

Milepost 2 Year A/B Route Plan 22-24 & 24-26

Coverage

	Art	Design, Technology and Innovation	Geography	Health and Wellbeing	History	ICT & Computing	International	Music	Physical Education	Science
Coverage	100%	100%	100%	100%	100%	100%	100%	100%	87%	98%
Knowledge	100%	100%	100%	100%	100%	100%	100%	100%	67%	100%
Skill	100%	100%	100%	100%	100%	100%	100%	100%	88%	95%
Understanding	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%

Subject Timings

	Art	Design, Technology and Innovation	Geography	Health and Wellbeing	History	ICT & Computing	International	Music	Physical Education	Science
Hours	36.0	31.0	51.0	50.0	106.0	19.0	50.5	35.0	22.5	128.0
Weeks	4.50	3.88	6.38	6.25	13.25	2.38	6.32	13.12	2.82	16.00

Covered Learning Goals

Learning Goals		All Aboard	Brainwave: Metacognition	Brainwave: The Brain	Bright Sparks!	Explorers And Adventurers	Feel The Force!	How Humans Work	Island Life	Land, Sea And Sky	Learning Effectively Online	Let's Plant It!	Making Waves!	Material World	Music: Instruments	Music: Notating Pitch	Scavengers and Settlers	Shake It!	Temples, Tombs And Treasures	They Made A Difference	Time And Place, Earth And Space						
<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> Learning Goals <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px; text-align: center;">K</td> <td>Knowledge</td> </tr> <tr> <td style="width: 20px; text-align: center;">S</td> <td>Skill</td> </tr> <tr> <td style="width: 20px; text-align: center;">U</td> <td>Understanding</td> </tr> </table> </div>																						K	Knowledge	S	Skill	U	Understanding
K	Knowledge																										
S	Skill																										
U	Understanding																										
Art																											
S	2.01 Be able to plan and create an original work of art to express experiences, thoughts, ideas and/or emotions																										
S	2.02 Be able to demonstrate improvement when using/practising a specific technique																										
S	2.03 Be able to create an original artwork to serve a given purpose selecting from a range of given media																										
U	2.05 Understand that inspiration for the creative process can come from changing and manipulating the work of someone else																										
S	2.06 Be able to experiment with and combine a variety of materials, techniques and technologies																										
S	2.07 Be able to select materials and techniques to communicate an idea and be able to explain their selection																										
K	2.08 Know about line, value, colour and the difference between shape and form																										
K	2.09 Know that an artwork can have one or more purposes																										
K	2.10 Know that some artistic methods are more typically associated with some places than others																										
U	2.11 Understand that there is a difference between copying art and being inspired by artists' work																										
U	2.12 Understand how techniques in visual communication can be used to create different effects																										
S	2.13 Be able to make inferences about artists and their intention(s)																										
Design, Technology and Innovation																											
K	2.01 Know that designs should consider aesthetics and function																										
S	2.02 Be able to define the criteria that would meet the needs of a context/situation																										
S	2.03 Be able to generate more than one design																										
S	2.04 Be able to articulate how each design meets the identified needs																										
S	2.05 Be able to use modelling and testing to explore parts of a design																										
S	2.06 Be able to produce a final design proposal identifying appropriate materials																										
S	2.07 Be able to list materials, tools and techniques needed for production																										
S	2.08 Be able to use appropriate tools and techniques independently																										
K	2.09 Know how to avoid the risks associated with using tools and sharing spaces																										
S	2.10 Be able to compare their design and product explaining any differences and suggesting improvements																										
U	2.11 Understand that designers have a responsibility to consider issues of waste when designing products																										
S	2.13 Be able to adapt and/or combine others' products for a new creation																										
S	2.15 Be able to design, make and test combinations of food items.																										
Geography																											
S	2.01 Be able to create maps and plans using symbols																										
S	2.02 Be able to interpret maps of familiar and unfamiliar places, including digital maps																										

Learning Goals

K	Knowledge
S	Skill
U	Understanding

		All Aboard	Brainwave: Metacognition	Brainwave: The Brain	Bright Sparks!	Explorers And Adventurers	Feel The Force!	How Humans Work	Island Life	Land, Sea And Sky	Learning Effectively Online	Let's Plant It!	Making waves!	Material World	Music: Instruments	Music: Notating Pitch	Scavengers and Settlers	Shake It!	Temples, Tombs And Treasures	They Made A Difference	Time And Place, Earth And Space
S	2.03 Be able to use a variety of sources to gather geographical information	●			●	●			●	●		●									●
S	2.04 Be able to identify relevant data to answer questions	●			●	●			●	●		●									●
S	2.05 Be able to evaluate the effectiveness of research tools and instruments and suggest improvements								●	●											●
K	2.06 Know about the weather and climatic conditions in two contrasting countries and how they affect the environment and the lives of people living there					●															●
U	2.07 Understand that a variety of geographical factors can influence weather and climatic conditions								●		●										●
K	2.08 Know how the structure of the earth causes natural changes to the landscape								●	●											
U	2.10 Understand how humans prepare for and respond to natural disasters								●	●											
S	2.11 Be able to describe geographical features of the host continent								●	●											●
K	2.12 Know about similarities and differences between different environments and industries within the host country				●							●									
S	2.13 Be able to describe human activities that can cause or reduce environmental issues	●			●												●				
U	2.14 Understand how people's quality of life is impacted by local geographical features	●							●	●							●				

Health and Wellbeing

K	2.01 Know that there are commonly available substances that can influence our behaviour that can be classified in different ways		●					●													
K	2.02 Know what is acceptable or unacceptable in relationships and how to respond to uncomfortable situations										●										
K	2.03 Know that my body is growing and changing in different ways and that some of these changes are part of growing up							●										●			
U	2.04 Understand that growing and changing brings increasing responsibility							●			●										
U	2.05 Understand the impact of changes that may improve health and wellbeing				●			●			●						●	●			
S	2.06 Be able to select the most appropriate strategy for managing a range of social situations		●								●										
U	2.07 Understand friendship and how it is mutually built and maintained		●					●			●										
K	2.08 Know the correct terminology for private body parts and reproductive organs																				
K	2.09 Know some of the factors that contribute to risk or endangering safety				●			●									●				
K	2.10 Know that some aspects of our identity are consistent while others may change		●																		
U	2.12 Understand that there are different ways to improve learning		●	●																	
K	2.13 Know that emotions can be managed to support learning		●	●				●													
K	2.14 Know that neuroscience is helping us to understand more about the brain		●	●				●													
S	2.15 Be able to apply metacognitive strategies and reflect on their effectiveness		●	●																	
K	2.16 Know what a digital footprint is										●										
K	2.17 Know that the internet contains images and videos that are digitally altered and it is hard to tell the difference between what is real and what is fake										●										
U	2.18 Understand that we don't communicate anything online that we wouldn't tell anyone face to face										●										
U	2.19 Understand that money comes from different sources and can be used for different purposes, including saving				●						●										

History

S	2.01 Be able to formulate questions about events from the past	●				●															●	●
U	2.02 Understand that there are different accounts of the same event	●				●															●	●
S	2.03 Be able to select and record relevant information including multiple sources	●				●			●												●	●
K	2.04 Know that historians study an artefact within its historical context									●											●	●
K	2.05 Know about the significant events, dates and features of past societies	●				●			●												●	●
K	2.06 Know that there is a significant division in how we organise time called year zero					●															●	●
S	2.07 Be able to organise events and societies chronologically					●															●	●
S	2.08 Be able to suggest reasons for particular events and changes	●				●															●	●
S	2.09 Be able to describe results/consequences of historical events, situations	●				●															●	●
K	2.10 Know about similarities and differences between past and present lifestyles	●				●			●												●	●
U	2.11 Understanding that there are still mysteries around how ancient civilisations used technology																				●	●
U	2.12 Understand that multiple causes contribute to change	●				●															●	●
S	2.13 Be able to give an opinion on the most significant contributor to change	●																			●	●
K	2.14 Know the history of people and/or places they have a connection with																●				●	●

ICT & Computing

S	2.01 Be able to test code and make improvements	●																				
----------	---	---	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Learning Goals

K	Knowledge
S	Skill
U	Understanding

		All Aboard	Brainwave: Metacognition	Brainwave: The Brain	Bright Sparks!	Explorers And Adventurers	Feel The Force!	How Humans Work	Island Life	Land, Sea And Sky	Learning Effectively Online	Let's Plant It!	Making waves!	Material World	Music: Instruments	Music: Notating Pitch	Scavengers and Settlers	Shake It!	Temples, Tombs And Treasures	They Made A Difference	Time And Place, Earth And Spa
U	2.05 Understand that a range of physical activity is good for their health	●	●																		
U	2.09 Understand that hand-eye/foot-eye coordination can improve performance							●	●												
S	2.10 Be able to demonstrate running and jumping techniques																●				
U	2.12 Understand that changing rules within a game may impact on the success of the game	●						●													
S	2.13 Be able to accurately send and receive a variety of objects	●															●				
S	2.14 Be able to apply a range of skills in small game situations	●															●				
S	2.15 Be able to fulfil given roles within small group and team games	●						●									●				
S	2.16 Be able to demonstrate the principles of fair play	●						●									●				
S	2.17 Be able to use their arms and legs to propel themselves through the water							●									●				
K	2.18 Know the principles of water safety								●												
Science																					
S	2.01 Be able to suggest ways of collecting evidence in response to a scientific question				●			●	●		●	●	●					●			●
U	2.03 Understand the importance of collecting scientific evidence through observation and testing						●	●	●		●	●	●					●			●
S	2.04 Be able to ask scientific questions				●			●	●		●	●	●					●			●
S	2.05 Be able to connect scientific investigations to real life				●	●		●	●		●	●	●					●			●
S	2.06 Be able to plan an investigation changing only one independent variable				●			●	●		●	●	●					●			●
S	2.07 Be able to make informed predictions				●			●	●		●	●	●					●			●
S	2.08 Be able to identify potential risks in a planned investigation				●			●	●		●	●	●					●			●
S	2.09 Be able to make and record observations and take formal measurements				●	●		●	●		●	●	●					●			●
S	2.10 Be able to describe observations and results identifying possible patterns				●			●	●		●	●	●					●			●
S	2.11 Be able to compare results to predictions and draw conclusions				●			●	●		●	●	●					●			●
S	2.12 Be able to record and describe the method and results in a variety of ways.				●	●		●	●		●	●	●					●			●
S	2.13 Be able to compare investigations and results identifying possible anomalies				●			●	●		●	●	●					●			●
K	2.14 Know about the functions of skeletons and muscles in humans and some other animals							●	●												
S	2.15 Be able to describe the process of digestion							●													
K	2.16 Know about the functions of the major parts of a plant									●		●									
K	2.17 Know how the parts of a plant may change over time									●		●									
K	2.18 Know the lifecycle of various plants									●		●									
K	2.19 Know that a key difference between non-living and living things is that living things grow and reproduce									●		●									
S	2.20 Be able to sort animals into vertebrates and invertebrates									●											
K	2.21 Know that the sun is the source of energy in all food chains									●		●									
S	2.22 Be able to draw diagrams to illustrate simple food webs and chains in an ecosystem									●		●									
K	2.23 Know how space and place impact on the health of living things									●		●									
U	2.24 Understand the positive and negative impacts humans have on other living things									●											
U	2.25 Understand how animals and plants are physically suited to particular environments									●		●									
K	2.27 Know that there are physical similarities and differences between themselves and other people		●					●													
K	2.28 Know the role of the different nutrients in the body		●					●											●		
U	2.29 Understand the interdependence between all living things									●		●									
K	2.30 Know a range of testable properties				●					●		●									●
S	2.31 Be able to compare common materials and objects and their properties				●					●		●									●
U	2.32 Understand that different materials are suited to different purposes				●					●		●									
K	2.33 Know that some materials conduct heat more effectively than others													●							
S	2.39 Be able to compare solids, liquids and gases									●				●					●		
K	2.40 Know that some changes are reversible and some are irreversible													●					●		
K	2.41 Know that some substances dissolve in liquids and others do not													●					●		
S	2.42 Be able to separate insoluble solids from liquids									●				●					●		
K	2.43 Know that heating or cooling can bring about a change of state									●				●					●		

Learning Goals

K	Knowledge
S	Skill
U	Understanding

		All Aboard	Brainwave: Metacognition	Brainwave: The Brain	Bright Sparks!	Explorers And Adventurers	Feel The Force!	How Humans Work	Island Life	Land, Sea And Sky	Learning Effectively Online	Let's Plant It!	Making waves!	Material World	Music: Instruments	Music: Notating Pitch	Scavengers and Settlers	Shake It!	Temples, Tombs And Treasures	They Made A Difference	Time And Place, Earth And Spa	
U	2.48 Understand that day and night are caused by the Earth spinning on its own axis					●																●
K	2.49 Know that the Moon appears to change shape over the course of a month and is repeated every month																					●
K	2.50 Know that the Sun is a star at the centre of our solar system																					●
K	2.51 Know that seasons are caused by the combination of Earth's orbit around the sun and the tilt of its axis																					●
U	2.52 Understand that the Earth is part of a system of planets that orbit around the same star																					●
K	2.55 Know that heat, light, sound and movement are evidence of energy transfer taking place				●								●	●								
K	2.56 Know that materials conduct heat differently to each other depending on what they're made of														●							
S	2.57 Be able to give reasons why we should save/conserv e electricity														●							
K	2.58 Know that electricity is something which is generated				●										●							
K	2.59 Know the names of the components and the related symbols in a circuit				●										●							
S	2.60 Be able to use electrical circuits to investigate the conductivity of various materials				●										●							
K	2.65 Know about the principles of magnets and how to test materials for magnetic properties				●										●							
K	2.67 Know how sounds are changed by altering the nature of vibrations							●					●									
U	2.68 Understand that light and sound travel at different speeds												●									
K	2.69 Know that we see things because light travels from a source and reflects from an object into our eyes							●					●									
S	2.70 Be able to predict how the shape of a shadow would change based upon the distance of the light source					●																●
K	2.71 Know the order of colours in the visible spectrum/rainbow												●									
K	2.73 Know how pushes and pulls can temporarily or permanently change the shape of an object						●															
S	2.74 Be able to compare forces, stating which is stronger						●															
U	2.75 Understand why we need friction					●																
K	2.77 Know that forces have a direction.					●																

Missed Learning Goals

Learning Goals

K	Knowledge
S	Skill
U	Understanding

Physical Education	
S	2.01 Be able to demonstrate recognised gymnastics movements and balances in a sequence
K	2.11 Know the techniques that increase the chances of success in track events
Science	
S	2.80 Be able to identify simple machines in their environment.