

Name:

Started:..... Completed:.....

Producing, Exploring & Recording		
<input type="checkbox"/> Collects pictures from a range of sources that relate to a specific subject	<input type="checkbox"/> Works in 3D	<input type="checkbox"/> Responds appropriately to texture-based terminology, e.g. how many items are rough, which fabrics are smooth, etc.
<input type="checkbox"/> Uses tools effectively on pliable material	<input type="checkbox"/> Includes a range of materials in their work in a variety of ways, e.g. buttons, wool, beads, feathers, etc.	<input type="checkbox"/> Selects colour with purpose
<input type="checkbox"/> Discusses patterns in terms of shapes/lines/colours	<input type="checkbox"/> Makes models which use a variety of materials	<input type="checkbox"/> Selects a different brush for each colour paint
<input type="checkbox"/> Discusses the mixing of colours	<input type="checkbox"/> Names their model with a topic-related name	
<input type="checkbox"/> Works in 2D	<input type="checkbox"/> Responds appropriately to shape-based terminology, e.g. where's the round shape, pass me the box, etc.	
Technical Proficiency		
<input type="checkbox"/> Colours in a picture and tries to keep within the lines	<input type="checkbox"/> Names colours mainly accurately	<input type="checkbox"/> Is not fazed by the different shades when naming colours
<input type="checkbox"/> Undertakes a task using some simple tools under supervision	<input type="checkbox"/> Selects material appropriate for the task	<input type="checkbox"/> Uses tools with their preferred hand
<input type="checkbox"/> Cuts with scissors when paper held for them	<input type="checkbox"/> Selects tools appropriate for the purpose	<input type="checkbox"/> Generally holds pencil correctly and with sufficient grip
Evaluation & Analysis		
<input type="checkbox"/> States a preference for a colour, technique or decoration	<input type="checkbox"/> Dictates captions for their artwork	<input type="checkbox"/> Describes the result of their action
Artists, Craft Makers & Designers		
<input type="checkbox"/> Shows awareness of other artist's work	<input type="checkbox"/> Communicates about an aspect of artwork	
<input type="checkbox"/> Identifies a drawing, painting and sculpture	<input type="checkbox"/> Suggests a name or caption for an artist, craft maker or designer's work	

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Creative, Technical & Practical Expertise		
<input type="checkbox"/> Explores what happens to objects when the battery or cell is taken out	<input type="checkbox"/> Finds inclined planes in their environment, e.g. a ramp, the slide, the stairs, etc.	<input type="checkbox"/> Selects a specific shape from a collection, e.g. circles
<input type="checkbox"/> Indicates that batteries are needed to provide power	<input type="checkbox"/> Explains why inclined planes make our lives easier in simple terms	<input type="checkbox"/> Communicates about the properties of geometric shape in hand
<input type="checkbox"/> Relates the size of battery to an object, e.g. a watch has a small battery and a car has a bigger battery, etc.	<input type="checkbox"/> Adds to a construction kit model to make it stronger or to make it move better	<input type="checkbox"/> Collects pictures from a range of sources that relate to a specific subject
<input type="checkbox"/> Controls horizontal movement using a switch	<input type="checkbox"/> Attempts to change their tall structure to help it become more stable	<input type="checkbox"/> Responds appropriately to texture-based terminology, e.g. how many items are rough, which fabrics are smooth, etc.
<input type="checkbox"/> Controls vertical movement using a switch	<input type="checkbox"/> Cuts with scissors when paper held for them	<input type="checkbox"/> Selects material appropriate for the task
<input type="checkbox"/> Inputs simple operation, e.g. in floor turtle	<input type="checkbox"/> Uses tools effectively on pliable material	<input type="checkbox"/> Selects tools appropriate for the purpose
<input type="checkbox"/> Describes the action of a magnet using simple language, e.g. it sticks to things	<input type="checkbox"/> Rolls pliable materials into different shapes	<input type="checkbox"/> Uses tools with their preferred hand
<input type="checkbox"/> Adds wheels to object to make it move	<input type="checkbox"/> Responds appropriately to shape-based terminology, e.g. where's the round shape, pass me the box, etc.	
<input type="checkbox"/> Indicates that different things move at different speeds, e.g. car/bike	<input type="checkbox"/> Finds shapes from description, e.g. with a straight edge	
Designing & Making for Users		
<input type="checkbox"/> Communicates what they want to make with a member of staff	<input type="checkbox"/> Undertakes a task using some simple tools under supervision	<input type="checkbox"/> Turns objects to align them
<input type="checkbox"/> Works in 2D	<input type="checkbox"/> Includes a range of materials in their work in a variety of ways, e.g. buttons, wool, beads, feathers, etc.	<input type="checkbox"/> Selects colour with purpose
<input type="checkbox"/> Works in 3D	<input type="checkbox"/> Builds with a range of construction material	<input type="checkbox"/> Looks for appropriate shapes/materials/sizes to fit or match their product
Evaluating & Testing Ideas & Products		
<input type="checkbox"/> Communicates about an aspect of their model or product	<input type="checkbox"/> Names their model with a topic-related name	<input type="checkbox"/> Gives a simple reason why an object is made from that material
<input type="checkbox"/> Explains in simple terms what their product does	<u>Investigating and Analysing Products</u>	
<input type="checkbox"/> States who they have made their product for	<input type="checkbox"/> Explores similar products made from two different materials, e.g. a wooden box and a cardboard box	

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Creative, Technical & Practical Expertise		
<input type="checkbox"/> Lists ways food is preserved	<input type="checkbox"/> Demonstrates safe food processing skills under supervision, e.g. peeling, coring, grating	<input type="checkbox"/> Demonstrates knowledge of safety when heating or cooking food
<input type="checkbox"/> Measures and weighs wet ingredients appropriately	<input type="checkbox"/> Demonstrates a bridge and claw grip to cut harder textures safely	<input type="checkbox"/> Relates knowledge of food hygiene to preparing and cooking food
<input type="checkbox"/> Suggests ways to overcome cooking issues, e.g. how to stop food sticking to a baking tray	<input type="checkbox"/> Outlines how to store food safely	<input type="checkbox"/> Lists simple routines to help stop the spread of germs
<input type="checkbox"/> Recognises the common imperial measures for weight, e.g. pounds	<input type="checkbox"/> Opens packets and tins carefully	<input type="checkbox"/> Recognises the importance of washing ingredients
<input type="checkbox"/> Recognises the common imperial measures for capacity, e.g. pints	<input type="checkbox"/> Explains safety precautions when using a range of skills, e.g. rolling, whisking and peeling	
<input type="checkbox"/> Lists the skills they used when preparing and cooking their recipes	<input type="checkbox"/> Explains how to safely use an oven or hob	
Designing & Making for Users		
<input type="checkbox"/> Designs and creates a healthy, tasty filling, e.g. using pastry, jacket potatoes	<input type="checkbox"/> Prepares and checks the ingredients for their recipe	<input type="checkbox"/> Sources a recipe for something they wish to cook which involves a given technique, e.g. folding
<input type="checkbox"/> Presents their dish appropriately	<input type="checkbox"/> Prepares a range of simple food ingredients	<input type="checkbox"/> Follows recipes to make simple cooked food, e.g. bread
Evaluating & Testing Ideas & Products		
<input type="checkbox"/> Recognises different ingredients combine to create different tastes	<input type="checkbox"/> Suggests an ingredient they could add to create a specific texture	<input type="checkbox"/> Recognises that the appearance of food is important
Principles of Nutrition & Cooking		
<input type="checkbox"/> Suggests ways to reduce food wastage	<input type="checkbox"/> Recognises that climate and other conditions affect when and where food is grown or reared	<input type="checkbox"/> Puts food into correct food groups
<input type="checkbox"/> Finds out about sowing and harvesting times, e.g. using information on seed packets	<input type="checkbox"/> Lists fruit and vegetables grown in their locality at different times of year	<input type="checkbox"/> Investigates what each food group gives in the way of nutrition
<input type="checkbox"/> Suggests why we preserve food	<input type="checkbox"/> Explains why we can still buy food which is not in season in the UK	<input type="checkbox"/> Recognises what constitutes a portion of different foods
<input type="checkbox"/> Suggests vegetables to accompany a meal at different times of the year, e.g. when reading a sowing or harvesting chart	<input type="checkbox"/> Reads information labels on food to find out about their nutritional value	<input type="checkbox"/> Recognises what constitutes a healthy, balanced diet
<input type="checkbox"/> Recognises that some foods are imported and exported	<input type="checkbox"/> Plans a balanced day's food for a person	<input type="checkbox"/> Recognises that it is important to eat a balanced diet
<input type="checkbox"/> Uses food/farming vocabulary correctly in context e.g. sow, rearing, harvest	<input type="checkbox"/> Identifies foods that make part of a healthy diet	

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Geographical Skills & Fieldwork		
<input type="checkbox"/> Makes a simple pictorial representation of what they have seen	<input type="checkbox"/> Labels a simple diagram, e.g. annotates body parts on a silhouette	<input type="checkbox"/> Adds detail to a map of a familiar place, e.g. furniture in their bedroom
<input type="checkbox"/> Recognises links between objects, e.g. car/garage, leaf/tree	<input type="checkbox"/> Records data through pictures, e.g. weather information using pictures of the sun and rain	<input type="checkbox"/> Discusses, compares and demonstrates understanding of the terms "near" and "far"
<input type="checkbox"/> Completes a simple chart to show their findings	<input type="checkbox"/> Undertakes fieldwork in the setting	<input type="checkbox"/> Describes where objects are in relationship to others using positional language
<input type="checkbox"/> Considers their own safety, e.g. when pond dipping, working with tools or undertaking an experiment	<input type="checkbox"/> Uses a magnifying glass to examine closely	<input type="checkbox"/> Finds items from simple positional and directional clues
<input type="checkbox"/> Finds information from secondary sources	<input type="checkbox"/> Uses cameras to take still and moving pictures	<input type="checkbox"/> Follows and gives directions around the room and the setting
Human & Physical Geography		
<input type="checkbox"/> Identifies some different types of homes	<input type="checkbox"/> Gives simple reasons why something has eroded in the environment	<input type="checkbox"/> Classifies a place as being built or created by people, e.g. a shop, office
<input type="checkbox"/> Identifies the features of the place where they live	<input type="checkbox"/> Describes how different weather might affect them/what they wear	<input type="checkbox"/> Classifies a place as being created by nature, e.g. a cliff, beach
<input type="checkbox"/> Describes features of the land using appropriate language	<input type="checkbox"/> Discusses the different types of food they see in shops	<input type="checkbox"/> Describes vegetation they see in a photographs of different places, e.g. by a road, in a garden, in a desert
<input type="checkbox"/> Observes the effect of natural elements, e.g. wind, water, etc	<input type="checkbox"/> Understands that food is transported to shops from different places	<input type="checkbox"/> Looks at examples of rock formations and comments on the shapes/colours they see
Locational Knowledge		
<input type="checkbox"/> Communicates in simple terms about where they live, e.g. in a big flat, by lots of trees, along a road	<input type="checkbox"/> Refers to our planet as 'Earth'	<input type="checkbox"/> Indicates that land is coloured green, brown or yellow on simple maps
<input type="checkbox"/> Points to sea/lands on globe	<input type="checkbox"/> Knows number of their house and street	<input type="checkbox"/> Indicates that water is coloured blue on simple maps
Place Knowledge		
<input type="checkbox"/> Compares photographs of unfamiliar places using simple geographical vocabulary, e.g. deserts, rain forests	<input type="checkbox"/> Indicates that some people around the world have different type of homes to them	<input type="checkbox"/> Indicates that some people around the world speak different languages to them
<input type="checkbox"/> Indicates that some people around the world dress differently to them		<input type="checkbox"/> Indicates that some people around the world eat different foods to them

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Historical Terminology		
<input type="checkbox"/> Describes the passing of time using simple phrases or vocabulary, e.g. recent, modern	<input type="checkbox"/> Gives a simple definition of common terms relating to an element of history, e.g. archaeology, Pharaoh, throne	<input type="checkbox"/> Describes elements of a period of history using some appropriate terms, e.g. legion/shield
Cause & Consequence		
<input type="checkbox"/> Recognises simple elements which may have stayed the same after an event in history	<input type="checkbox"/> Recognises simple elements which may have changed after an event in history	<input type="checkbox"/> Describes changes in their own lives and the lives of their family and friends
Historical Enquiry & Interpretation		
<input type="checkbox"/> Suggests how we can find out about an element of history	<input type="checkbox"/> Recalls details from a story and communicates them to others	<input type="checkbox"/> Extracts information from pictures
<input type="checkbox"/> Asks considered questions about what they have seen or information they have listened to or read about	<input type="checkbox"/> Organises objects in sequence according to age	<input type="checkbox"/> Accurately observes and describes artefacts
<input type="checkbox"/> Sequences events in a story they have heard	<input type="checkbox"/> Identifies different ways historians depict the past, e.g. paintings	<input type="checkbox"/> Finds and uses simple information from different sources when finding out about an element of history, e.g. a visitor, artefacts, paintings
Understanding Connections		
<input type="checkbox"/> Describes how some familiar things change over time	<input type="checkbox"/> Recognises simple changes which are due to a historical event	<input type="checkbox"/> Recognises simple distinctions between present and past in their own and other people's lives
<input type="checkbox"/> Recognises simple changes which are due to the actions of a person or society	<input type="checkbox"/> Explains simply how their own lives are different to those in the past	
British & World History		
<input type="checkbox"/> Asks and answers questions about events, people or places studied	<input type="checkbox"/> Communicates about a significant individual from history, explaining simply how they have contributed to national and international achievements	<input type="checkbox"/> Places people or events into a simple chronological order
<input type="checkbox"/> Demonstrates some understanding of where people, events and societies fit in a simple chronological framework	<input type="checkbox"/> Lists some key facts about an important place, society or civilization in history	<input type="checkbox"/> Identifies important events in history and states some key facts about it

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Speaking		
<input type="checkbox"/> Speaks coherently and confidently, with increasingly accurate pronunciation and intonation	<input type="checkbox"/> Develops and uses a wide-ranging and deepening vocabulary that goes beyond their immediate needs and interests, allowing them to give and justify opinions through speech, and take part in discussion about wider issues	<input type="checkbox"/> Uses accurate grammar, spelling and punctuation when speaking
<input type="checkbox"/> Initiates and develops conversations, coping with unfamiliar language and unexpected responses, making use of important social conventions such as formal modes of address	<input type="checkbox"/> Uses and manipulates a variety of key grammatical structures and patterns, including voices and moods, as appropriate when speaking	
Listening		
<input type="checkbox"/> Identifies and uses tenses or other structures which convey the present, past, and future as appropriate to the language being studied when listening	<input type="checkbox"/> Listens to a variety of forms of spoken language to obtain information and responds appropriately	<input type="checkbox"/> Transcribes words and short sentences heard with increasing accuracy
Reading		
<input type="checkbox"/> Identifies and uses tenses or other structures which convey the present, past, and future as appropriate to the language being studied when reading	<input type="checkbox"/> Reads and shows comprehension of original and adapted materials from a range of different sources, understanding the purpose, important ideas and details, and provides an accurate English translation of short, suitable material	<input type="checkbox"/> Reads literary texts in the language [such as stories, songs, poems and letters], to stimulate ideas, develop creative expression and expand understanding of the language and culture
Writing		
<input type="checkbox"/> Uses accurate grammar, spelling and punctuation in their writing	<input type="checkbox"/> Develops and uses a wide-ranging and deepening vocabulary that goes beyond their immediate needs and interests, allowing them to give and justify opinions when writing, and take part in discussion about wider issues	
<input type="checkbox"/> Uses and manipulates a variety of key grammatical structures and patterns, including voices and moods, as appropriate when writing	<input type="checkbox"/> Writes prose using an increasingly wide range of grammar and vocabulary, writes creatively to express their own ideas and opinions, and translates short written text accurately into the foreign language	

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Musical Experience		
<input type="checkbox"/> Recognises the difference between loud and quiet sounds, and silence	<input type="checkbox"/> Determines between one strand or more than one strand of music when listening to music	<input type="checkbox"/> Listens for and pinpoints high and low sounds in a piece of music
<input type="checkbox"/> Communicates in simple terms about the tempo of music they hear	<input type="checkbox"/> Listens to recorded and live music for a short period, commenting simply on musical elements	<input type="checkbox"/> Listens for and pinpoints long and short sounds in a piece of recorded music
Music Creation		
<input type="checkbox"/> Represents high and low sounds visually using simple patterns or picture symbols	<input type="checkbox"/> Creates a rhythmic sequence which changes tempo	<input type="checkbox"/> Creates a musical sequence which has a beginning and an end
<input type="checkbox"/> Creates a short musical sequence that combines long and short sounds	<input type="checkbox"/> Creates a pattern which shows a contrast in dynamics	
Singing & Musical Instruments		
<input type="checkbox"/> Follows the lead to clap or walk to pulse	<input type="checkbox"/> Sings action songs	<input type="checkbox"/> Joins in with others to say a rhyme
<input type="checkbox"/> Claps back short rhythmic patterns which include rests	<input type="checkbox"/> Performs rhymes on their own	<input type="checkbox"/> Explores and describes different sounds from one instrument
<input type="checkbox"/> Claps back a short rhythm from music they have heard	<input type="checkbox"/> Rehearses with others in small group	<input type="checkbox"/> Completes call and response melodies choosing from different voices, e.g. singing or humming
<input type="checkbox"/> Sings songs with and without an accompaniment	<input type="checkbox"/> Mouths or chants the words in time with an accompaniment	



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Spiritual, Moral, Social & Cultural Development					
<input type="checkbox"/>	Demonstrate an awareness of the purpose of some artefacts	<input type="checkbox"/>	Handles religious artefacts with care and respect	<input type="checkbox"/>	Experiences quiet reflection time
<input type="checkbox"/>	Describes a religious event	<input type="checkbox"/>	Listens and responds to a range of faith stories	<input type="checkbox"/>	Identifies "Special Days", e.g. Christmas, birthday, etc.
<input type="checkbox"/>	Follows simple stories about events in the past	<input type="checkbox"/>	Understands that music is part of celebrations and daily life		
<input type="checkbox"/>	Follows simple stories about people in the past	<input type="checkbox"/>	Communicates about how the music makes them feel		
Personal Development & Wellbeing					
<input type="checkbox"/>	States how they celebrate things in their lives, e.g. birthdays	<input type="checkbox"/>	Communicates what or who is special to them	<input type="checkbox"/>	Declares that something is not fair
<input type="checkbox"/>	States how they would prefer to celebrate something	<input type="checkbox"/>	Explains why something or someone is special to them	<input type="checkbox"/>	Identifies behaviour that could be considered as right and wrong
<input type="checkbox"/>	States what and when things are celebrated in their lives	<input type="checkbox"/>	Identifies the rules they have to follow	<input type="checkbox"/>	Accepts that they cannot just take what they want
Community Cohesion					
<input type="checkbox"/>	Identifies a badge which shows they belong to something, e.g. school	<input type="checkbox"/>	Names a few people in a particular group or place they visit, e.g. cooking group, work placement	<input type="checkbox"/>	Communicates with peers co-operatively
<input type="checkbox"/>	Identifies people who cares for others, e.g. families, nurses, etc.	<input type="checkbox"/>	Demonstrates an awareness that not everyone feels like they do	<input type="checkbox"/>	Appreciates other people have feelings
<input type="checkbox"/>	Observes things that are good and bad in their community, e.g. shops vs litter, etc.	<input type="checkbox"/>	Takes turns		