

FOUNDATION SUBJECTS

Design and technology

*Design, Make & Evaluate*

- To critique, evaluate and test existing ideas and products
- To learn and use technical vocabulary
- To design, make, evaluate and improve
- To use the past and present as a source of design inspiration
- To understand the importance of food nutrition
- To cook.

*Technical knowledge*

- To develop creative, technical and practical expertise
- To apply knowledge, understanding and skills to design.

Art and Design

*Art theory & skills*

- To develop ideas and record experiences
- To conceive of, present and evaluate ideas
- To master techniques
- To think critically about works of art
- To evaluate and analyse creative works
- To learn and use technical vocabulary.

*Art History*

- To use the past and present as a source of artistic inspiration.

Languages

- To read with fluency
- To write with accuracy
- To speak with confidence
- To understand the country and culture in which a chosen language is spoken.

Music

*Musical Composition and Performance*

- To compose, transcribe and perform
- To listen to and describe music / musical performance.

*Music History & Appreciation*

- To appreciate and understand music of the past and present
- To review and evaluate.

Geography

- To locate and investigate places
- To understand and investigate human behaviour
- To gather, interpret and evaluate geographical information
- To communicate geographically
- To develop fieldwork skills.

History

- To investigate, interpret and evaluate the past
- To build an overview of British and world history
- To understand chronology
- To communicate historically – using relevant vocabulary.

Physical education

- To develop practical skills in different physical disciplines
- To compete
- To participate
- To work with others in a team
- To lead a healthy and active lifestyle.

Computing

*Programming*

- To problem solve
- To design and code
- To use computer science vocabulary.

*Using Software and Hardware*

- To connect and communicate
- To use and apply
- To research
- To use computer and information technology safely.

Religious education

- To understand beliefs and teachings
- To understand practices and lifestyles
- To understand how beliefs are communicated
- To reflect and contemplate
- To understand values.

Personal, Social & Emotional Development

- To be independent
- To manage oneself as a learner
- To reflect on learning
- To think creatively
- To take risks
- To work in a team
- To join in with others.

