# <u>History</u>

- identify key features and events
- look for the links and effects in time studied
- use books and e-learning for research
- understand more complex terms e.g BCE/AD
- use terms related to the time period and begin to date events

#### <u>D&T</u>

- Use knowledge of how key events and individuals in design and technology have helped shape the world when considering their design
- Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.
- Apply their understanding of how to strengthen, stiffer and reinforce more complex structures.
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

# <u>Art</u>

- Children can make a variety of marks with pencil, charcoal and chalk.
- Children can produce an accurate drawing from direct observation of a subject.
- Children can use coloured pencil and/or paint in their artwork with control



Age

# Geography

I can describe and understand key aspects of human geography, including types of settlement and land use.

# **Class Texts**

- How to Wash a Woolly Mammoth
- Stone Age Boy

•

 The Lion, The Witch and The Wardrobe