Cornerstones

Week	Science	Art & Design	Computing	D&T	Geography	History
Engage	Develop own classification keys and assign living things to groups, using their keys.	Draw from close observation to capture fine details. Select and record visual and other information to develop ideas on a theme.			Locate and explain the significance of the Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn to a range of countries of the world.	
Develop	Suggest relevant questions and know that they could be answered in a variety of ways, including using secondary sources such as ICT. Construct a variety of food chains and explain what would happen if one of the parts of the chain became 'unavailable'. Choose appropriate ways to record and present information, findings and conclusions for different audiences (e.g. displays, oral or written explanations). Take accurate measurements using standard units and a range of equipment, including thermometers and data loggers. Identify producers, predators and prey in a given food chain and define the terms.	Select and record visual and other information to develop ideas on a theme. Compare and comment on a number of artworks on a similar theme, explaining the approaches taken by different artists or genres. Compare and comment on a number of artworks on a similar theme, explaining the approaches taken by different artists or genres. Select and record visual and other information to develop ideas on a theme. Draw from close observation to capture fine details.	Detect and correct errors in algorithms and programs (debug). Use and combine a variety of software and internet services on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information	Explain how the design of a product has changed over time. Build models incorporating motors.	Draw sketch maps and plans using standardised symbols and a key.	Choose the best way to record a range of historical information, giving reasons for their choice.
Innovate		AD 1 Create sketch books to record their observations and use them to review and revisit ideas. AD 2 Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [e.g. pencil, charcoal, paint, clay]. AD 3 Find out about great artists, architects and designers in history.	Co 6 Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. Co 5 Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.			
Express	Choose appropriate ways to record and present information, findings and conclusions for different audiences (e.g. displays, oral or written explanations).	Compare and comment on a number of artworks on a similar theme, explaining the approaches taken by different artists or genres. Comment on similarities/differences between own and others' work, describing what they feel about both.	Use and combine a variety of software and internet services on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.		Describe how physical activity has impacted and/or changed the physical and human characteristics of a place in the world.	