Objectives progression by Subject

Graveney Curriculum 2022 (146 projects, 4721 lessons) live

Subject area	Aspect	Reception
Humankind	Communication	Digital technology is used in all parts of everyday life. Some technology is used to communicate with others. Explain that digital technology is used in the home and at school for communication. covered optional x 2
	Digital citizenship	Ask to use digital devices to create work in a safe and responsible way. optional x 2
	Staying safe	Know that if they see something online that makes that sad, scared or worried, they should tell an adult straight away. Describe what they would do if they saw something online that made them sad, scared or worried. covered
	Everyday life	Talk about past and present events in their own lives and those who are important to them. covered x 5 optional x 3
	Hierarchy and power	Kings and queens are known as royalty. Some kings and queens are real people and some are characters in stories. Explore and talk about pictures, stories and information books on the theme of royalty. covered x 2

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	Human features and landmarks	Human features are man-made and include houses, shops, buildings, offices, parks, streets and places of worship. Name and talk about man-made features in the local environment, including shops, houses, streets and parks. covered optional x 2
	Human body	The basic body parts are the head, arms, legs, nose, eyes, ears, mouth, hands and feet. Different body parts are used for different things, such as the eyes are used to see. Draw pictures of the human body and name some of the different body parts. optional
	Settlements and land use	Describe a contrasting environment to their own. covered x 2 optional x 6
Processes	Physical interactions	Technological toys need instructions to operate in a particular way. Errors in instructions can be checked and fixed. Input simple instructions to make technological toys operate, including floor robots and onscreen sprites. covered x 3 optional

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	Physical processes	All types of weather can affect the environment and how we use it. For example, on sunny days, people might go to the park or the coastline. On cold, icy days, roads and rivers can be frozen. Describe how different types of weather affect the local environment. optional x 2
	Climate and weather	There are four seasons in the United Kingdom: spring, summer, autumn and winter. Each season has typical weather patterns. Record observations about the way the local environment changes throughout each season. covered x 4 optional x 2
	Changes	The number of daylight hours varies throughout the year, according to the season. The days are longer in summer and shorter in winter. Notice and talk about the differences in day length between the seasons. optional x 2
	Earth	Ways to describe daily weather include sunny, rainy, windy, cloudy, warm or cold. Weather is warmer in the summer with more sunshine and colder in the winter with more snow, hail and rain. Describe simply how weather changes as the seasons change. covered x 5 optional x 6

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	Pattern seeking	The weather can change throughout the day, week and month. The weather is different at different times in the year. Notice and begin to describe patterns of weather in summer and winter. covered x 2 optional
	Modelling	Some light sources need electricity or batteries to work, such as a torch, and some do not, such as candles. Explore and describe electrical and non-electrical light sources. covered x 3
	Phenomena	Natural phenomena include weather, shadows, rainbows, clouds, flooding and waves. Name and describe natural phenomena, such as the size of shadows, the colours of a rainbow, the speed of clouds moving across the sky and the strength of a wave. covered x 5
	Forces	Some objects float and others sink. When an object sinks it falls through water to the bottom of the vessel. An object that floats stays at the water's surface. Describe, predict and sort things that float and sink and talk about the forces that they can feel. covered x 5 optional x 2
	Environment	Litter has a harmful effect on the areas where we live, work and play. Describe how they can look after their environment. covered x 3 optional x 5

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Creativity	Creation	Use age-appropriate software to create images and record sounds and videos. covered x 13 optional x 10
	Communication	Words that help us to describe the passage of time include yesterday, last week, before and then. Order and sequence a familiar event using words relating to the passage of time, including yesterday, last week, before and then. covered x 2
	Report and conclude	Stories, books and pictures are used to help people to find out about people and events from the past. Share stories and talk about events in the past. covered x 2 optional x 2 Represent scientific observations by mark making, drawing or creating simple charts and tables. Offer explanations for why things happen, making use of vocabulary, such as, because, then and next. covered x 12 optional x 12
Investigation	Data and computational thinking	Technological toys need instructions to achieve an outcome. Input simple instructions to technological toys, including floor robots and onscreen sprites. covered x 9 optional x 6
	Media	Talk about how digital technology is used in the home and at school. Assign

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	Networks	Recognise that digital work can be saved, shared and accessed from other devices. optional
	Geographical resources	Maps and photographs can be used to show key features of the local environment. Use photographs and maps to identify and describe human and physical features from their locality. optional x 3
	Data analysis	Geographical information can be collected by using simple tally charts and pictograms. Begin to collect simple geographical data during fieldwork activities. covered x 2
	Fieldwork	Fieldwork includes going on walks and visits to collect information about the environment. Take photographs, draw simple picture maps and collect simple data during fieldwork activities. covered x 4 optional x 3
	Observation	With support, observe, record and talk about materials and living things. covered x 23 optional x 36
	Measurement	Simple equipment can be used to measure distance, height, weight and time. With support, use simple equipment, such as timers, rulers and containers, to measure length, height, capacity and time. covered x 2 optional x 4

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Materials	Hardware	**Smartphones, tablets, laptops, computers and floor robots are all types of computing hardware. Explore how to use different computing hardware.** covered optional
	Software	**Software is the programs we use on computers and mobile devices. Use age-appropriate software independently.** covered x 5 optional x 6
	Artefacts and sources	**Objects from the past can look different to objects from the present. Make observations about objects and artefacts from the past, such as toys, clothes and other items relating to everyday life.** covered x 8 optional x 14
	Natural and man-made materials	Natural materials include wood, stone and sand. Man-made materials include metal, plastic, glass and fabric. Materials can be used to build and make things. Name some natural and man-made materials in the environment. Assign
	Identification and classification	**Objects are made from different materials. Everyday materials include, wood, plastic, glass, fabric, metal and stone. Materials have different properties. Name and sort everyday items into groups of the same material.** covered x 4 optional x 2

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	Properties and uses	**Some materials are magnetic, which means that they are attracted to (pull towards) a magnet. Some metals are magnetic. Other materials are non-magnetic, such as wood, dough and glass. Identify that materials have different properties and explore and sort magnetic and non-magnetic materials through play and exploration.** covered x 3 optional
Nature	Real world	Data can be collected and shown using digital technology. Notice how data can be collected and represented electronically. Assign
	Environment	**Litter has a harmful effect on the areas where we live, work and play. People need to put their rubbish into the bin and not throw it on the ground. Describe ways to look after the immediate environment.** covered x 3
	Physical features	Large physical features include rivers, mountains, oceans and the coastline. Name some common physical features in the locality and beyond. Assign
	Nutrition	**Animals eat different kinds of food, including other animals, plants or both animals and plants. Match animals to the foods that they eat.** covered x 3 optional x 2

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	Identification and classification	Plants and trees are living things. They can be identified according to their features, such as leaves, seeds and flowers. Begin to name and group plants and trees according to their observable features. covered x 3 optional x 2 Animals are living things. There are different types of animal. Parent and baby mammals include cow and calf, sheep and lamb, and cat and kitten. Parent and baby birds include duck and duckling, chicken and chick, and goose and gosling. Match animals to their young. covered x 2 optional
	Parts and functions	Parts of plants and trees include trunk, branch, twig, roots, stem, flowers and leaves. Name and describe basic features of plants and trees. covered x 2 optional x 2 Different animal groups have some common body parts, such as birds have wings and fish have fins. Identify common features for different groups of animals, including wild and domestic animals. covered x 14 optional x 7

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	Survival	Plants and animals are living things. Plants need water, sunlight and air to survive. Animals need food, water, air and shelter to survive. Describe some ways that plants or animals should be cared for in order for them to survive. covered x 8 optional x 7
	Origins of food	Food comes from different sources, including from animals, such as meat, fish, eggs and dairy, or from plants, such as fruit and vegetables. Begin to identify the origins of some foods. covered optional
Place and space	Digital world	People use digital devices for many reasons, including playing games, communicating, finding information and watching videos. Talk about things that people do on digital devices, such as playing games, communicating with others and watching online videos. optional x 3
	Real world	Digital technology is used in all parts of everyday life. Examples include smartphones, tablets, microwaves and washing machines. Talk about and use digital technology with confidence and independence, giving examples of how it is used in the home, at school and beyond. covered optional

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	Diversity	Talk about the different occupations that familiar adults and members of their community have. covered x 9
	Local history	Explore and talk about important events in the school or locality's history. covered optional
	Maps	A map is a picture or drawing of an area of land or sea. Make and use simple maps in their play to represent places and journeys, real and imagined. covered x 13 optional x 12
	UK	Identify the United Kingdom on a world map or globe. optional x 6
	Place in the world	Show an awareness of the similarities and differences between people in different communities and groups from around the world. covered x 10 optional x 14
	Location	Describe how the weather, plants and animals of one place is different to another using simple geographical terms. covered x 10 optional x 4
	World	Globes and maps can show us the location of different places around the world. Begin to notice and talk about the different places around the world, including oceans and seas. covered x 8 optional x 11

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	Habitats	A habitat is a place where living things live. Local habitats include woodlands, gardens and ponds. Other habitats include hot places, such as deserts, and cold places, such as the Arctic. Observe and describe living things and their habitats within the local environment. covered x 8 optional x 3
Comparison	Digital searching	Navigate to find digital content, in digital folders and online, with supervision. covered x 3 optional x 3
	Compare and contrast	Describe some similarities and differences between things in the past and the present. covered x 5 optional x 7 Places can have different climates, weather, food, religions, culture, wildlife, transport and amenities. Describe how two places are the same or different using simple picture maps, photographs, data and other geographical resources. covered x 2 optional x 2
	Phenomena	A shadow is the same shape as the object that makes it. Shadows change during the day. Make a shadow bigger or smaller using toys, play equipment and a light source. covered x 7 optional x 2

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	Physical things	**Objects can be compared and grouped according to their shape, colour, material or use. Compare and group objects and materials according to simple given criteria.** covered x 6 optional x 2
Significance	Significant events	A significant event is something that is important to them or other people. Photographs and videos are used to record these events. Listen to stories and discuss significant events from the past. Assign
	Significant people	**Some people in history are significant because they did important things that changed the world or how we live. Share stories and talk about significant people who lived in the past.** covered x 2
	Significant places	**A place can be important because of its location, use buildings or landscape. Discuss and describe places that are important to them.** covered optional x 3
Change	Changes over time	**The way that people lived in the past is not the same as the way that we live now. There have been changes to schools, play activities, toys, food, transport and clothes. Explore and discuss similarities between aspects of their life and life in the past, using books, stories and pictures.** covered x 7 optional x 3

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	Chronology	Put familiar events in chronological order, using pictures and discussion. covered x 3 optional
	British history	Stories, or narratives, can tell us about important things that happened in the past. Listen to and talk about stories describing significant events from the past. optional
	Geographical change	Discuss how the local environment has changed over time using photographs and first-hand experiences. covered x 2 optional
	Living things	Living things change over time. This includes growth and decay. Explore the natural world around them and give simple descriptions, following observation, of changes. covered x 9 optional x 5
	Life changes	Change happens to everyone. Changes happen in families and environments. Recognise and begin to talk about how their lives have changed as they have grown. covered optional x 4
	Physical development	People change as they grow and have changed since they were babies, both in their appearance and what they are able to do. Recognise and discuss how they have changed from when they were babies. covered x 3 optional