







Art and design			Computing		
Knowledge <i>I know...</i>	Skills <i>I can...</i>	Links back to <i>I remember...</i>	Knowledge <i>I know...</i>	Skills <i>I can...</i>	Links back to <i>I remember...</i>
<ul style="list-style-type: none"> <li>Pablo Picasso was a Spanish artist.</li> <li>He is not alive now.</li> <li>Picasso changed his style.</li> <li>He began with realistic drawings (e.g. Picasso when he was 18 and 25).</li> <li>Pencils and charcoal can make different marks (stipple and blend).</li> </ul>	<ul style="list-style-type: none"> <li>Use a pencil on a range of scales.</li> <li>Use charcoal and pencils.</li> <li>Use stippling and blending.</li> <li>Vary tone through blending.</li> <li>Use drawing to share my ideas and experiences</li> <li>Infill a shape with a solid, even infill</li> <li>Link my own work to Pablo Picasso</li> <li>Describe similarities and differences e.g. Picasso at 18 and 25.</li> </ul>	<ul style="list-style-type: none"> <li>Vincent Van Gogh was a Dutch artist.</li> <li>He is not alive now.</li> <li>Painting Van Gogh's Starry Night.</li> <li>Red, yellow and blue are primary colours.</li> <li>Orange, purple and green are secondary colours.</li> <li>You add black to shade and white to tint.</li> </ul>	<ul style="list-style-type: none"> <li>An algorithm is a precise set of ordered steps.</li> <li>A program is a set of ordered commands that can be run by a computer to achieve a task.</li> <li>Debugging is finding and fixing a problem.</li> <li>A sequence needs a start and an outcome.</li> <li>Changing blocks in a program will change the outcome.</li> <li>To follow our HIS Golden Rules online.</li> <li>Who to ask for help if I am worried about something I see/receive online.</li> </ul>	<ul style="list-style-type: none"> <li>Identify the start of a sequence and run my program.</li> <li>Predict the outcome of a sequence of commands</li> <li>Change the sequence of commands and change the outcome.</li> <li>Create and change a program with a given design.</li> <li>Create a program of my own design.</li> <li>Select the correct tools.</li> <li>Say what I would change about my program to improve it.</li> </ul>	<ul style="list-style-type: none"> <li>Programming a Beebot with support</li> <li>How to stay safe online</li> <li>Using an iPad to create a picture</li> </ul>

Vocabulary:	Images:	Vocabulary:	Images:
<p><b>Blending:</b> mixing two colours so the join is gradual.</p> <p><b>Drawing:</b> a picture made with a pencil, pen, or crayon rather than paint</p> <p><b>Infill:</b> fill a space</p> <p><b>Line:</b> a narrow continuous mark; the edge or contour of a shape.</p> <p><b>Outline:</b> a line by which an object or figure is or appears to be bordered.</p> <p><b>Pattern:</b> a decorative design, repeated or related parts.</p> <p><b>Realistic:</b> shows true to life</p> <p><b>Scale:</b> relative or equal size.</p> <p><b>Shape:</b> the form of an object defined by outline.</p> <p><b>Stippling:</b> tiny dots built up</p> <p><b>Tone:</b> the variations of a colour or gradations between black and white (lighter and darker).</p>	 <p>Picasso age 90</p>	<p><b>Algorithm:</b> a precise set of ordered steps that can be followed by a human or a computer to achieve a task.</p> <p><b>Beebot:</b> a programmable robot</p> <p><b>Block:</b> a movement</p> <p><b>Debugging:</b> finding and fixing a problem with a program.</p> <p><b>Program:</b> a set of ordered commands that can be run by a computer to complete a task.</p> <p><b>Code:</b> The commands a computer can run.</p> <p><b>Command:</b> a single instruction that can be used in a program to control a computer.</p> <p><b>Retrieve:</b> find information stored in a computer.</p> <p><b>Run:</b> to action the commands in a program.</p> <p><b>Tool:</b> a device used to carry out a particular job.</p> <p><b>Save:</b> store for future use.</p> <p><b>Sequence:</b> the order in which commands are performed to achieve a task.</p> <p><b>Sprite:</b> the main characters of the project.</p> <p><b>Value:</b> the way to change a variable in a block.</p>	



Geography			Science				
Knowledge <i>I know...</i>	Skills <i>I can...</i>	Links back to <i>I remember...</i>	Knowledge <i>I know...</i>	Skills <i>I can...</i>	Links back to <i>I remember...</i>		
<ul style="list-style-type: none"> <li>London is the capital city of England.</li> <li>Cardiff is the capital city of Wales.</li> <li>Edinburgh is the capital city of Scotland.</li> <li>Belfast is the capital city of Northern Ireland.</li> <li>The UK is made up of 4 countries (England, Northern Ireland, Scotland and Wales).</li> <li>The surrounding seas of the UK (North Sea, North Atlantic Ocean, English Channel).</li> <li>Some characteristics of each country e.g. Giant's causeway, Buckingham Palace, Edinburgh castle, Snowdon</li> </ul>	<ul style="list-style-type: none"> <li>Ask and answer simple geographical questions</li> <li>Make observations about where things are.</li> <li>Use a map, atlas and globe to locate the UK</li> <li>Use aerial photographs to recognise landmarks and human and physical features.</li> <li>Compare human and physical features of different places.</li> <li>Explore similarities and differences between the human and physical geography of Huntingdon and London.</li> </ul>	<ul style="list-style-type: none"> <li>Investigating my school grounds (Reception).</li> <li>Walking to the library in Huntingdon and local area walk (Y1).</li> <li>Making a simple map (Y1)</li> <li>Huntingdon is a town in England (Autumn).</li> </ul>	<ul style="list-style-type: none"> <li>That living things – move, reproduce, grow, breathe (respire), excrete, gets nutrients</li> <li>Dead things were once alive (and no longer do the above).</li> <li>Some things have never been alive.</li> <li>Most UK animals live in habitats to which they are suited.</li> <li>That UK animals and plants depend on each other.</li> <li>How UK animals obtain their food.</li> </ul>	<ul style="list-style-type: none"> <li>Compare differences between living, dead and never been alive.</li> <li>Describe how different UK habitats provide basic needs for UK animals.</li> <li>Use a simple food chain.</li> <li>Identify and classify different UK animals.</li> <li>Group and classify in different ways.</li> </ul>	<ul style="list-style-type: none"> <li>What a fish, bird, reptile, mammal and amphibian is (Y1).</li> <li>What a herbivore, carnivore, omnivore eats (Y1).</li> <li>Labelling the parts of common animals (Y1).</li> <li>The life-cycle of a chick (Y1).</li> </ul>		
<b>Vocabulary:</b> <b>Atlas:</b> a collection of maps, usually in a book. <b>Capital:</b> a city or town where the central government of the country is <b>City:</b> a place that is larger than a town <b>Country:</b> an area of land that has its own government <b>Globe:</b> model of the earth <b>Landmark:</b> human or physical feature which is well known in an area and can represent that place. <b>Map:</b> a diagram to show where places are located and features of places. <b>Town:</b> a built up area <b>UK:</b> United Kingdom (England, Northern Ireland, Scotland and Wales)		<b>Images:</b>  		<b>Vocabulary:</b> <b>Dead:</b> Dead things were once alive and no longer move, reproduce, grow, breath (respire), excrete, get nutrients, <b>Excretion:</b> getting rid of waste from the body. <b>Food chain:</b> a series of organisms each dependent on the next as a source of food <b>Habitat:</b> where an organism lives. <b>Nutrients:</b> a substance that provides nourishment. <b>Reproduce:</b> making a new generation – animals have babies, new plants grow from seeds. <b>Respire:</b> using oxygen to turn food into energy		<b>Images:</b> 