories and information. *To know how to create a collaborative concept map and present this to an audience.

			* To be aware of appropriate and inappropriate text, photographs and videos and the impact of sharing these online. * To know how to search the Internet with a consideration for the reliability of the results of sources to check validity and understand the impact of incorrect information *To know how to create and evaluate a game.		
Computing Skills	Computing Skills	Computing Skills	Computing Skills	Computing Skills	Computing Skills
		Skills taken from	Classroom Monitor		
<ul> <li>Combine a variety of software to accomplish given goals on a range of digital devices.</li> <li>Design and create systems that accomplish given goals</li> </ul>	<ul> <li>Work with variables.</li> <li>Solve problems in writing programs by decomposing them into smaller parts Use selection and repetition in programs</li> </ul>	*Combine a variety of software to accomplish given goals on a range of digital devices *Appreciate how search results are ranked	*Understand the importance of using technology safely, respectfully and responsibly *Identify a range of ways to report concerns about content and contact	*Design and create systems that accomplish given goals *Combine a variety of software to accomplish given goals on a range of digital devices	*Design and create systems that accomplish given goals *Combine a variety of software to accomplish given goals on a range of digital devices

•Analyse and evaluate information and data	<ul> <li>Simulate physical systems</li> <li>Explain how some simple algorithms work and detect and correct errors in them.</li> <li>Design and create systems that accomplish given goals</li> </ul>		*Solve problems in writing programs by decomposing them into smaller parts		*Solve problems in writing programs by decomposing them into smaller parts
Skills from Purple	Skills from Purple	Skills from Purple	Skills from Purple	Skills from Purple	Skills from Purple
mash:	mash:	mash:	mash:	mash:	mash:
*To create a formula	To use sketching to	To understand the		*To know what the	*To be able to make
in a spreadsheet to	design a program	different ways to	To know what Childnet	2Design and Make	connections
convert m to cm	and reflect upon	search a database.	SMART CREW is and	tool is for.	between thoughts
*To use a	their design.	To be able to search	have thought critically	*To have explored	and ideas.
spreadsheet to work	To explain how their	a database in order	about the information	the different	*To see the
out which letters	program simulates a	to answer questions	that they share online	viewpoints in	importance of
appear most often.	physical system.	correctly.	both about themselves	2Design and Make	recording concept
*To use a	To explain what a	To design an avatar	and others.	whilst designing a	maps visually
spreadsheet to work	variable is in	for a class database.	*To know who to tell	building.	*To understand
out the area and	programming	To successfully enter	if they are upset by	*To have adapted	what is meant by
perimeter of	To create a game	information into a	something that	one of the vehicle	'concept maps',
rectangles.	which has a timer	class database.	happens online.	models by moving	'stage', 'nodes' and
*To use a	and score pad.	To create their own	*To use the SMART	the points to alter	'connections'.
spreadsheet to		database on a	rules as a source of	the shape of the	*To create a basic
model a real-life		chosen topic.	guidance when online.		concept map.

situation and come	To use variables to	To add records to	think critically about	vehicle while still	* To use 2Connect
up with solutions that	control the objects in	their database.	what they share	maintaining its form.	Story Mode to
can be practically	the game.		online, even when	*To have explored	create an
applied			asked by a usually	how to edit the	informative text.
			reliable person to	polygon 3D models	
			share something	to design a 3D	
			*To have clear ideas	model	
			about good passwords.	*To have refined	
			*To see how they can	one of their designs	
			use images and digital	to prepare it for	
			technology to create	printing.	
			effects not possible	*To have printed	
			without technology.	their design as a 2D	
			To experience how	net and then	
			image manipulation	created a 3D model.	
			could be used to upset	*To have explored	
			them or others even	the possibilities of	
			using simple, freely	3D printing model	
			available tools and	for a purpose	
			little specialist		
			knowledge.		
			*To review and analyse		
			a computer game.		
			*To describe some of		
			the elements that		
			make a successful		
			game.		
			*To begin the process		
			of designing their own		
			game		

PE Knowledge	PE Knowledge	PE Knowledge	PE Knowledge	PE Knowledge	PE Knowledge
*To know the rules	*To know how to	*To know the rules	*To know that dance	*To know the rules	*To know how to
for playing a game of	follow a set of	for playing tag rugby.	comes in various	for playing a game	throw a javelin
hockey.	instructions to lead	*To know the rules	styles.	of rounders	correctly
*To know that dance	them to a given goal.	for playing seated	*To know the rules for		*To know how to
comes in various	*To know how to	volleyball.	playing netball.		run more effectively
styles	communicate				and efficiently
	effectively.				*To know how to
	*To know how to				jump correctly from
	sequence a routine				one foot to same
	in gymnastics.				foot to two feet
					*To know the rules
					for playing a game
					of cricket
PE Skills	PE Skills	PE Skills	PE Skills	PE Skills	PE Skills
<u>Hockey</u>	<b>Orienteering</b>	Tag rugby	<u>Netball</u>	<u>Rounders</u>	<u>Athletics</u>
•In a game, select the	Plan a simple	*Choose the most	Choose the most		*use a body shape
•In a game, select the most appropriate	Plan a simple     orienteering trial for	*Choose the most appropriate throw to	Choose the most appropriate throw to	•Hit a ball into space	*use a body shape to decrease air
•In a game, select the most appropriate person to pass to and	<ul> <li>Plan a simple orienteering trial for others to complete</li> </ul>	*Choose the most appropriate throw to use within a game.	Choose the most appropriate throw to use within a game.	•Hit a ball into space to help increase	*use a body shape to decrease air resistance when
•In a game, select the most appropriate	<ul> <li>Plan a simple orienteering trial for others to complete</li> <li>Read a wide variety</li> </ul>	*Choose the most appropriate throw to use within a game. *Call out for a catch	Choose the most appropriate throw to use within a game. *Call out for a catch in	•Hit a ball into space	*use a body shape to decrease air resistance when running
•In a game, select the most appropriate person to pass to and the style of pass to use.	<ul> <li>Plan a simple orienteering trial for others to complete</li> <li>Read a wide variety of map symbols and</li> </ul>	*Choose the most appropriate throw to use within a game. *Call out for a catch in a game showing	Choose the most appropriate throw to use within a game. *Call out for a catch in a game showing they	•Hit a ball into space to help increase score within a game.	*use a body shape to decrease air resistance when running *Use the correct
<ul> <li>In a game, select the most appropriate person to pass to and the style of pass to use.</li> <li>Hit a ball into space</li> </ul>	<ul> <li>Plan a simple orienteering trial for others to complete</li> <li>Read a wide variety of map symbols and use a compass when</li> </ul>	*Choose the most appropriate throw to use within a game. *Call out for a catch in a game showing they know they are	Choose the most appropriate throw to use within a game. *Call out for a catch in a game showing they know they are in the	<ul> <li>Hit a ball into space to help increase score within a game.</li> <li>Help other</li> </ul>	*use a body shape to decrease air resistance when running *Use the correct action to throw a
<ul> <li>In a game, select the most appropriate person to pass to and the style of pass to use.</li> <li>Hit a ball into space to help increase score</li> </ul>	<ul> <li>Plan a simple orienteering trial for others to complete</li> <li>Read a wide variety of map symbols and use a compass when following a given</li> </ul>	*Choose the most appropriate throw to use within a game. *Call out for a catch in a game showing they know they are in the best place.	Choose the most appropriate throw to use within a game. *Call out for a catch in a game showing they know they are in the best place.	<ul> <li>Hit a ball into space to help increase score within a game.</li> <li>Help other members of team to</li> </ul>	*use a body shape to decrease air resistance when running *Use the correct action to throw a javelin with a run up
<ul> <li>In a game, select the most appropriate person to pass to and the style of pass to use.</li> <li>Hit a ball into space to help increase score within a game.</li> </ul>	<ul> <li>Plan a simple orienteering trial for others to complete</li> <li>Read a wide variety of map symbols and use a compass when following a given route. Plan ideas of</li> </ul>	*Choose the most appropriate throw to use within a game. *Call out for a catch in a game showing they know they are in the best place. *In a game, select	Choose the most appropriate throw to use within a game. *Call out for a catch in a game showing they know they are in the best place. *In a game, select the	<ul> <li>Hit a ball into space to help increase score within a game.</li> <li>Help other members of team to find space within a</li> </ul>	*use a body shape to decrease air resistance when running *Use the correct action to throw a javelin with a run up *Jump one foot to
<ul> <li>In a game, select the most appropriate person to pass to and the style of pass to use.</li> <li>Hit a ball into space to help increase score within a game.</li> <li>Dribble a ball in</li> </ul>	<ul> <li>Plan a simple orienteering trial for others to complete</li> <li>Read a wide variety of map symbols and use a compass when following a given route. Plan ideas of how to solve a</li> </ul>	*Choose the most appropriate throw to use within a game. *Call out for a catch in a game showing they know they are in the best place. *In a game, select the most appropriate	Choose the most appropriate throw to use within a game. *Call out for a catch in a game showing they know they are in the best place. *In a game, select the most appropriate	<ul> <li>Hit a ball into space to help increase score within a game.</li> <li>Help other members of team to</li> </ul>	*use a body shape to decrease air resistance when running *Use the correct action to throw a javelin with a run up *Jump one foot to same foot to two
<ul> <li>In a game, select the most appropriate person to pass to and the style of pass to use.</li> <li>Hit a ball into space to help increase score within a game.</li> <li>Dribble a ball in different directions</li> </ul>	<ul> <li>Plan a simple orienteering trial for others to complete</li> <li>Read a wide variety of map symbols and use a compass when following a given route. Plan ideas of how to solve a problem before</li> </ul>	*Choose the most appropriate throw to use within a game. *Call out for a catch in a game showing they know they are in the best place. *In a game, select the most appropriate person to pass to	Choose the most appropriate throw to use within a game. *Call out for a catch in a game showing they know they are in the best place. *In a game, select the most appropriate person to pass to and	<ul> <li>Hit a ball into space to help increase score within a game.</li> <li>Help other members of team to find space within a</li> </ul>	*use a body shape to decrease air resistance when running *Use the correct action to throw a javelin with a run up *Jump one foot to
<ul> <li>In a game, select the most appropriate person to pass to and the style of pass to use.</li> <li>Hit a ball into space to help increase score within a game.</li> <li>Dribble a ball in different directions and avoid obstacles.</li> </ul>	<ul> <li>Plan a simple orienteering trial for others to complete</li> <li>Read a wide variety of map symbols and use a compass when following a given route. Plan ideas of how to solve a problem before attempting it.</li> </ul>	*Choose the most appropriate throw to use within a game. *Call out for a catch in a game showing they know they are in the best place. *In a game, select the most appropriate person to pass to and the style of pass	Choose the most appropriate throw to use within a game. *Call out for a catch in a game showing they know they are in the best place. *In a game, select the most appropriate person to pass to and the style of pass to use	<ul> <li>Hit a ball into space to help increase score within a game.</li> <li>Help other members of team to find space within a</li> </ul>	*use a body shape to decrease air resistance when running *Use the correct action to throw a javelin with a run up *Jump one foot to same foot to two
<ul> <li>In a game, select the most appropriate person to pass to and the style of pass to use.</li> <li>Hit a ball into space to help increase score within a game.</li> <li>Dribble a ball in different directions and avoid obstacles.</li> <li>Help other</li> </ul>	<ul> <li>Plan a simple orienteering trial for others to complete</li> <li>Read a wide variety of map symbols and use a compass when following a given route. Plan ideas of how to solve a problem before attempting it.</li> <li>Decide if verbal or</li> </ul>	*Choose the most appropriate throw to use within a game. *Call out for a catch in a game showing they know they are in the best place. *In a game, select the most appropriate person to pass to and the style of pass to use	Choose the most appropriate throw to use within a game. *Call out for a catch in a game showing they know they are in the best place. *In a game, select the most appropriate person to pass to and the style of pass to use *Help other members	<ul> <li>Hit a ball into space to help increase score within a game.</li> <li>Help other members of team to find space within a</li> </ul>	*use a body shape to decrease air resistance when running *Use the correct action to throw a javelin with a run up *Jump one foot to same foot to two feet
<ul> <li>In a game, select the most appropriate person to pass to and the style of pass to use.</li> <li>Hit a ball into space to help increase score within a game.</li> <li>Dribble a ball in different directions and avoid obstacles.</li> </ul>	<ul> <li>Plan a simple orienteering trial for others to complete</li> <li>Read a wide variety of map symbols and use a compass when following a given route. Plan ideas of how to solve a problem before attempting it.</li> </ul>	*Choose the most appropriate throw to use within a game. *Call out for a catch in a game showing they know they are in the best place. *In a game, select the most appropriate person to pass to and the style of pass	Choose the most appropriate throw to use within a game. *Call out for a catch in a game showing they know they are in the best place. *In a game, select the most appropriate person to pass to and the style of pass to use	<ul> <li>Hit a ball into space to help increase score within a game.</li> <li>Help other members of team to find space within a</li> </ul>	*use a body shape to decrease air resistance when running *Use the correct action to throw a javelin with a run up *Jump one foot to same foot to two

find space within a	the most effective	find space within a	*Use a range of	•Hit a ball into space
team game.	choice when solving	team game.	attacking and	to help increase
<ul> <li>Use a range of</li> </ul>	problems.	*Use a range of	defending skills when	score within a game.
attacking and	Take the lead within	attacking and	playing a team game	<ul> <li>Help other</li> </ul>
defending skills when	a group challenge	defending skills when		members of team to
playing a team game.	and give clear	playing a team game.		find space within a
	instructions to			team game.
<ul> <li>Perform dance</li> </ul>	others.			*Call out for a catch
actions with control	<ul> <li>Evaluate own and</li> </ul>			in a game showing
and expression.	the team's		<u>Dance</u>	they know they are
<ul> <li>Choose own dance</li> </ul>	performance and		*Perform dance	in the best place.
steps and	suggest		actions with control	
movements and then	improvements.		and expression.	
develop them into a			<ul> <li>Choose own dance</li> </ul>	
routine.	<b>Gymnastics</b>		steps and movements	
<ul> <li>Choreograph short</li> </ul>	<ul> <li>Perform actions in</li> </ul>		and then develop them	
routines to portray a	and out of rolls.		into a routine.	
particular mood or	<ul> <li>Lead others in a</li> </ul>		<ul> <li>Choreograph short</li> </ul>	
style.	stretching routine to		routines to portray a	
	prepare for		particular mood or	
	gymnastics. Perform		style.	
	a range of balances			
	with a high level of			
	control and accuracy.			
	<ul> <li>Hold different</li> </ul>			
	positions when			
	balancing and use			
	different shapes to			
	express a given			
	theme/mood. Create			

	<ul> <li>sequences that have</li> <li>changes of speed</li> <li>and level.</li> <li>Select the most</li> <li>appropriate ways to</li> <li>travel from one</li> <li>balance to another.</li> </ul>				
END POINTS	END POINTS	END POINTS	END POINTS	END POINTS	END POINTS
Children will have a greater understanding and appreciation of their local area and their connection to it.	Children will have a greater understanding about themselves as humans, as well as how animals also fit into our lives and ecosystems.	Children will have a greater appreciation of how our society and democracy was formed through making links with the Ancient Greeks.	Children will have a greater understanding about the importance of materials used all around us and how they shape our lives.	Children will have a greater understanding about our planet Earth and Space. They will have a greater empathy with our planet.	Children will have a greater understanding about the wider world and Ancient civilisations and will be able to make connections with what they have learnt about Africa