



Barcombe - Hamsey - Plumpton Skylark Federation

Skylark Curriculum- KS1- Explore



Explore- KS1 (Including Y3 in Y2/3 class)				
Home-2020-21	Water- 2021-22	Danger - 2022-23		
Geography	Geography	Geography		
 i. key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather ii. key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment. Name and locate the world's 7 continents and 5 oceans. Name, locate and identify characteristics of the 4 countries and capital cities of the United Kingdom and its surrounding seas. 	Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country (Rainforest. Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage. Use simple compass directions (North, South, East and West) and locational and directional language to describe the location of features and routes on a map. Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key.	Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles.		



2020 - 2021	Examples	Examples
Y1/2 homes → maps → local walk → compare localities Y2/3 School + grounds → village→ Lewes → Sussex/ UK Coastline (Human/physical features→ Homeless→ International (1 week per continent)	Amazon Rainforest	Antarctica/ Artic
Design and Technology	Design and Technology	Design and Technology
Design Design purposeful, functional, appealing products for themselves and other users based on design criteria	Design Design purposeful, functional, appealing products for themselves and other users based on design criteria	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, templates, mock-ups and, where appropriate, information and communication technology	Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology	Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
Make Select from and use a range of tools and equipment to perform practical tasks	Make Select from and use a range of tools and equipment to perform practical tasks	Make Select from and use a range of tools and equipment to perform practical tasks
Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	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 Explore and use mechanisms [For example, levers, sliders, wheels and axels], in their products. Cooking & Nutrition	Evaluate Explore and evaluate a range of existing products Evaluate their ideas and products against design criteria Technical Knowledge Explore and use mechanisms [For example, levers, sliders, wheels and axels], in their products. Build structures, exploring how they can be made stronger, stiffer and more stable Explore and use mechanisms, in their	Evaluate Explore and evaluate a range of existing products Evaluate their ideas and products against design criteria Technical Knowledge Explore and use mechanisms [For example, levers, sliders, wheels and axels], in their products. Build structures, exploring how they can be made stronger, stiffer and more stable Cooking & Nutrition
Use the basic principles of a healthy and varied diet to prepare dishes. Understand where food comes from	Cooking & Nutrition Use the basic principles of a healthy and varied diet to prepare dishes.	Use the basic principles of a healthy and varied diet to prepare dishes.
2020 - 2021	Examples	Examples
Y2/3 Homes and structures Further possible examples Getting produce from one place to another without damage Tractor wheels/ axels Create a new egg box for local farm shop	Practical Action- Ditch the dirt	Practical Action- Beat the flood Design a floating garden

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Plastics challenge- Practical action website	