

## FOUNDATION SUBJECTS

### Design and technology

#### Design

- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Generate develop, model and communicate their ideas through talking, drawing (Yr1), templates, mock-ups (Yr2) and, where appropriate, information and communication technology.

#### Make

- Select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing.
- Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.

#### Evaluate

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

#### Technical knowledge

- Build structures, exploring how they can be made stronger, stiffer and more stable.
- Explore and use mechanisms, such as levers, sliders (Yr2), wheels and axles (Yr1), in their products.

#### Cooking and nutrition

- Use the basic principles of a healthy and varied diet to prepare dishes.
- Understand where food comes from.

### Art and design

- Use experiences and ideas as the inspiration for artwork.
- Share ideas using drawing, painting and sculpture.
- Explore a variety of techniques.
- Learn about the work of a range of artists, artisans and designers.

### Geography

- Investigate the countries and capitals of the United Kingdom. (Yr1)
- Compare and contrast a small area of the United Kingdom with that of a non-European country. (Yr2)
- Investigate the world's continents and oceans.(Yr1)
- Explore weather and climate in the United Kingdom and around the world. (Yr2)
- Use basic geographical vocabulary to refer to and describe key physical and human features of locations.
- Use world maps, atlases and globes.
- Use simple compass directions. (Yr2)
- Use aerial photographs.
- Use fieldwork and observational skills.

### History

- The lives of significant individuals in Britain's past who have contributed to our nation's achievements - scientists such as Isaac Newton or Michael Faraday, reformers such as Elizabeth Fry or William Wilberforce, medical pioneers such as William Harvey or Florence Nightingale, or creative geniuses such as Isambard Kingdom Brunel or Christina Rossetti.
- Key events in the past that are significant nationally and globally, particularly those that coincide with festivals or other events that are commemorated throughout the year.
- Significant historical events, people and places in their own locality.

### Computing

- Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions.
- Write and test simple programs.
- Use logical reasoning to predict the behaviour of simple programs.
- Organise, store, manipulate and retrieve data in a range of digital formats.
- Communicate safely and respectfully online, keeping personal information private, and recognise common uses of information technology beyond school.

### Physical Education

- Participate in team games, developing simple tactics for attacking and defending.
- Perform dances using simple movement patterns.

### Music

- Use their voices expressively by singing songs and speaking chants and rhymes.
- Play tuned and untuned instruments musically.
- Listen with concentration and understanding to a range of high quality live and recorded music.
- Make and combine sounds using the inter-related dimensions of music.

### Religious Education

- Study the sense of belonging, beliefs, festivals, celebrations and places of worship of the six major world religions.

