Threshold Concepts* and PoS By Subject:

Science

Working Scientifically	Biology	Chemistry	Physics
• Work Scientifically	• Understanding Plants • Understand animals and humans • Investigate living things • Understand evolution and inheritance	• Investigate materials	• Understand movement forces and magnets • Understand the Earth's movement in space • Investigate light and seeing • Investigate sound and hearing • Understand electrical circuits.
	Year 1 Plants Animals including humans Seasonal changes Year 2 Living things and their habitats Plants Animals including humans Year 3 Plants Animals including humans Year 4 Living Things and their habitats Animals including humans Year 5 Living Things and their habitats Animals including humans Year 6 Living things and their habitats Animals including humans Evolution and inheritance	Year 1 Everyday materials Year 2 Uses of everyday materials Year 3 Rocks Year 4 States of matter Year 5 Properties and Changes of materials (*Year 6 Evolution and inheritance – some fossil work formation etc*)	Year 3 Light Forces and Magnets Year 4 Sound Electricity Year 5 Earth and Space Forces Year 6 Light Electricity

Geography KS1

Locational and Place Knowledge	Human Geography	Physical Geography	Skills and Field work
Name and locate 7 continents and 5 oceans: Equator North Pole South Pole	Basic geographical vocabulary to refer to: key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop	Location of hot and cold areas of the world basic geographical vocabulary to refer to: key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather	world maps, atlases and globes simple compass directions (north, south, east and west) locational and directional language [for example, near and far, left and right] use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features;
4 countries and capital cities of the United Kingdom and its surrounding seas.		Seasonal and daily weather patterns in the United Kingdom basic geographical vocabulary to refer to: key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather	devise a simple map use and construct basic symbols in a key
UK Location vs non-European location	UK Location vs non-European location	UK Location vs non-European location	
Location of school and its grounds	key human features of surrounding environment	key physical features of its surrounding environment	use simple fieldwork and observational skills to study the geography of their school and its grounds

Thresholds adapted from Chris Quigley Essentials Curriculum*

Geography KS2			
Locational and Place Knowledge	Human Geography	Physical Geography	Skills and Field work
UK: Hemisphere (North)	Settlement and land use (Change over time) Geographical regions (Change over time)	Topography of the UK (Change over time)	8 parts of compass Local fieldwork Maps/atlases/globes/digital/comp mapping
Europe: Hemisphere (North) Arctic Circle	Settlement and land use (Building on previous knowledge comparisons etc)	Rivers and the Water Cycle Mountains	4-fig grid references and symbols + key Maps/atlases/globes/digital/comp mapping
North & South America: Equator Hemisphere Tropics Arctic / Antarctic Circle	Settlement and land use (Environmental regions)	Volcanoes and Earthquakes (Mountains revisit) Climate zones	6 figure grid references Maps/atlases/globes/digital/comp mapping
World: Longitude Latitude Time Zones	Settlement and land use: Natural Resources: energy / food / minerals / water Economic activity	Biomes and vegetation belts	OS Maps Local fieldwork Maps/atlases/globes/digital/comp mapping

Art and Design		Computing		Design Technology		History	
• Develop ideas • Master Techniques • Take inspiration from the greats		• Code • Connect • Communicate • Collect		• Master practical skills • Design, make, evaluate and improve • Take inspiration from design throughout history		• Investigate and interpret the past • Understand chronology • Build an overview of world history • Communicate historically	
KS1	KS2	KS1	KS2	KS1	KS2	KS1	KS2
Design & make Draw Paint Sculpt Artist/Designers study	Design, review & revisit Draw Paint Sculpt Historical artist/designer study	Algorithms Create & debug programs Create, store & manipulate digital content Uses of tech e-safety	Design, write and debug programs Use sequence, selection, and repetition in programs Explain how some simple algorithms work and to detect and correct errors Computer networks Communication search technologies Evaluate digital content Use and combine a variety of software (including internet services) E-safety and digital literacy	Structures (inc textiles) Mechanisms Basic principles of a healthy and varied diet Understand where food comes from	Structures (inc textiles) Mechanisms Electrical systems Programing Use knowledge & apply principles of a healthy diet Prepare and cook predominantly savoury dishes Understand seasonality & know where ingredients grown/reared/ caught / processed.	Changes within living memory Nat/Global events beyond living memory Significant individuals from the past Significant events / people / places in own locality	Stone age – Iron age Roman Empire Anglo Saxons & Scots Anglo Saxons & Vikings (Kingdom of England) Local History study Beyond 1066 Early civilisation Ancient Greeks Non-European society

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Languages		Music		PE		RE
• Read fluently • Speak confidently • Write imaginatively • Understand the culture of the countries in which the language is spoken		• Perform • Compose • Transcribe • Describe music		• Develop practical skills in order to participate, compete and lead a healthy		Using locally agreed syllabus as recommended by SACRE and recognized by NATRE.
KS1 N/A	KS2 listening and conversation Songs and rhymes People/places/ things Write in sentences and express ideas	KS1 uses voices expressively tuned and untuned instruments experience live and recorded music Create music	KS2 Solo and ensemble – voice & instruments improvise use & understand staff notations Live music Composers from history / trad / cultures	KS1 Movement inc Throwing Jumping Catching Running Balance Agility Co-ordination Dance Team Games Swimming Swim to 25m Use a range of strokes Perform self-rescue	KS2 Running, jumping, catching, throwing in isolation and in combination Competitive games eg netball football Develop flexibility, control, balance and strength and technique (gymnastics and athletics Dance Outdoor and adventurous activity Evaluate and improve	N/A PSHE (TBD)

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