



Being...

an artist can	a designer can	a computer user can	a geographer can	an historian can
<p>use pencils to create lines of different thickness in drawings. describe what can be seen and give an opinion about the work of an artist. ask questions about a piece of art choose and use three different grades of pencil when drawing. use charcoal, pencil and pastel to create art. suggest how artists have used colour, pattern and shape. create a piece of art in response to the work of another artist.</p>	<p>use own ideas to make something. describe how something works. explain to someone else how they want to make a product. choose appropriate resources and tools. make a simple plan before making. cut food safely think of an idea and plan what to do next choose tools and materials and explain why they have been chosen explain what went well with their work</p>	<p>create and use a series of instructions. test and amend a series of instructions. find errors and amend them. write a simple programme and test it. predict what the outcome of a programme will be. understand that algorithms are used on digital devices understand that programmes require precise instructions. plan a journey for a programmable toy.</p>	<p>explain some of the main things that are in hot and cold places. name the continents of the world and locate them on a map. name the world oceans and locate them on a map.</p>	<p>use words and phrases like: old, new and a long time ago. recognise that some objects are from the past. explain how we change from birth. explain how some people have helped us to have better lives. ask and answer questions about old and new objects. spot old and new things in a picture. explain what an object from the past might have been used for. use words and phrases like: before, after, past, present, then and now. recount the life of someone famous from Britain who lived in the past. explain what they did earlier and what they did later. answer questions using books and the internet. research the life of a famous person from the past using different sources of evidence.</p>
a scientist can	a sports person can	a musician can	Cross curricular links	
<p>name a variety of animals including fish, amphibians, reptiles, birds and mammals. sort animals into the categories above. classify and name animals by what they eat: (carnivore/herbivore/omnivore) can sort living and non-living things. to sort animals into categories including fish, amphibians, reptiles, birds and mammals. name the parts of the human body that I can see. link the senses to the correct parts of the human body.</p>	<p>move to music. copy dance moves. perform my own dance moves. make up a short dance. move safely in space. change rhythm, speed, level and direction in a dance. dance with control and coordination. make a sequence by linking sections together. use dance to show a mood or feeling.</p>	<p>take part in singing and in tune. follow instructions on how and when to sing/play an instrument. take notice of others when performing. imitate changes in pitch- high and low. make different sounds (high and low-pitch; loud and quiet- dynamics; fast and slow-tempo; quality of the sound- smooth, crisp, scratchy, rattling, tinkling etc.- timbre, long/short). hear the pulse in music. hear different moods in music. identify texture- one sound or several sounds? choose sounds to represent different things (ideas, thoughts, feelings, moods etc.). start to compose with two or three notes.</p>		