



Hill End Educational Programmes - National Curriculum Links

Programme	Art and Design	Design and Technology	Geography	Science	History	Physical Education
Wellbeing Day	KS1: 1, 2, 3 KS2: 1,2	KS1: Design 1 KS2:		KS1: Animal, incl humans 2,3 KS2: Animal, incl humans 1		KS1: 1,2 KS2: 1,2
Habitat Explorers			KS1: Human & Physical 1	KS1: Working Scientifically 1,2,4,5 Plants 1 Animals 1, 2 Seasonal Changes 1 Living Things 2,3 KS2: Working Scientifically 1,2,5,8 Plants 1 Animals 1 Living Things 1,2,3		
Team Explorers						KS1: 1,2 KS2: 1,2
Forest Explorers	KS1 1, 2 KS2: 1,2	KS1: Make 1, 2 KS2: Make 1 Evaluate 1 Tech Know 1	KS1: Human & Physical 1, 2a	KS1: Working Scientifically 2, 4 Animals 1 Seasonal Changes 1 Living Things 2 Everyday Materials 1, 2 KS2: Working Scientifically 1,8 Living Things 1,2		KS1: 1 KS2: 1,2

Survival Day	KS1: 1	KS1: Design 1 Make 1, 2 Evaluate 1,2 Tech Know 1 KS2: Make 1 Evaluate 1 Tech Know 1	KS1: Human & Physical 2a, b Geo skills and Fieldwork 2,3			
History Days WW1 and WW11			KS1: Human & Physical 2b KS2: Human & Physical 1b		KS1:1,2,3,4	
History Days Ancient Settlements	KS1: 1,3	KS1: Design 1 Make 1,2 Tech Know 1	KS1: 2a, b KS2: Human & Physical 1b	KS1: Plants 1, 2	KS1:1,2,3,4 KS2: 1b,2	
Orienteering			KS1: Human & Physical 2a, b Geo Skills and Fieldwork 2,4 KS2: Geo Skills and Fieldwork 1,2			KS1: 2 KS2: 1,2



Curriculum Links – References

Art and Design

KS1:

1. Use a range of materials creatively to design and make products
2. To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
3. To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

KS2:

1. Improving mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.
2. Increasing awareness of different kinds of art, craft and design.

Design and Technology

KS1:

Design

1. Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups.

Make

1. Select from and use a range of tools and equipment to perform practical tasks.
2. Select from and use a wide range of materials and components.

Evaluate

1. Explore and evaluate a range of existing products.
2. Evaluate their ideas and products against design criteria.

Technical Knowledge

1. Build structures, exploring how they can be made stronger, stiffer and more stable.

KS2:

Make

1. 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.

Evaluate

1. Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

Technical knowledge

1. Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.

Geography

KS1:

Human and physical geography

1. Identify seasonal and daily weather patterns in the UK.
2. Use basic geographical vocabulary to refer to:
 - a. Key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather.
 - b. Key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop.

Geographical skills and fieldwork

1. *
2. Use simple compass directions (North, South, East and West) and locational and directional language (for example, near and far; left and right) to describe the location of features and routes on a map.
3. Use aerial photographs and plan perspectives to recognize landmarks and basic human and physical features; devise a simple map; and use and construct symbols on a key.
4. Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.

KS2:

Human and physical geography

1. Describe and understand key aspects of:
 - b) Human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water.

Geographical skills and fieldwork

1. Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.
2. Use the either points of a compass, four and six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the UK and the wider world.

Science

KS1:

Working Scientifically

1. Asking simple questions and recognizing that they can be answered in different ways.
2. Observing closely, using simple equipment.
3. *
4. Identifying and classifying.
5. Using their observations and ideas to suggest answers to questions.

Plants

1. Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees.
2. Identify and describe the basic structure of a variety of common flowering plants, including trees.

Animals, including humans

1. Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals.
2. Identify and name a variety of common animals that are carnivores, herbivores and omnivores.

Seasonal changes

1. Observe changes across the four seasons.

Living things and their habitats

2. Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other.
3. Identify and name a variety of plants and animals in their habitats, including micro-habitats.

Animals, including humans

1. *
2. Find out about and describe the basic needs of animals, including humans, for survival (water, food and air).
3. Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.

Use of everyday materials

1. Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.
2. Find out how shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.

KS2: Working scientifically

1. Asking relevant questions and using different types of scientific enquiries to answer them.
2. Setting up simple practical enquiries, comparative and fair tests.
3. *
4. *
5. Recording findings using simple scientific language, drawings, labelled diagrams, keys, bar charts and tables.
6. *
7. *
8. Identifying differences, similarities or changes related to simple scientific ideas and processes.

Plants

1. Identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers.

Animals, including humans

1. Identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat.

History

KS1:

1. Changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life.
2. Events beyond living memory that are significant nationally or globally.
3. The lives of significant individuals in the past who have contributed to national and international achievements.
4. Significant historical events, people and places in their own locality.

KS2:

Physical Education

KS1:

1. Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.
2. Participate in team games.

KS2: