

National Curriculum Objectives

History

Study events beyond living memory that are significant nationally or globally

Geography

name and locate the world's seven continents and five oceans

understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country

Art and Design

To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

Design and Technology

Explore and evaluate a range of existing products.

Design purposeful, functional, appealing products for themselves and other users based on design criteria

Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

Skills

Chronology

Know that history can be split into living memory and beyond living memory

Sequence key events of significant people or events studied in order on a timeline using given dates

Enquiry and Sources of Evidence

Ask questions and with support answer some simple historical questions

Handle sources of evidence and make observations

Make comparisons between different types of evidence

Similarities and Differences

Talk about some similarities and differences between 'now' and 'the past' both within and beyond living memory

Cause, consequence, change, continuity and significance

Know that there are causes of events and with support say what they are

Be able to suggest at least one positive and one negative consequence of an event

Interpretations

Start to understand historians find out about the past and represent it in different ways

Use parts of stories and other resources to show their understanding and interpretation of the past.

Explorers - Historical and Current

Years 1 and 2

Key Questions (Knowledge)

What is an explorer?

How have explorers changed? (**Progress**)

Why are explorers important? (**Power**)

Key Vocabulary

Power

Kings, Queens, **Government, monarchy, parliament**

Progress

Challenge, achievements, explorers, discovery, voyage, mission, disaster, explorers, technology

Civilisation

Heroes

Religion: equality, slavery, sacrifice