



St Peter's Creative Curriculum – Subject Coverage KS2

English & Science content is year group specific.

Computing, Music & PE are referenced where it is appropriate.

HISTORY

Subject Skills		
1.	Develop a chronologically secure knowledge and understanding of British, local and world history.	Y6 Castles
2.	Note connections, contrasts and trends over time.	Y4 Kings & Queens
3.	Develop appropriate use of historical terms.	Y6 Victorians
4.	Ask and answer questions about change, cause, similarity, difference and significance.	Y6 Parliament
5.	Construct response by choosing and organizing relevant historical information.	Y5 Ancient Greeks
6.	Understand how our knowledge of the past is derived from a range of sources.	Y4 Invaders
Subject Content		
1.	Changes in Britain from the Stone Age to the Iron Age.	Y3 Let's Rock
2.	The Roman Empire and its impact on Britain.	Y4 Romans
3.	Britain's Settlement by Anglo-Saxons and Scots.	Y4 Invaders
4.	Viking and Anglo-Saxon struggle for England (up to Edward the Confessor).	Y4 Invaders
5.	A local history study.	Y6 Castles
6.	A study of an aspect or theme through British History.	Y5 Crime & Punishment
7.	The achievements of the earliest civilisations.	Y3 Ancient Egypt
8.	Ancient Greece	Y5 Ancient Greeks
9.	A non-European society that provides contrast to Britain.	Y5 Mayans

GEOGRAPHY

Locational Knowledge		
1.	Locate the world's countries using maps to focus on Europe and North/South America, concentrating on their environmental regions, key human/physical features, and major cities.	Y3 Pirates!
2.	Name and locate counties and cities of the UK, geographical regions and their identifying human/physical characteristics, key topographical features, and land-use patterns; and understand how some of these aspects have changed over time.	Y4 Best of British
3.	Identify the position and significance of latitude, longitude, Equator, Northern/Southern Hemisphere, Tropic of Cancer/Capricorn, Arctic, Antarctic Circle, Prime/Greenwich Meridian, and time zones.	Y6 Extreme!
Place Knowledge		
4.	Understand similarities and differences through the study of human/physical geography of a region of the UK and a region in a European country.	Y5 Marlow Travel Agents

5.	Understand similarities and differences through the study of human/physical geography of a region of the UK and a region in North/South America.	Y6 Rainforests
Human and Physical Geography		
6.	Physical: climate zones, biomes & vegetation belts, rivers, mountains, volcanoes & earthquakes, water cycle.	Y3 Disasters Y4 Down by the Riverside Y6 Extreme!
7.	Human: types of settlement/land use, economic activity including trade links, distribution of natural resources including energy/food/minerals/water.	Y6 Parliament
Geographical Skills and Fieldwork		
8.	Use maps, atlases, globes and digital mapping to locate countries and describe features studied.	Y5 Marlow Travel Agents
9.	Use the 8 compass points and six-figure grid references, symbols and keys (including OS maps).	Y3 Pirates
10.	Use fieldwork to observe, measure, record and present the human/physical features in the local area using a range of methods, including sketch maps, plans, graphs, and digital technologies.	Y5 What's on my doorstep?

ART

Subject Content		
1.	Create sketchbooks to record their observations then review.	Y3 Celebrity Sports Y5 What's on my doorstep?
2.	Improve their mastery of drawing using a range of materials.	Y4 Best of British Y5 Marlow Travel Agents
3.	Improve their mastery of painting using a range of materials.	Y 3 Disasters Y6 Rainforests
4.	Improve their mastery of sculpture using a range of materials.	Y4 Down by the Riverside Y6 Castles
5.	Learn about great artists, architects and designers in history.	Y3 LEGO Y5 Journey into Space

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Design		
1.	Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.	Y3 Celebrity Sports
2.	Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces, and computer-aided design.	Y5 Journey into Space
Make		
1.	Select from and use a wider range of tools and equipment to perform practical tasks (e.g. cutting, shaping, joining, finishing) accurately.	Y4 Romans
2.	Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.	Y6 Take the Stage

Evaluate		
1.	Investigate and analyse a range of existing products.	Y5 Journey into Space
2.	Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.	Y6 Castles
3.	Understand how key events and individuals in design and technology have helped shape the world.	Y3 LEGO
Technical Knowledge		
1.	Apply their understanding of how to strengthen, stiffen, and reinforce more complex structures.	Y6 Castles
2.	Understand and use mechanical systems in their projects (e.g. gears, pulleys, cams, levers and linkages).	Y3 Ancient Egypt
3.	Understand and use electrical systems in their products.	Y4 Best of British
4.	Apply their understanding of computing to program, monitor and control their products.	Y5 What's on my doorstep?
Cooking and Nutrition		
1.	Understand and apply the principles of a healthy and varied diet.	Y4 Celebrity Chefs
2.	Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.	Y4 Celebrity Chefs
3.	Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	Y4 Celebrity Chefs