

Voyages of Discovery—Spring 2017

Science	<p>Everyday Materials</p> <p>Pupils should be taught to:</p> <ul style="list-style-type: none">• distinguish between an object and the material from which it is made• identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock• describe the simple physical properties of a variety of everyday materials• compare and group together a variety of everyday materials on the basis of their simple physical properties.
History	<ul style="list-style-type: none">• the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods
Geography	<ul style="list-style-type: none">• use basic geographical vocabulary to refer to:<ul style="list-style-type: none">• key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather• name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas• name and locate the world's seven continents and five oceans• use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage• use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map
Computing	<ul style="list-style-type: none">• understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions• create and debug simple programs
Art & Design	<ul style="list-style-type: none">• to use a range of materials creatively to design and make products
D&T	<ul style="list-style-type: none">• Technical knowledge; Explore and use mechanisms [for example, levers and sliders], in their products.• Make: Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
Music	<ul style="list-style-type: none">• play tuned and untuned instruments musically
P.E.	<ul style="list-style-type: none">• master basic movements including developing balance, agility and co-ordination, and begin to apply these in a range of activities• participate in team games, developing simple tactics for attacking and defending