Curriculum Overview UKS2

Reading Grammar * Read a broad range of genres Writing * Use appropriate register/ style Art & Design Computing * Use knowledge of morphology * Use sketchbooks to collect, record, review, * Design & write programs to solve problems * Make comparisons * Use the passive voice for purpose & etymology in spelling revisit & evaluate ideas * Use sequences, repetition, inputs, variables within/across books & * Use features to convey & clarify meaning * Develop legible personal * Improve mastery of techniques such as and outputs in programs recommend * Use full punctuation drawing, painting and sculpture with varied Detect & correct errors in programs * Support inferences with handwriting style * Use language of subject/object Understand uses of networks for * Plan writing to suit audience & materials evidence * Summarising key points from purpose; use models of writing **Speaking & Listening** * Learn about great artists, architects & collaboration & communication * Develop character & setting in designers * Be discerning in evaluating digital content * Use questions to build knowledge texts narrative * Identify how language, * Articulate arguments & opinions * Select grammar & vocabulary * Use spoken language to speculate, structure, etc. contribute to for effect meaning hypothesise & explore * Discuss use of language, inc. * Use a wide range of cohesive * Use appropriate register & language Design & Technology devices * Use research& criteria to develop products Geography figurative * Provide reasoned justifications * Ensure grammatical consistency which are fit for purpose and aimed at specific * Name & locate for views groups * Use annotated sketches, cross-section diagrams counties, cities, regions & features of UK * Understand latitude, longitude, Equator, & computer-aided design Number/Calculation Mathematics Fractions, decimals & percentages * Analyse & evaluate existing products hemispheres, tropics, polar circles & time zones Secure place value & **Geometry & Measures** Compare & simplify fractions * Study a region of Europe, and of the Americas and improve own work rounding to 10.000.000 Confidently use a range of Use equivalents to add fractions * Understand biomes, vegetation belts, land use, Use mechanical & electrical systems including negatives measures & conversions Image: Multiply simple fractions economic activity, distribution of resources, etc. n own products, including I All written methods. Calculate area of triangles / Divide fractions by whole numbers *Human geography incl. types of settlement, land programming Solve problems using decimals & percentages including long division parallelograms use and economic use ⁶ Cook savoury dishes for a healthy & varied diet ☑ Use order of operations (not) Use area & volume formulas I Use written division up to 2dp *Use 4- and 6-figure grid references on OS maps indices) Classify shapes by properties Introduce ratio & proportion Identify factors, multiples & I Know and use angle rules Modern Languages Music Translate & reflect shapes, primes Solve multi-step number using all four quadrants * Listen & engage problems * Perform with control & expression *Engage in conversations, expressing opinions Algebra Data *Speak in simple language & be understood solo & in ensembles Introduce simple use of ☑ Use pie charts *Develop appropriate pronunciation *Improvise & compose using unknowns Calculate mean averages *Present ideas & information orally dimensions of music *Show understanding in simple reading * Listen to detail and recall aurally History * Use & understand basics of staff notation *Adapt known language to create new ideas Science **British History** *Describe people, places & things * Develop an understanding of the history of * An extended period study, e.g. music, including great musicians & composers *Life cycles of plants & *Understand basic grammar, e.g. gender - Significant turning points in British history animals (inc. mammal, insect, bird, etc) - Roman Empire & impact on Britain: * Describe changes as humans develop & mature Education Religious - Julius Caesar's attempted invasion * Classification, including micro-organisms **Physical Education** - British resistance, e.g. Boudicca * Health & Lifestyles, incl. circulatory system Industrial Revolution * Evolution & Adaptation * Use running, jumping, catching and throwing in *Christianity- festivals and places of worship *A study of British History past 1066 isolation and in combination *Islam- festivals and places of worship * Classify materials according to a variety of properties The Great Plague * Play competitive games, applying basic principles *Judaism –festivals and culture * Understand mixtures & solutions * Develop flexibility & control in gym, dance & *Sikhism-festivals and places of * Know about reversible changes; identify irreversible **Broader History Study** athletics orship * Non-European society * Light & Shadows; the eye * Take part in Outdoor & Adventurous activities -comparisons drawn between religions - Mayan civilization * Forces, including gravity * Compare performances to achieve personal *Ancient Greece - A study of Greek life and * Electricity: investigating circuits bests * Understand location and interaction of Sun, Earth & Moon achievements and their influence on the western

* Introduce gravity, resistance & mechanical forces