

Science	products for themselves and other users based on design criteria.	Perform dances using simple movement patterns.
Biology	Generate develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.	
Plants	Identify, classify and describe their basic structure.	
Animals and humans	Identify, classify and observe.	
Chemistry	Make Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing.	
Materials	Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.	
	Look at the practical uses of everyday materials.	
Physics	Evaluate Explore and evaluate a range of existing products.	
Light	Evaluate their ideas and products against design criteria.	
Earth and space	Technical knowledge Build structures, exploring how they can be made stronger, stiffer and more stable.	
Working Scientifically	Across all year groups scientific knowledge and skills should be learned by working scientifically. (This is documented in the Essentials for progress section.)	
Art & Design	Geography Investigate the world's continents and oceans. Investigate the countries and capitals of the United Kingdom. Explore weather and climate in the United Kingdom and around the world. Use world maps, atlases and globes. Use fieldwork and observational skills.	
	Use experiences and ideas as the inspiration for artwork.	
	Share ideas using drawing, painting and sculpture.	
	Explore a variety of techniques.	
	Learn about the work of a range of artists, artisans and designers.	
Computing	History Key events in the past that are significant nationally and globally, particularly those that coincide with festivals or other events that are commemorated throughout the year. Significant historical events, people and places in their own locality.	
	Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions.	
	Write and test simple programs.	
	Use logical reasoning to predict the behaviour of simple programs.	
	Communicate safely and respectfully online, keeping personal information private and recognise common uses of information technology beyond school.	
Design & Technology	Music Use their voices expressively by singing songs and speaking chants and rhymes. Play tuned and untuned instruments musically. Listen with concentration and understanding to a range of high-quality live and recorded music. Make and combine sounds using the inter-related dimensions of music.	
Design	Physical Education Participate in team games, developing simple tactics for attacking and defending.	
	Design purposeful, functional, appealing	