## Perryfields Infant School



# KS1 Curriculum Coverage, Progression and Assessment Document 

Foundation subjects and science

September 2020


## Perryfields Infant School

## Science and Foundation Subjects

## Year 1

Science - working scientifically is covered in all blocks. Where it is an assessment focus it is indicated in blue.

| Block | Key knowledge (know) | Key skills (able to) |
| :---: | :---: | :---: |
| Animals - compare and identify different types | - Key features and differences between birds, fish, amphibians, reptiles, mammals and invertebrates. <br> - Know what is meant by carnivore, omnivore and herbivore. <br> - Name some animals from each group. | - Describe and compare different animals. <br> - Sort animals into types. <br> - Sort animals by what they eat. |
| The Human Body | - Name and identify heart, lungs and brain. <br> - Main functions of heart, lungs and brain. <br> - Name main bones and joints. | - Label key organs on a picture of the body. <br> - Describe the function of key organs. <br> - Label main limbs and joints. <br> - Use observations to suggest ideas. |
| Senses | - Name the 5 senses. <br> - Know which organ is related to each sense. | - Label parts of the body related to senses. <br> - Perform simple tests. <br> - Collect and record data to answer questions. <br> - Observe closely to help answer questions. |
| Plants - structure and identification | - Basic structure of flowering plants (including trees). <br> - Name common wild and garden plants. <br> - Know what is meant by deciduous and evergreen. | - Label parts of a plant and explain their function. <br> - Identify common plants using a key. <br> - Explain the difference between deciduous and evergreen plants and give an example of each. |


| Seasonal changes | - Order of the seasons. <br> - How daylight changes. <br> - Other seasonal changes (deciduous trees, migration of birds etc.) | - Describe typical weather in different seasons. <br> - Use observations to suggest ideas/ reasons. <br> - Explain changes in daylight and the natural world during different seasons. |
| :---: | :---: | :---: |
| Materials properties | - Understand "material" and name common ones. <br> - Understand "properties" and name some. <br> - Identify simple properties of common materials. <br> - Understand the difference between materials and objects. | - Group materials by their properties. <br> - Separate objects from materials. <br> - Identify suitable materials for a given purpose. |

Computing - e-safety is covered in every block but is only the assessment focus in 2 blocks, indicated in red.

| Block | Key knowledge (know) | Key skills (able to) |
| :---: | :---: | :---: |
| Paint/ digital art + e-safety | - Which programs to use and how to access them. <br> - How to change size, shape and colour applied. | - Change size and shape of brush/pen. <br> - Change colour used. <br> - Select different effects. |
| Coding + debugging $+\mathrm{e}-$ safety | - That an algorithm is a set of clear instructions to make something happen. <br> - That arrows can be used to control the distance and direction of travel. <br> - That a program will run identically each time. | - Program a toy by specifying the number and direction of steps (and turns). <br> - Program a sprite by specifying the number and direction of steps (and turns). <br> - Change a program if it does not work as intended. |
| Email + e-safety | - Rules to stay safe online and who to tell if worried. <br> - Where to locate email. <br> - How to open email. <br> - How to send email. | - Talk about how to stay safe online. <br> - Choose addressee, compose and send email. <br> - Open and reply to email. |
| Word/ keyboard use + e-safety | - Open and save a document. <br> - Use spaces, capitals and new lines. <br> - Undo and correct errors. | - Create a simple written document. <br> - Make changes to a document. <br> - Save their work. <br> - Identify who might use this in the world of work. |
| Graphs and data + e-safety | - Create a pictogram and input data. | - Create a simple graph using data provided. |


|  | - Create a graph and add data. <br> - Add titles. <br> - Print work produced on the given program. | - Create a simple pictogram using data provided. <br> - Print work. <br> - Identify who might use this in the world of work. |
| :---: | :---: | :---: |
| Using the internet - games online + e-safety | - Rules for staying safe online. <br> - Know how to use a search engine. <br> - Know how to locate and navigate favourite websites. | - Say how to stay safe online. <br> - Search for images or facts. <br> - Access and use games. |

## History

| Block | Key knowledge | Key skills |
| :---: | :---: | :---: |
| Changes within living memory | - Historical vocabulary. <br> - Different sources used to find out about the recent past. <br> - How a timeline is organised (longest ago on left). | - Use common words and phrases to talk about passage of time. <br> - Ask questions and describe events based on sources used. <br> - Order events and artefacts in a timeline. |
| Events in a period beyond living memory | - Key facts and dates of events studied. <br> - There may be different versions of the same event. <br> - Reasons people acted as they did in the past. | - Recall key facts and dates. <br> - Sequence facts and dates in order. <br> - Explain that there may be different sources that tell us about events in the past. <br> - Make suggestions about why people did things and how they felt. |
| A significant individual from history | - What life was like at a given time in the past. <br> - Why a significant person is remembered. <br> - Key events of a famous person's life. | - Identify similarities and differences between past and present. <br> - Recount key events from a person's life. <br> - Talk, draw and write about a famous person. |

## Geography

| Block | Key knowledge | Key skills |
| :--- | :---: | :---: |
| Continents, oceans <br> and weather | Name and locate 7 <br> continents | Use maps, atlases and <br> globes to find places. |
|  | - Name and locate 5 | Oceans. |


|  | - Identify UK and its countries. |  |
| :---: | :---: | :---: |
| Comparing UK and a non-EU country | - Basic geographical vocabulary for physical features, including weather. <br> - Basic geographical vocabulary of human features. | - Ask geographical questions. <br> - Make observations about similarities and differences between places from pictures and clips. <br> - Compare weather and climate in different places. |
| Local area study | - Local places and features. <br> - What a map shows. | - Draw maps. <br> - Label features on maps. <br> - Use position words (near, far, left, right, close) to describe location. |

## Art

| Block | Key knowledge | Key skills |
| :---: | :---: | :---: |
| Drawing and painting | - Primary and secondary colours. <br> - Names of tools, materials and techniques (eg. sketch, mix, apply, media). | - Apply colour neatly, staying within lines. <br> - Mix primary colours to make secondary. <br> - Use lines of different thickness and boldness. |
| Printing | - Different methods of printing. <br> - Recognise repeats of pattern, colour or both. <br> - How to carve a pattern to print. | - Use different printing techniques. <br> - Create different repeating patterns. <br> - Use tools to create a printing block. |
| Sculpture and collage | - Know what sculpture and collage are. <br> - How to join materials. <br> - How to apply texture to different materials. | - Choose and combine different materials. <br> - Create different textures using tools. <br> - Create a sculpture. |

## Design and technology

| Block | Key knowledge | Key skills |
| :---: | :---: | :---: |
| Food technology weighing, mixing and shaping | - Name tools and know their purpose. <br> - How to weigh accurately. <br> - How to mix ingredients. | - Design a product based on a similar product. <br> - Use weighing and mixing techniques to make the product. <br> - Evaluate the product, saying what went well and how it could be improved. |


| Junk modelling | - How to measure and mark out accurately. <br> - How to join different materials. <br> - How to cut safely and accurately. <br> - How to make structures stronger and more stable. | - Design a product using materials and techniques available. <br> - Join materials to create product. <br> - Evaluate the finished product. |
| :---: | :---: | :---: |
| Textiles | - Names of tools and techniques - sewing, thread, stitch, embellish etc. <br> - How to join using running stitch. <br> - How to use a pattern. | - Design a product using materials and techniques available. <br> - Join materials neatly, using sewing or glue. <br> - Evaluate the finished product. |

## PE

| Block | Key knowledge | Key skills |
| :---: | :---: | :---: |
| Gymnastics | - Types of balance. <br> - Types of roll. <br> - Different ways to move. <br> - How to land safely after a jump. | - Move with awareness of space. <br> - Hold a balance. <br> - Perform different rolls and jumps safely. |
| Dance | - Names of different movements/ dances <br> - How to perform artistically (how to hold arms, head etc.) | - Remember a series of actions. <br> - Perform the actions in the correct time. |
| Athletics | - How to throw overarm. <br> - How to use arms to help jumps and running. <br> - How to run a race, from starting position, running through tape, staying in lane etc. | - Throw accurately, looking at direction in which they are throwing and following through. <br> - Bend legs and swing arms when taking off and landing. <br> - Pace themselves when racing. |
| Games/ ball skills x2 | - Different throwing and kicking actions. <br> - How to hold a bat or stick. <br> - Action for catching/ stopping a ball. <br> - Rules of game being taught. | - Able to pass the ball accurately. <br> - Able to gather or hit a ball. <br> - Able to work with other members of their team and move in the correct direction. |
| Swimming | - Names of different strokes. <br> - Arm techniques for strokes. <br> - Leg techniques for strokes. | - Put face in water when swimming. <br> - Use correct arm and leg actions for given strokes with the aid of a float. |


|  |  | $\bullet$Maintain buoyancy while <br> swimming. <br> • <br> Enter and leave water <br> safely. |
| :--- | :--- | :--- |

## Music

| Block | Key knowledge | Key skills |
| :---: | :---: | :---: |
| Duration | - Names of two note values and the number of beats they represent. <br> - How note values are represented on paper. | - Able to produce long and short sounds. <br> - Reproduce sequences of two note values. <br> - Create sequences of two note values. |
| Pulse and rhythm | - Meaning of pulse and rhythm. <br> - Signs and symbols used to record pulse or rhythm. | - Clap a pulse and rhythm separately. <br> - Reproduce a pulse with different instruments. <br> - Record a simple sound pattern with signs and symbols. |
| Pitch | - Meaning of pitch, stave and treble clef. <br> - Where on a stave high and low notes are shown. <br> - The relationship between pitch and size of instrument. | - Create musical patterns with high and low notes. <br> - Use voice to imitate changes in pitch. <br> - Play patterns written in musical notation using combinations of FACE. |
| Instruments, symbols and sounds | - Italian terms for dynamics. | - Use instruments to represent simple feelings and ideas. <br> - Recognise and describe contrasting changes in dynamics. <br> - Play patterns with widely contrasting dynamics. |
| Timbre, tempo and dynamics | - Understand timbre (the quality of a sound) and tempo (speed) within a widely contrasting context. | - Play a tune at contrasting speeds. <br> - Play a tune in contrasting ways (smoothly, spikily etc.) <br> - Talk about the mood of a piece of music. |
| Singing and exploring music | - How to stand to project voice. <br> - How to count in so that everyone starts at the same time. | - Sing in tune with others. <br> - Stop and start singing at the appropriate time in a piece of music. <br> - Control delivery of songs and music played. |

RE

| Block | Key knowledge | Key skills |
| :---: | :---: | :---: |
| Special people | - Why Jesus is special <br> - The story of Moses in the bulrushes <br> - The story of Passover | - Identify what makes them special. <br> - Identify what makes others special to them. <br> - Talk about why Jesus is special to Christians. |
| Special words and stories | - Why the Bible is important <br> - Some stories from the Bible. <br> - The story of Rama and Sita told at Diwali | - Identify why particular books are special to them. <br> - Explain what the Bible is. <br> - Retell some religious stories. |
| Special symbols | - Special symbols and objects for Christians. <br> - Special symbols and objects in Sikh homes. | - Explain what is meant by a symbol. <br> - Name religious symbols and objects and say which religion they relate to. |
| Special things in nature | - Who St Francis was and why he is remembered. <br> - Stories about animals and water in the Quran. | - Talk about how to care for the natural world. <br> - Write a prayer about nature. |
| Special ways of living | - Christian ceremonies: Eucharist (based on the Last Supper). <br> - Buddhist teachings on how to live life. | - Identify special events in the week/ year in their lives. <br> - Explain the purpose of a ceremony studied. <br> - Create own guidelines on how to live life. |
| Special places | - Special places for Christians. <br> - Special objects/ places for Muslims. | - Identify own special places and say why they are special. <br> - Name and label some features of a church. |

PSHE

| Block | Key knowledge | Key skills |
| :---: | :---: | :---: |
| Relationships | - Democracy - abiding by majority decision. <br> - Why we have rules and what happens if we don't follow them. <br> - What is meant by kind and fair. | - Make positive comments about other people. <br> - Explain rules and consequences. <br> - Say whether people have acted fairly or unfairly. |


| Health and wellbeing | - Understand how to keep healthy - food, exercise, sleep, hygiene. <br> - People who can help us stay safe. <br> - Understand zones of regulation. | - Talk about how to stay safe in different situations - when to seek help, what to keep private. <br> - Able to manage different feelings. |
| :---: | :---: | :---: |
| Living in the wider world | - Examples of communities. <br> - Some negative effects of humans on the environment. <br> - Where money comes from and why it is needed. | - Identify communities they belong to. <br> - Talk about how they can help look after the environment. <br> - Make choices about how to spend money. |

## RSE

| Lesson | Key knowledge (know) | Key skills (able to) |
| :---: | :---: | :---: |
| My special people | - That they can have happy relationships with family, friends and different significant people. | - Talk about how special people in their lives make them feel. |
| Human life cycle | - How people change as they age (but not puberty) | - Identify stages of a human life cycle and traits of people at those stages. |
| Everybody's body | - That some parts of the body are private. | - Label some parts of the human body with correct labels. |

## Year 2

Science - working scientifically is covered in all blocks. Where it is an assessment focus it is indicated in blue.

| Block | Key knowledge (know) | Key skills (able to) |
| :---: | :---: | :---: |
| What plants need to grow | - Plants need warmth, water and light to grow well. <br> - Seeds need warmth and moisture to germinate but most do not need light. <br> - That flowers are pollinated in different ways. | - Observe and describe changes over time. <br> - Use observations to suggest answers to questions. <br> - Explain what plants need to begin to grow and to stay healthy. |
| Human body and teeth | - Humans need a balanced diet, enough sleep and exercise to stay healthy. <br> - The importance of hygiene to our bodies and teeth. | - Describe the reasons for and importance of exercise. <br> - Identify elements in a balanced diet. <br> - Carry out simple tests and describe what is seen. |
| Living things and their habitats | - Indicators of living things. <br> - Basic needs of animals for survival. <br> - Meaning of habitat and examples of different habitats. | - Compare things that are living, dead or never lived. <br> - Describe basic needs of animals to survive. <br> - Construct life cycles for different creatures. <br> - Identify which creatures are found in which habitats and begin to explain how they are suited to it. |
| Materials and changes | - Identify the ways the shape of some materials can be changed. <br> - Identify suitability of different materials for particular purposes. <br> - Understand freezing and melting as becoming solid and becoming liquid. | - Describe the ways in which the shape of objects made from different materials can be changed. <br> - Gather and record data to help answer questions. <br> - Identify, group and classify different materials. |
| Light and dark | - Identify sources of light. <br> - How light travels. <br> - What happens if a solid object blocks light | - Identify, group and classify sources of light. <br> - Use scientific language source, emit, shadow, reflection - correctly. <br> - Use simple equipment to observe closely, including changes over time. |


|  |  | - Perform simple tests to help answer questions and record findings with diagrams, words or data. |
| :---: | :---: | :---: |
| Electricity | - Identify appliances that use electricity. <br> - The sort of energy electricity can be converted into. <br> - Elements needed in an electrical circuit. | - Identify, group and classify appliances (what energy is produced, whether electricity is mains or battery). <br> - Carry out simple tests (to create a circuit, what happens if extra elements are added). |

Computing - e-safety is covered in all blocks but is only an assessment focus in 2 blocks, indicated in red.

| Block | Key knowledge (know) | Key skills (able to) |
| :---: | :---: | :---: |
| Word + e-safety | - A range of features of Word. <br> - What to do if something upsets them. | - Open and save a document. <br> - Change the style and size of writing. <br> - Insert and resize a picture. |
| PowerPoint +esafety | - A range of features of PowerPoint. <br> - What to do if something upsets them. | - Add new slide. <br> - Change background. <br> - Add animation. |
| Coding and Debugging + esafety | - Meaning of algorithm is a set of clear instructions. <br> - Key vocabulary: sprite, algorithm, debug <br> - Not to click pop up links | - Create a program to perform a task using numbers, directions and time. <br> - Add click events. <br> - Debug simple programs. |
| Email and blogging + e-safety | - How to stay safe online not to share password. <br> - How to read and send an email. | - Compose and send email. <br> - Open and read email. <br> - Contribute to class blog. <br> - Write own blog. |
| Using the internet + e-safety | - How to stay safe online. <br> - How to use a search engine for facts. <br> - How to use a search engine for pictures. | - Navigate familiar websites. <br> - Add and refine searches. <br> - Explain how to keep personal information safe. <br> - Explain what is meant by personal information. |
| $\begin{aligned} & \text { Databases + e- } \\ & \text { safety } \end{aligned}$ | - Writing yes/ no answers to separate data. <br> - Uses of technology in the world of work. | - Identify differences for items on a list. <br> - Ask yes/ no questions to separate items. <br> - Create branching database. |

## History

| Block | Key knowledge | Key skills |
| :---: | :---: | :---: |
| Changes within living memory | - More complex vocabulary about the passage of time. <br> - How to read and write dates and tell which is earlier. | - Describe similarities/ differences and changes locally and nationally in ways of life at different times. <br> - Use common words and phrases relating to the passage of time. <br> - Place events or articles on a timeline, using dates. |
| Events in a period beyond living memory | - Key events of the period studied. <br> - Key dates of the period studied. | - Use historical vocabulary relating to the period in question. <br> - Describe historical events studied. <br> - Identify different ways in which the past can be learned about. |
| A significant individual from history | - Facts about the time in which the individual lived. <br> - Why the individual was significant. | - Compare different people from the past. <br> - Explain why a person from the past was significant. <br> - Recount key events from the person's life, using dates. |

## Geography

| Block | Key knowledge | Key skills |
| :---: | :---: | :---: |
| Comparison of UK and non-EU country | - Distinction between continents and countries. <br> - Some key facts about the country/ area studied. <br> - Understanding that cities and countryside areas do not face the same issues. | - Use geographical vocabulary correctly to refer to human features. <br> - Use photographs to identify similarities and differences. <br> - Ask geographical questions about places, based on knowledge and learning. |
| UK countries, capitals and weather | - Usual weather patterns in different parts of the UK. <br> - Physical and human characteristics of different parts of the UK (population, mountains etc). <br> - Location of capital cities of the UK. | - Use compass points to describe relative locations. <br> - Use appropriate vocabulary to describe weather. <br> - Use maps and atlases to mark places on a map. |

Local area study and comparison

- Wider range of vocabulary relating to human and physical features of places.
- Key features and landmarks of the local area.
- How to interpret an aerial photograph.
- Use appropriate vocabulary to describe features of places.
- Compare different places.
- Label features and landmarks on an aerial photograph.


## Art

| Block | Key knowledge | Key skills |
| :---: | :---: | :---: |
| Drawing and painting | - Tints and tones are created by adding black or white to a colour. | - Use black and white to create tints and tones. <br> - Use black and white to show shade and texture. <br> - Use dots and lines to show shade and texture. |
| Collage | - How to cut and shape different materials. <br> - How to affix different materials effectively. <br> - The difference between collage and sculpture. | - Techniques of cutting, tearing, curling, folding, crumpling. <br> - Choose different materials to represent different textures. |
| Taking inspiration from the greats | - Name and style used by chosen artist. | - Replicate techniques of an artist - materials and their application, colours. <br> - Replicate work of an artist - subject matter. <br> - Use colour and techniques of an artist as inspiration for own work. |

## Design and technology

| Block | Key knowledge | Key skills |
| :---: | :---: | :---: |
| Food technology peeling, chopping, grating + packaging | - How to cut and prepare food safely. <br> - Hygiene requirements. <br> - Major ingredient and approximate times needed to cook adequately. <br> - Appropriate vocabulary for techniques and utensils. | - Peel, chop and grate vegetables/ fruit. <br> - Identify features of packaging. <br> - Adapt existing recipes, changing quantities. |
| Levers and wheels | - Vocabulary: lever, axel, hinge, winder, pivot, dowel. | - Use techniques to create product with moving parts. |


|  | - How to label a design with enough information but without it being confusing. <br> - Evaluating against the design brief - what to comment on. | - Label a design with materials, measurements and techniques. <br> - Able to identify how a product could be improved. |
| :---: | :---: | :---: |
| Resistant materials (eg. woodwork) | - Techniques for shaping and joining resistant materials safely. <br> - Features required in a product eg. rigid, flexible, water resistant etc. <br> - Names of tools used for particular purpose. | - Mark out accurately. <br> - Exert correct amount of pressure safely to cut and join materials. <br> - Describe features and materials of existing products. |

PE

| Block | Key knowledge | Key skills |
| :---: | :---: | :---: |
| Gymnastics | - The role of arms, knees and ankles in jumping. <br> - Different types of balances, stretches and rolls. <br> - How to stay safe on different apparatus. | - Select the most appropriate skills and actions for a sequence. <br> - Perform a sequence of actions which have a clear start, middle and end <br> - Identify ways to improve own or others' performance. |
| Dance | - How the speed of movement can convey mood. <br> - Moves associated with particular dances. | - Use space safely. <br> - Move with rhythm. <br> - Perform dance actions with control. <br> - Remember and repeat a series of actions in a dance. |
| Athletics | - How bending legs and body can help change direction. <br> - How to throw over arm. <br> - How using arms can help when jumping higher or further. <br> - The need to pace one's self when running longer distances. | - Zig zag through a series of tightly spaced markers. <br> - Throw over arm with control. <br> - Jumping higher and further. <br> - Choose a consistent pace for the length of a race. |
| Games/ ball skills x2 | - Different throwing and hitting actions. <br> - Action for catching/ stopping a ball. <br> - Rules of game being taught (tag rugby/ 3Ts cricket). | - Able to throw a small ball over arm. <br> - Able to hit and direct a ball with a bat. <br> - Able to catch or stop a small ball by placing body in line to meet the flight. |


|  |  | - Able to use space and maintain position during team games. |
| :---: | :---: | :---: |
| Swimming | - How to enter and leave the pool safely. <br> - Names and actions for different strokes (revision from Y1). <br> - Names and actions for different jumps into the water. | - Blow bubbles under water when swimming. <br> - Regain upright position from back or front float. <br> - Push and glide from the side of the pool. <br> - Use correct arm and leg actions for given strokes. |

Music

| Block | Key knowledge | Key skills |
| :---: | :---: | :---: |
| Duration | - Names of four note values and the number of beats they represent. <br> - How these note values are represented on paper. | - Able to produce long and short sounds. <br> - Reproduce sequences of three different note values. <br> - Create sequences of three different note values. |
| Pulse and rhythm | - Meaning of pulse and rhythm. <br> - Signs and symbols used to record a pattern of pulse and rhythm simultaneously. | - Clap a rhythm <br> - Reproduce a rhythm with different instruments. <br> - Record a sound pattern with signs and symbols. |
| Pitch | - Meaning of pitch, stave and treble clef. <br> - Where on a stave FACE and BAG are shown. <br> - The relationship between pitch and size of instrument and ways to alter pitch slightly. | - Create musical patterns with high and low notes. <br> - Use voice to imitate close changes in pitch. <br> - Play patterns written in musical notation. |
| Instruments, symbols and sounds | - Italian terms for different dynamics. | - Use instruments to represent more complex feelings and ideas. <br> - Recognise and describe subtle changes in simple dynamics. <br> - Play patterns with subtle dynamics. |
| Timbre, tempo and dynamics | - Understand timbre (the quality of a sound) and tempo (speed) | - Play a tune at different speeds. <br> - Play a tune in several different ways (smoothly, spikily etc.) <br> - Talk about the mood of a piece of music. |


| Singing and exploring music | - How to stand to project voice. <br> - How to count in so that everyone starts at the same time. <br> - Understand which musical elements will be used to begin and how these may change. | - Sing in tune with others. <br> - Stop and start singing at the appropriate time in a piece of music. <br> - Control delivery of songs and music played. <br> - Control the use of various musical elements within the piece. |
| :---: | :---: | :---: |

## RE

| Block | Key knowledge | Key skills |
| :---: | :---: | :---: |
| Special things in nature | - Understand meaning of the natural world. <br> - Meaning of harvest and harvest festival. <br> - Facts about Sukkot | - Identify things in the natural world that they think are special and why. <br> - Explain why and how harvest is celebrated. |
| Special places | - Meaning of pilgrimage. <br> - Some places of Christian pilgrimage. <br> - Facts about a Hindu Mandir and the home shrine for Puja. | - Identify different places that are special to them and explain why. <br> - Compare Mandir and home shrine as places of worship. |
| Special ways of living | - Key elements in a Christian baptism/ wedding. <br> - Key facts about Eid ul Fitr celebration. | - Identify whether celebrations are national, global or personal to them. |
| Special symbols and objects | - Christian symbols cross, crucifix, rosary, fish <br> - Symbols and objects found in Sikh places of worship | - Identify symbols in school and local area. <br> - Explain meaning of some religious symbols. |
| Special People | - Facts about Jesus eg. some stories told, or a chosen saint from the Bible. <br> - Facts about Buddha and the festival Wesak (celebrating birth and enlightening) | - Identify special people in the local area, especially those who help them <br> - Identify how special people can be commemorated (statues, plaques, street names) |
| Special words and stories | - School songs and Code of Conduct <br> - Some elements of the Lord's Prayer <br> - Understand the Torah is sacred to Jews. | - Retell the creation story from the Torah. <br> - Explain how the Torah is treated with respect like a person. |

## PSHE

| Block | Key knowledge | Key skills |
| :---: | :---: | :---: |
| Relationships <br> (See also RSE) | - Begin to understand what is meant by respect. <br> - Begin to show understanding of right and wrong. <br> - Begin to understand impact of actions on others' feelings. | - Show respect for the views of others. <br> - Show understanding that wrong choices have consequences. <br> - Show empathy with others' feelings. |
| Health and wellbeing <br> (See also RSE) | - Identify elements in a balanced diet. <br> - Why teeth and bodies need to be kept clean. <br> - Begin to understand the emotion loss and anxiety about change. | - Sort foods to create a balanced diet. <br> - Identify situations that may cause feelings of loss or anxiety. <br> - Set themselves achievable goals. |
| Living in the wider world | - Understand needs and the responsibility of a community to help meet them. <br> - Begin to understand carbon footprint. <br> - Understand saving is a choice for the use of money. | - Identify ways to reduce their carbon footprint. <br> - Identify which products are essentials/ necessities. |

## RSE

| Lesson | Key knowledge (know) | Key skills (able to) |
| :---: | :---: | :---: |
| My special people | - That not all families are the same but they should all be loving. | - Identify key characteristics of a family (two or more people living as a unit) and different types of family. |
| Human life cycle | - How people's needs change as they grow and age (hygiene, food, sleep, emotions). | - Identify some changes in physical needs throughout life. |
| Everybody's body | - Correct terminology for private parts of the body. | - Use terms penis and vagina correctly. |

