



Year 1 Term 1- Knowledge and Skills



Curriculum Intent	<i>Attain an appreciation for literature, art, music within the breadth of the National Curriculum.</i>	
Power of Reading Text	A Mouse Called Julian (2 weeks) Traction Man	
Cornerstones Unit	Superheroes	
Companion project	Can you be a superhero?	
	Knowledge	Skills
Science	<ul style="list-style-type: none"> The basic body parts are the head, arms, legs, nose, eyes, ears, mouth, hands, and feet. The five senses are hearing, sight, smell, taste, and touch. Ears are used for hearing, eyes are used to see, the nose is used to smell, the tongue is used to taste, and skin gives the sense of touch. The results are information that has been found out from an investigation. Simple tests can be carried out by following a set of instructions. Objects, materials and living things can be looked at and compared. A material is what an object is made from. Everyday materials include wood, plastic, glass, metal, water, rock, brick, paper, and fabric. Materials have different properties, such as hard or soft; stretchy or stiff; rough or smooth; opaque or transparent; bendy or rigid; waterproof or not waterproof; magnetic or non-magnetic. Materials can be grouped according to their properties. 	<ul style="list-style-type: none"> Draw and label the main parts of the human body and say which body part is associated with which sense. Talk about what they have done and say, with help, what they think they have found out. With support, follow instructions to perform simple tests and begin to talk about what they might do or what might happen. Observe objects, materials, living things and changes over time, sorting and grouping them based on their features. Identify and name what an object is made from, including wood, plastic, glass, metal, water, and rock. Investigate and describe the simple physical properties of some everyday materials, such as hard or soft; stretchy or stiff; rough or smooth; opaque or transparent; bendy or rigid; waterproof or not waterproof and magnetic or non-magnetic. Compare and group materials in a variety of ways, such as based on their physical properties; being natural or man-made and being recyclable or non-recyclable.
Geography		
History	<ul style="list-style-type: none"> A person who is historically significant has made big changes in their lifetime, has been a good or bad role model, were known in their lifetime, made people's lives better or worse or changed the way people think. 	<ul style="list-style-type: none"> Understand the term significant and explain why a significant individual is important.
Computing	<ul style="list-style-type: none"> Private information includes names, addresses, dates of birth or schools and this information should not be shared online. Any concerns or worries should be reported to a trusted adult. Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software. It can be used to create and combine digital content for different audiences and purposes. An algorithm is a sequence of steps, instructions or rules that is used to perform a specific task. Algorithms can be followed by people or digital equipment. For algorithms to achieve the end goal, instructions have to be accurate and followed sequentially. Hardware is the parts of a computer that you can touch, such as a mouse, tablet or floor robot. Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software. Data can be collected manually or using digital technology, such as data loggers. It can be represented in different electronic forms, including charts and tables. 	<ul style="list-style-type: none"> Recognise that some websites ask for private information and discuss how to handle these requests and where to go for help and support. Select appropriate software to complete given tasks using text, images, audio and video clips. Follow a sequence of steps to solve a problem and create instructions that others can follow (for floor robots or onscreen sprites). Use a range of computing hardware for different purposes. Begin to use a range of software for different purposes.
Design and Technology	<ul style="list-style-type: none"> Design criteria are the explicit goals that a project must achieve. Fruit and vegetables are an important part of a healthy diet. It is recommended that people eat at least five portions of fruit and vegetables every day. Two products can be compared by looking at a set of criteria and scoring both products against each one. 	<ul style="list-style-type: none"> Create a design to meet simple design criteria. Select healthy ingredients for a fruit or vegetable salad. Describe the similarities and differences between two products.
Art and Design	<ul style="list-style-type: none"> A human face includes features, such as eyes, nose, mouth, forehead, eyebrows, and cheeks. Malleable materials include rigid and soft materials, such as clay, plasticine, and salt dough. 	<ul style="list-style-type: none"> Represent the human face, using drawing, painting or sculpture, from observation, imagination or memory with some attention to facial features. Manipulate malleable materials by squeezing, pinching, pulling, pressing, rolling, modelling, flattening, poking, squashing and smoothing.



Year 1 Term 2- Knowledge and Skills



Curriculum Intent	<i>Appreciate the benefits of diversity by understanding own and other's cultures and traditions.</i>	
Power of Reading Text	Lila and the Secret of Rain Christmas week - It's a No-Money Day	
Cornerstones Unit	Rio de Vida	
Companion project	N/A	
	Knowledge	Skills
Science		
Geography	<ul style="list-style-type: none"> Human features are man-made and include factories, farms, houses, offices, ports, harbours and shops. Landmarks and monuments are features of a landscape, city or town that are easily seen and recognised from a distance. They also help someone to establish and describe a location. A settlement is a place where people live and work and can be big or small, depending on how many people live there. Towns and cities are urban settlements. Features of towns and cities include homes, shops, roads and offices. Positional language includes behind, next to and in front of. Directional language includes left, right, straight ahead and turn. 	<ul style="list-style-type: none"> Name and describe the purpose of human features and landmarks. Identify the characteristics of a settlement. Use simple directional and positional language to give directions, describe the location of features and discuss where things are in relation to each other.
History		
Computing	<ul style="list-style-type: none"> Digital technology is used in all parts of everyday life, such as using a tablet to play a game or a microwave to heat food. Some of this digital technology can be used to connect with others locally, such as sharing digital work in the classroom, or globally, such as using Skype on a computer to speak to a friend overseas. Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software. It can be used to create and combine digital content for different audiences and purposes. Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software. 	<ul style="list-style-type: none"> Explain simply that digital technology can be used to connect with others locally and globally. Select appropriate software to complete given tasks using text, images, audio and video clips. Begin to use a range of software for different purposes.
Design and Technology	<ul style="list-style-type: none"> Design criteria are the explicit goals that a project must achieve. Different materials can be used for different purposes, depending on their properties. For example, cardboard is a stronger building material than paper. Plastic is light and can float. Clay is heavy and will sink. Specific tools are used for particular purposes. For example, scissors are used for cutting and glue is used for sticking. A strength is a good quality of a piece of work. A weakness is an area that could be improved. Different materials are suitable for different purposes, depending on their specific properties. For example, glass is transparent, so it is suitable to be used for windows. Using non-standard measures is a way of measuring that does not involve reading scales. For example, weight may be measured using a balance scale and lumps of plasticine. Length may be measured in the number of handspans, or pencils laid end to end. 	<ul style="list-style-type: none"> Create a design to meet simple design criteria. Construct simple structures, models or other products using a range of materials. Select the appropriate tool for a simple practical task. Talk about their own and each other's work, identifying strengths or weaknesses and offering support. Select and use a range of materials, beginning to explain their choices. Measure and weigh food items using non-standard measures, such as spoons and cups.
Art and Design	<ul style="list-style-type: none"> Ideas can be created through observation (looking closely), imagination (creating pictures in the mind) and memory (remembering experiences from the past). Collage is an art technique where different materials are layered and stuck down to create artwork. 	<ul style="list-style-type: none"> Design and make art to express ideas. Use textural materials, including paper and fabric, to create a simple collage.



Year 1 Term 3 - Knowledge and Skills



Curriculum Intent	<i>Attain an appreciation for literature, art, music within the breadth of the National Curriculum.</i>	
Power of Reading Text	Out and About	
Cornerstones Unit	Enchanted Woodland	
Companion project	What is camouflage for?	
	Knowledge	Skills
Science	<ul style="list-style-type: none"> The results are information that has been found out from an investigation. Data can be recorded and displayed in different ways, including tables, pictograms and drawings. Question words include what, why, how, when, who and which. Simple equipment is used to take measurements and observations. Examples include metre sticks, measuring tapes, egg timers and hand lenses. Simple tests can be carried out by following a set of instructions. Objects, materials and living things can be looked at and compared. Plants are living things. Common plants include the daisy, daffodil and grass. Trees are large, woody plants and are either evergreen or deciduous. Trees that lose their leaves in the autumn are called deciduous trees. Examples include oak, beech and rowan. Trees that shed old leaves and grow new leaves all year round are called evergreen trees. Examples include holly and pine. Animals are living things. Animals can be sorted and grouped into six main groups: fish, amphibians, reptiles, birds, invertebrates and mammals. The basic plant parts include root, stem, leaf, flower, petal, fruit, seed and bulb. Trees have a woody stem called a trunk. Different animal groups have some common body parts, such as eyes and a mouth, and some different body parts, such as fins or wings. Carnivores eat other animals (meat), herbivores eat plants and omnivores eat other animals and plants. Living things need to be cared for in order for them to survive. They need water, food, warmth and shelter. The local environment is a habitat for living things and can change during the seasons. All living things (plants and animals) change over time as they grow and mature. 	<ul style="list-style-type: none"> Talk about what they have done and say, with help, what they think they have found out. With support, gather and record simple data in a range of ways (data tables, diagrams, Venn diagrams). Ask simple scientific questions. With support, use simple equipment to measure and make observations. With support, follow instructions to perform simple tests and begin to talk about what they might do or what might happen. Observe objects, materials, living things and changes over time, sorting and grouping them based on their features. Identify, compare, group and sort a variety of common wild and garden plants, including deciduous and evergreen trees, based on observable features. Identify, compare, group and sort a variety of common animals, including fish, amphibians, reptiles, birds, invertebrates and mammals, based on observable features. Label and describe the basic structure of a variety of common plants. Label and describe the basic structures of a variety of common animals, including fish, amphibians, reptiles, birds and mammals. Group and sort a variety of common animals based on the foods they eat. Describe how to care for plants and animals, including pets. Observe the local environment throughout the year and ask and answer questions about living things and seasonal change. Describe, following observation, how plants and animals change over time.
Geography	<ul style="list-style-type: none"> An aerial photograph or plan perspective shows an area of land from above. A map is a picture or drawing of an area of land or sea that can show human and physical features. A key is used to show features on a map. A map has symbols to show where things are located. 	<ul style="list-style-type: none"> Identify features and landmarks on an aerial photograph or plan perspective. Draw or read a simple picture map.
History		
Computing	<ul style="list-style-type: none"> Software available online, such as email, social media platforms or blogs, can be made by individuals to communicate their ideas. Technology is used in many ways to do different jobs, such as using an interactive whiteboard in the classroom, using a tablet to do online shopping at home or using scanners in a shop in the community. 	<ul style="list-style-type: none"> Understand that there are online tools that can help people to create content and communicate. Recognise the ways digital technology can be used in the classroom, home and community.
Design and Technology	<ul style="list-style-type: none"> Different materials can be used for different purposes, depending on their properties. For example, cardboard is a stronger building material than paper. Plastic is light and can float. Clay is heavy and will sink. Specific tools are used for particular purposes. For example, scissors are used for cutting and glue is used for sticking. Different materials are suitable for different purposes, depending on their specific properties. For example, glass is transparent, so it is suitable to be used for windows. Fruit and vegetables are an important part of a healthy diet. It is recommended that people eat at least five portions of fruit and vegetables every day. 	<ul style="list-style-type: none"> Construct simple structures, models or other products using a range of materials. Select the appropriate tool for a simple practical task. Select and use a range of materials, beginning to explain their choices. Select healthy ingredients for a fruit or vegetable salad.
Art and Design	<ul style="list-style-type: none"> Ideas can be created through observation (looking closely), imagination (creating pictures in the mind) and memory (remembering experiences from the past). Malleable materials include rigid and soft materials, such as clay, plasticine and salt dough. The primary colours are red, yellow and blue. Soft pencils create darker lines and are marked with a B for black. Hard pencils create lighter lines and are marked with an H for hard. Different types of line include zigzag, wavy, curved, thick and thin. Transient art is moveable, non-permanent and usually made of a variety of objects and materials. Natural materials, such as grass, pebbles, sand, leaves, pine cones, seeds and flowers, can be used to make transient art. Words relating to colour, shape, materials and subject matter can be used to explore works by significant artists. 	<ul style="list-style-type: none"> Design and make art to express ideas. Manipulate malleable materials by squeezing, pinching, pulling, pressing, rolling, modelling, flattening, poking, squashing and smoothing. Identify and use paints in the primary colours. Use soft and hard pencils to create different types of line and shape. Make transient art and pattern work using a range or combination of man-made and natural materials. Describe and explore the work of a significant artist.



Year 1 Term 4- Knowledge and Skills



Curriculum Intent	<i>Sustain and improve the environment, locally and globally.</i>	
Power of Reading Text	Pattan's Pumpkin	
Cornerstones Unit	Splendid Skies	
Companion project	N/A	
	Knowledge	Skills
Science	<ul style="list-style-type: none"> There are four seasons: spring, summer, autumn and winter. Certain events and weather patterns happen in different seasons. Different types of weather include sunshine, rain, hail, wind, snow, fog, lightning, storm and cloud. The weather can change daily and some weather types are more common in certain seasons, such as snow in winter. A shadow is formed when light from a light source, such as the Sun, is blocked by an opaque object, but not by transparent objects. Simple equipment can be used for measuring weather, such as measuring temperature with a thermometer; identifying wind direction and force with a windsock or measuring rainfall with a rain gauge. The results are information that has been found out from an investigation. Data can be recorded and displayed in different ways, including tables, pictograms and drawings. Simple equipment is used to take measurements and observations. Examples include metre sticks, measuring tapes, egg timers and hand lenses. Simple tests can be carried out by following a set of instructions. Objects, materials and living things can be looked at and compared. The local environment is a habitat for living things and can change during the seasons. Shadows are normally the same shape as the object that cast them. Shadows change during the day as the Sun appears to change position in the sky. Shadows occur where light is blocked by an opaque object. 	<ul style="list-style-type: none"> Observe changes across the four seasons. Observe and describe different types of weather. Explain in simple terms how shadows are formed. Investigate weather using toys, models or simple equipment. Talk about what they have done and say, with help, what they think they have found out. Talk about what they have done and say, with help, what they think they have found out. With support, gather and record simple data in a range of ways (data tables, diagrams, Venn diagrams). With support, use simple equipment to measure and make observations. With support, follow instructions to perform simple tests and begin to talk about what they might do or what might happen. Observe objects, materials, living things and changes over time, sorting and grouping them based on their features. Observe the local environment throughout the year and ask and answer questions about living things and seasonal change. Compare shadows made by different objects and materials.
Geography	<ul style="list-style-type: none"> There are four seasons in the UK: spring, summer, autumn and winter. Each season has typical weather patterns. Types of weather include sun, rain, wind, snow, fog, hail and sleet. In the United Kingdom, the length of the day varies depending on the season. In winter, the days are shorter. In summer, the days are longer. Symbols are used to show different types of weather. An aerial photograph or plan perspective shows an area of land from above. Fieldwork includes going out in the environment to look, ask questions, take photographs, take measurements and collect samples. Warmer areas of the world are closer to the equator and colder areas of the world are further from the equator. The equator is an imaginary line that divides the Earth into two parts: the Northern and Southern Hemispheres. Continents have different climates depending on where they are in the world. The climate of a place can be identified by the types of weather, plants and animals found there. A map is a picture or drawing of an area of land or sea that can show human and physical features. A key is used to show features on a map. A map has symbols to show where things are located. Places can be compared by size, amenities, transport, location, weather and climate. 	<ul style="list-style-type: none"> Identify patterns in daily and seasonal weather. Identify features and landmarks on an aerial photograph or plan perspective. Carry out fieldwork tasks to identify characteristics of the school grounds or locality. Locate hot and cold areas of the world in relation to the equator. Draw or read a simple picture map. Identify the similarities and differences between two places.
History	<ul style="list-style-type: none"> A person who is historically significant has made big changes in their lifetime, has been a good or bad role model, were known in their lifetime, made people's lives better or worse or changed the way people think. Sequencing words, such as first, next, finally, then and after that, can be used to order information chronologically. 	<ul style="list-style-type: none"> Understand the term significant and explain why a significant individual is important. Order information on a timeline.
Computing		
Design and Technology	<ul style="list-style-type: none"> Everyday products are objects that are used routinely at home and school, such as a toothbrush, cup or pencil. All products are designed for a specific purpose. Different materials can be used for different purposes, depending on their properties. For example, cardboard is a stronger building material than paper. Plastic is light and can float. Clay is heavy and will sink. Different materials are suitable for different purposes, depending on their specific properties. For example, glass is transparent, so it is suitable to be used for windows. 	<ul style="list-style-type: none"> Name and explore a range of everyday products and describe how they are used. Construct simple structures, models or other products using a range of materials. Select and use a range of materials, beginning to explain their choices.
Art and Design	<ul style="list-style-type: none"> Ideas can be created through observation (looking closely), imagination (creating pictures in the mind) and memory (remembering experiences from the past). Collage is an art technique where different materials are layered and stuck down to create artwork. Similarities and differences between two pieces of art include the materials used, the subject matter and the use of colour, shape and line. Words relating to colour, shape, materials and subject matter can be used to explore works by significant artists. 	<ul style="list-style-type: none"> Design and make art to express ideas. Use textural materials, including paper and fabric, to create a simple collage. Identify similarities and differences between two or more pieces of art. Describe and explore the work of a significant artist.



Year 1 Term 5 - Knowledge and Skills



Curriculum Intent	<i>Appreciate the benefits of diversity by understanding own and other's cultures and traditions.</i>	
Power of Reading Text	Ossiri and the Bala Mengro	
Cornerstones Unit	Childhood	
Companion project	N/A	
	Knowledge	Skills
Science		
Geography	<ul style="list-style-type: none"> A settlement is a place where people live and work and can be big or small, depending on how many people live there. Towns and cities are urban settlements. Features of towns and cities include homes, shops, roads and offices. Geographical features can change over time. 	<ul style="list-style-type: none"> Identify the characteristics of a settlement. Describe how a place or geographical feature has changed over time.
History	<ul style="list-style-type: none"> Aspects of everyday life include houses, jobs, objects, transport and entertainment. Stories, pictures and role play are used to help people learn about the past, understand key events and empathise with historical figures. Common words and phrases, such as here, now, then, yesterday, last week, last year, years ago and a long time ago, can be used to describe the passing of time. Historical artefacts are objects that were made and used in the past. The shape and material of the object can give clues about when and how it was made and used. Historical sources include artefacts, written accounts, photographs and paintings. Identifying similarities and differences helps us to make comparisons between life now and in the past. A person who is historically significant has made big changes in their lifetime, has been a good or bad role model, were known in their lifetime, made people's lives better or worse or changed the way people think. Changes within living memory have happened over the last 100 years and include advances in technology, exploration, workplaces, houses and jobs, leisure, family and social structures. Significant historical events include those that cause great change for large numbers of people. Sequencing words, such as first, next, finally, then and after that, can be used to order information chronologically. 	<ul style="list-style-type: none"> Describe an aspect of everyday life within or beyond living memory. Create stories, pictures, independent writing and role play about historical events, people and periods. Use common words and phrases relating to the passing of time to communicate ideas and observations (here, now, then, yesterday, last week, last year, years ago and a long time ago). Use a range of historical artefacts to find out about the past. Express an opinion about a historical source. Identify similarities and differences between ways of life within or beyond living memory. Understand the term significant and explain why a significant individual is important. Describe changes within or beyond living memory. Describe a significant historical event in British history. Order information on a timeline.
Computing	<ul style="list-style-type: none"> Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software. Technology is used in many ways to do different jobs, such as using an interactive whiteboard in the classroom, using a tablet to do online shopping at home or using scanners in a shop in the community. 	<ul style="list-style-type: none"> Begin to use a range of software for different purposes. Recognise the ways digital technology can be used in the classroom, home and community.
Design and Technology	<ul style="list-style-type: none"> Different materials can be used for different purposes, depending on their properties. For example, cardboard is a stronger building material than paper. Plastic is light and can float. Clay is heavy and will sink. 	<ul style="list-style-type: none"> Construct simple structures, models or other products using a range of materials.
Art and Design	<ul style="list-style-type: none"> A human face includes features, such as eyes, nose, mouth, forehead, eyebrows and cheeks. 	<ul style="list-style-type: none"> Represent the human face, using drawing, painting or sculpture, from observation, imagination or memory with some attention to facial features.



Year 1 Term 6 - Knowledge and Skills



Curriculum Intent	<i>Challenge injustice and strive to live peacefully with others.</i>	
Power of Reading Text	Leaf	
Cornerstones Unit	Bright Lights, Big City	
Companion project	N/A	
	Knowledge	Skills
Science	<ul style="list-style-type: none"> Objects, materials and living things can be looked at and compared. 	<ul style="list-style-type: none"> Observe objects, materials, living things and changes over time, sorting and grouping them based on their features.
Geography	<ul style="list-style-type: none"> Human features are man-made and include factories, farms, houses, offices, ports, harbours and shops. Landmarks and monuments are features of a landscape, city or town that are easily seen and recognised from a distance. They also help someone to establish and describe a location. A settlement is a place where people live and work and can be big or small, depending on how many people live there. Towns and cities are urban settlements. Features of towns and cities include homes, shops, roads and offices. There are four seasons in the UK: spring, summer, autumn and winter. Each season has typical weather patterns. Types of weather include sun, rain, wind, snow, fog, hail and sleet. In the United Kingdom, the length of the day varies depending on the season. In winter, the days are shorter. In summer, the days are longer. Symbols are used to show different types of weather. An aerial photograph or plan perspective shows an area of land from above. Data is information that can be collected and used to answer a geographical question. Fieldwork includes going out in the environment to look, ask questions, take photographs, take measurements and collect samples. Physical features are naturally-created features of the Earth. The United Kingdom (UK) is a union of four countries: England, Northern Ireland, Scotland and Wales. A capital city is a city that is home to the government and ruler of a country. London is the capital city of England, Belfast is the capital city of Northern Ireland, Edinburgh is the capital city of Scotland and Cardiff is the capital city of Wales. The countries of the United Kingdom are made up of cities, towns and villages. Positional language includes behind, next to and in front of. Directional language includes left, right, straight ahead and turn. A map is a picture or drawing of an area of land or sea that can show human and physical features. A key is used to show features on a map. A map has symbols to show where things are located. Places can be compared by size, amenities, transport, location, weather and climate. A place can be important because of its location, buildings, landscape, community, culture and history. Important buildings can include schools, places of worship and buildings that provide a service to the community, such as shops and libraries. Some buildings are important because they tell us something about the past. 	<ul style="list-style-type: none"> Name and describe the purpose of human features and landmarks. Identify the characteristics of a settlement. Identify patterns in daily and seasonal weather. Identify features and landmarks on an aerial photograph or plan perspective. Collect simple data during fieldwork activities. Carry out fieldwork tasks to identify characteristics of the school grounds or locality. Use basic geographical vocabulary to identify and describe physical features, such as beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley and vegetation. Name and locate the four countries of the UK and their capital cities on a map, atlas or globe. Use simple directional and positional language to give directions, describe the location of features and discuss where things are in relation to each other. Draw or read a simple picture map. Identify the similarities and differences between two places. Name important buildings and places and explain their importance.
History	<ul style="list-style-type: none"> A monarch is a king or queen who rules a country. A person who is historically significant has made big changes in their lifetime, has been a good or bad role model, were known in their lifetime, made people's lives better or worse or changed the way people think. Significant historical events include those that cause great change for large numbers of people. 	<ul style="list-style-type: none"> Describe the role of a monarch. Understand the term significant and explain why a significant individual is important. Describe a significant historical event in British history.
Computing	<ul style="list-style-type: none"> An algorithm is a sequence of steps, instructions or rules that is used to perform a specific task. Algorithms can be followed by people or digital equipment. For algorithms to achieve the end goal, instructions have to be accurate and followed sequentially. Mistakes are called bugs and finding and fixing them is called debugging. Hardware is the parts of a computer that you can touch, such as a mouse, tablet or floor robot. Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software. Technology is used in many ways to do different jobs, such as using an interactive whiteboard in the classroom, using a tablet to do online shopping at home or using scanners in a shop in the community. To search for digital content, the user needs to know the file name, file type and folder name or keywords and search terms to find the correct information. 	<ul style="list-style-type: none"> Observe and explore outcomes when buttons are pressed in sequences on a robot and identify and debug a simple algorithm. Use a range of computing hardware for different purposes. Begin to use a range of software for different purposes. Recognise the ways digital technology can be used in the classroom, home and community. Search for or retrieve digital content, including images and information, in digital folders and online, with supervision.
Design and Technology	<ul style="list-style-type: none"> Different materials can be used for different purposes, depending on their properties. For example, cardboard is a stronger building material than paper. Plastic is light and can float. Clay is heavy and will sink. 	<ul style="list-style-type: none"> Construct simple structures, models or other products using a range of materials.
Art and Design	<ul style="list-style-type: none"> Soft pencils create darker lines and are marked with a B for black. Hard pencils create lighter lines and are marked with an H for hard. Different types of line include zigzag, wavy, curved, thick and thin. Transient art is moveable, non-permanent and usually made of a variety of objects and materials. Natural materials, such as grass, pebbles, sand, leaves, pine cones, seeds and flowers, can be used to make transient art. Drawings or paintings of locations can be inspired by observation (looking closely), imagination (creating pictures in the mind) and memory (remembering places from the past). 	<ul style="list-style-type: none"> Use soft and hard pencils to create different types of line and shape. Make transient art and pattern work using a range or combination of man-made and natural materials. Draw or paint a place from memory, imagination or observation.