



Foundation Subjects Vocabulary Progression



Essential Objectives

History

Investigate and interpret the past

To build an overview of world history

To understand chronology

To communicate historically



History



MILESTONE 2 - End of Year 4		MILESTONE 3 - End of Year 6	
antelope	archaeologists	amnesty	air raid
archaeologists	artefacts	civil law	air raid drill
artefact	carding	community service	air raid shelter
BC and AD	chronology	court	allies
bow and arrows	civilisation	crime	allotment
canoe	continent	criminal law	Armistice
cave	era	death penalty	atomic bomb
chronology.	explore	deter	axis powers
club	climate	execution	blackout
era	fleece	hard labour	Blitz
fossil	fungi	heresy	British Empire
gatherer	hemp	hue and cry	censorship
hand axe	honey	judge	civil defence
hoe	horn cup	jury	civilians
hunter	invade / invasions	justice	Commonwealth
Hieroglyphics	linen	law	communism
Gods	long boat	monarch	concentration camp
civilised	migration	offence	D-Day
mammoth	nobles	prison	dictator
Mesolithic	rotary quern	punishment	duckboard
Tutankhamun	settle	revolt	dugout
Neolithic	shield	tithings	evacuee
Palaeolithic	slaves	torture	factories
pottery	spear	treason	forces
quern-stone	spindle	traitor	Frank, Anne (1929-1945)
		trial	gas mask
		vagrancy	general election
		Young offenders	gramophone
		Native Americans	Hitler, Adolf (1929-1945)
		colonisation	Holocaust

Raft	sword
sickle	time period
spear	tops
spin (thread) and weave (fabrics)	Viking
Stone age tools	wheat
Stonehenge	whorl
time period	wool
terrain	evidence
sources	fertile
nobleman	flax
mummification	ancient
preserved	modern
sarcophagus	population
tomb	transport
canopic jars	
trap	
weapons	
woolly rhinoceros	

colony	hyperinflation
Totem pole	invaded
explorer	Jews
slavery	liberate
trade	military uniform
discrimination	naval
racism	Nazi
tribe	occupied
	prime minister
	prisoners of war
	propaganda
	propoganda
	rationing
	refugee
	reparations
	resistance
	shell
	shell shock
	siren
	Soviet Union
	stirrup pump
	telegram
	treaty
	trench foot
	trench Mortar
	truce
	United Nations
	war crime
	decade
	primary evidence/ source
	secondary evidence/ source
	territories.

Essential Objectives

Geography

- To investigate places

- To investigate patterns

- To communicate geographically



Geography



MILESTONE 2 - End of Year 4		MILESTONE 3 - End of Year 6	
human features	community	polar	state
physical features	civilisation	Arctic	territory
country	tribes	temperate	interconnected
county	urban	subtropical	independent
continent	rural	latitude	volcano
city	equator	biomes	tectonic plates
costal	tropical	ecosystems	crust
capital	Tropic of cancer	industry	mantle
town	Tropic of Capricorn	trade	core
motorway	settlement	urbanization	territory
borders	rainforest	global warming	interconnected
landmarks	Northern hemisphere	ocean/sea	The British Isles
mountains	Southern hemisphere	river	bank
population	climate zones	lake	delta
climate	humidity	mountains	elevation
terrain	deforestation	tributary confluence	magma
aerial	endangered	delta	lava
routes	Europe	floodplain	volcanic eruption
rural	currency	meander	plate boundaries
river	United Kingdom	mouth	
ocean		oxbow lake	
key		source	
scale line		waterfall	
compass		main channel	
N, S, E, W, NE, NW, SE, SW.		bank	
grid references		riverbed	
X and Y axis		current	
landmarks		polar	
transport			

Essential Objectives

Design and Technology

- To master practical skills
- To design, make, evaluate and improve
- To take inspiration from design throughout history



Design and Technology



MILESTONE 1 - End of Year 2		MILESTONE 2 - End of Year 4		MILESTONE 3 - End of Year 6	
down	surface	nutrition	hygienic	triangulation	authentic
straight	thinner	nutrient	edible	stability	user
curve	thicker	balanced diet	grown	shape	purpose
forwards	corner	growth.	reared	join	design
backwards	point	exercise	caught	temporary	specification
vehicle	straight	activity	frozen	permanent	design brief
wheel	curved	fresh food.	tinned	shell	innovative
axle	metal	processed	processed	structure	research
axle holder	wood	agriculture	seasonal	vertex	evaluate
chassis	plastic	ingredients	harvested	edge, face	design
body	circle	name of products	joining process	length	criteria
cab	triangle	names of equipment, utensils	measure	width	annotate
assembling	square	techniques and ingredients	millimetre	breadth	evaluate
cutting	rectangle	texture	precise,	capacity	mock-up
joining	cuboid	taste	accurate	marking out	prototype
shaping	cube	sweet	saw	scoring	frame
finishing	cylinder	sour	user	shaping	structure
fixed	slider	hot	purpose	tabs	stiffen
free	lever	spicy	design	adhesives	strengthen
moving	pivot	appearance	model	joining	reinforce
mechanism	slot	smell	evaluate	assemble	corrugating
card	bridge/guide	preference	prototype	accuracy	ribbing
masking	card	greasy	annotated	material	laminating
tape	masking	moist	sketch	stiff	font
paper fastener	tape	cook	functional	strong	lettering
join	paper fastener	fresh	innovative	reduce	text
pull	join	savoury	investigate	reuse	graphics
push	pull	healthy/varied diet	label	recycle	decision

MILESTONE 1 - End of Year 2		MILESTONE 2 - End of Year 4		MILESTONE 3 - End of Year 6	
strong	planning	drawing	safe	pour, mix	button
base	investigating	function	safety	rubbing in	structure
top	design	planning	socket	whisk	finishing technique
underneath	evaluate	design	wire	beat	weakness
side	make	criteria	simple	roll out	stiffening
edge	user	annotated	circuit	shape	pattern
up	purpose	sketch	parallel circuit	sprinkle	stitch
down	ideas	appealing	series circuit	crumble	seam
straight	product	battery	fault	bridge	seam allowance
curve	investigating	batteries	connection	span	button
forwards	planning	break	toggle	beam	strength
backwards	design	bulb	switch	cantilever	innovative
vehicle	make	bulb holder	push-to-make switch	strength	annotated sketch
wheel	evaluate	filament	push-to-break switch	truss	sensory evaluations
axle	user	buzzer	wire	arch	innovative
axle holder	purpose	cell	insulator	cable	appealing
chassis	ideas	electricity	conductor	stability	planning
body	design	electron	control	support	annotated sketch
cab	criteria	circuit	program	idea	sensory evaluations
assembling	product	connection	system	experiment	fabric
cutting	function	crocodile clips	input	joint	names of fabrics
joining	cut	current	device	material	fastening
shaping	fold	appliance	output	design	zip
finishing	join	danger	device	evaluate	normalizing
fixed	fix	dangerous	Viking	Improve	break
free	structure	electric shock	strength	decisions	bulb
moving	wall	mains	paper machete normalizing	functionality	
mechanism	tower	plug	Helmet		

MILESTONE 1 - End of Year 2		MILESTONE 2 - End of Year 4		MILESTONE 3 - End of Year 6	
		layers	layers	wire	buzzer
		actuate	actuate	insulator	cell
		measurement	measurement	conductor	electricity
		evaluating	evaluating	control	electron
		design brief	design brief	program	circuit
		design criteria	design criteria	system	connection
		innovative		input	crocodile clips
		prototype		device	current
		user		output	appliance
		purpose		device	danger
		function		Viking, helmet	dangerous
		prototype		strength	electric shock
		design		paper machete	mains
		criteria		layers	plug
		innovative		actuate	safe
		appealing		measurement	safety
		planning		evaluating	socket
		annotated sketch		design brief	wire
		sensory evaluations, fabric		design criteria	simple
		names of fabrics, fastening		innovative	circuit
		compartment		prototype	parallel circuit
		zip		user	series circuit
		button		purpose	fault
		structure		function	connection
		finishing technique, strength		prototype	toggle
				design	switch

MILESTONE 1 - End of Year 2		MILESTONE 2 - End of Year 4		MILESTONE 3 - End of Year 6	
				seam	turret
				seam allowance	tracks
				wadding	armaments
				reinforce	pulley
				right side	drive belt
				wrong side	gear
				hem	rotation
				template	spindle
				pattern pieces	driver
				name of textiles	follower
				fastenings used	ratio
				pins	transmit
				needles	axle
				thread	motor
				pinking shears	circuit
				fastenings	switch
				design	circuit
				motif	diagram
				running stitch	annotated drawings
				tacking	diagrams
				textiles	mechanical system
				materials	input
				thread	process
				tank	output
				electrical system	vehicle
				exploded	wheel
				makecode	turret
				input	accelerometre
				process	algorithm
				output	step counter
				flashing	test
				usb selection	debug
				condition	
				if then else	
				variable	
				random	
				selection	
				sensing	

Essential Objectives

Computing

- To Code

- To Connect

- To Communicate

- To Collect



Computing



Year 4 Autumn	Year 4 Spring	Year 4 Summer
digital citizen	program	data
reputation	sequence	database
private	selection	record
personal	condition	file
register	repeat	field
identity thief	test	search
phishing	debug	sort
privacy	custom block	chart
reliable	procedure	binary
search engine	computational thinking	
animation	broadcast	email
frame	backdrop	to
frame rate	synchronise	from
frames per second - fps	remix	attachment
CGI		inbox
		server
		telecommunications

Year 6 Autumn	Year 6 Spring	Year 6 Summer
internet	spreadsheet	sequence
posts	worksheet	selection
risk	column	condition
platform	row	repeat
emotion	cell	boolean
apps – Instagram, Twitter, Tiktok	cell reference	variable
sequence	data	procedure
selection	formula	test
condition	range	debug
repeat	sum	app
boolean	network	component
variable	router	program
procedure	internet	code
test	world wide web	operating system
debug	IP address	event
	URL	algorithm
	data	coordinate
	packet	interface
	search engine	bug
	rank	systematically
	HTML	

Essential Objectives

Art and Design

- To develop ideas

- To master techniques

- To take inspiration from the greats

Art and Design

	MILESTONE 2 - End of Year 4		MILESTONE 3 - End of Year 6	
Developing	making	researching	awareness	making
	creating	mindfully	creating	express
	experimenting	working	connecting	interpret
	exploring	manipulating	experimenting	evaluating
	handling	evaluating	exploring	working
	modelling	recreates	handling	manipulating
	exhibiting	reflects	represent	comparing
	investigating	mixing	modelling	evaluating
		developing	experimenting	developing
			investigating	researching
Drawing	sketch	remembered or imagined objects	line	grade
	line	shadow	tone	material
	stroke	light	representation	seen
	mark	dark	seen	remembered
	mark making	charcoal	proportion	observed
	signs	pencil	shadow	portrait
	symbols	pastel	reflection	landscape
	paper	tone	light	shading
	portrait	shade	dark	view points
	landscape	draw	hard	remembered
	different grades of pencil, pastel and chalk	represent things seen remembered or observed	soft	imagined
	expressive		achieve effect	natural
			dots	man made
			scratches	form
		symbols	shape	
		shapes	pattern	

Painting	mark make	pattern	size	pattern
	variety	fine	variety	fine
	tools	thick	tools	thick
	stroke	acrylic	stroke	acrylic
	paint	poster	paint	poster
	spread	wash	spread	wash
	sponge	water colour	sponge	Water colour
	colour	push	colour	warm
	tone	water	tone	cool
	hue	vary	hue	palette
	brushes	blot	brushes	Mix
Sculpting	handles	shape	awareness	disadvantage
	feels	tool	form	soft
	rigid	plastic	texture	hard
	soft	material	pattern	2D
	malleable	clay	weight	3D
	push	mod rock	rigid	dimension
	pull	plasticine	plastic	Henry Moore
	sculpt	Liz Leyh	feel	Barbara Hepworth
	manipulate	Parks Trust	movement	marble
	reconstruct	chain reaction	materials	stone
	pull apart	Campbell Park	advantage	scale
Printing	hands	multiple	pattern	representation
	fingers	paper	relief print	review
	materials	texture	card	Improve
	colour	Wall paper	paper	newspaper
	sponges	polystyrene	partial	fabric
	leaves	Ink	full	same
	fruit	thickness	push	different
	imagery	partial	resistance	relief
	mono	pencil	design	intaglio
	roller	sharp	Hokusai	screen
	imagery	indent	oil	impression
Digital	photograph	positive	scale	bright
	art form	print	persepctive	Light
	theme	paper	movement	Dark
	image	cartridge paper	colour	Still
	specialist	reproduction	mood	Movement
	black	mono	emotion	DLS
	white	green screen	feelings	flash

	sepia	reproduce	impression	sepia
	colour	trace	Flick book	reprographics
	negative	background	Reproduction	eye
	space	foreground	Imagery	interpretation
Greats/concepts	Liz Lehy	origin	Henry Moore	British
	Matisse	Aboriginal	Lichtenstein	Original
	Picasso	rainforest	Warhol	Inspired
	Cezanne	cross curricular	Jeff Coombes	artist
	Uccello	local	Yayoi Kusama	artisan
	collage	Genesis	Pop art	Take One Picture
	modern	Campbell	War time art	Hokusai
	classic	take one picture	modern	Margret Godfrey
	male		classic	
	female		David hockney	
	British		Tate	

Essential Objectives

Music

- To compose

- To transcribe

- To describe music

- To perform



Music



MILESTONE 2 - End of Year 4			MILESTONE 3 - End of Year 6	
Ocarina	General		Ukulele	General
blow gently	bar	rest	amplify/amplification	a capella
breath	beat	rhythm	body	a tempo
breath control	brass	semibreve	bridge	accelerando
cheeks	classical	semibreve rest	downstroke	adagio
fingers	crescendo	sharp	fret	allegro
holes	crotchet	sing	fret wire	andante
lips	crotchet rest	solo	fretboard	bass clef
lungs	diminuendo	rest	head	chord
mouth	duration	rhythm	neck	drone
mouthpiece	dynamics	semibreve	sound hole	duet
oc-boxes	forte	semibreve rest	strings	flat
oc-pix	fortissimo	sharp	strum	improvisation
thumbs	harmony	sing	top nut	largo
Recorders	key	solo	tuning pegs	legato
blow gently	melody	stave	upstroke	octave
breath	mezzo forte	strings	Samba	ostinato
breath control	mezzo piano	tempo	agogo bell	pentatonic
breathing	minim	texture	beater	pretissimo
cheeks	minim rest	timbre	caxia	pulse
finger/s	note	time signature	claves	quaver
holes	orchestra	treble clef	dancing conga	rallentando
left hand	orchestral	vocal	hand drum	staccato
lips	percussion	voice	metal shaker	structure
lungs	pianissimo	woodwind	polyrhythmic	tamborim
mouth	piano (soft)	tongue/ tonguing	samba	
mouthpiece	piano	range	samba whistle	
right hand	pitch		split stick	
thumb/s	play		surdo	

Essential Objectives

Physical Education

To develop practical skills in order to participate, compete and lead a healthy lifestyle



Physical Education



	MILESTONE 1 - End of Year 2	MILESTONE 2 - End of Year 4	MILESTONE 3 - End of Year 6
GAMES	pass, team, tag, safely, forwards, backwards, balance, space, defender, attacker, points, score, dribbling, partner, receive, possession, send, goal, teammate, dodge, chest pass, bounce pass, catch, throw, ready position, net, underarm, quickly, trap, return, collect, against, hit, target, fielder, batter, bowler, roll, kick, send, aim, collect.	receiver, interception, footwork, rebound, mark, travelling, playing area, tracking, outwit, opposition, opponent, contact, pivot, court, field, pitch, grip, strike, wicket, rounder, batting, backstop, wicket keeper, fielding, bowl, stance, retrieve, stumped, short barrier, two-handed pick up, serve, racket, accurately, rally, receiver, backhand, forehand, overhead, shoulder, release	tactics, offside, control, foul, support, pressure, obstruction, onside, consecutive, formation, consistently, conceding, dictate, turnover, contest, shut down, overtake, tracking, backing up, co-operatively, drive hit, defensive hit, volley, set, dig, deep, forecourt, backcourt, defensive, attacking, sportsmanship, tournament
DANCE	move, copy, shape, space, around, travel, sideways, forwards, backwards, counts, pose, level, slow, fast, balance, mirror, action, pathway, direction, speed, timing.	flow, explore, create, perform, match, feedback, expression, reaction, dynamics, unison, control.	formation, posture, performance, canon, relationship, choreograph, phrase, contrast, structure, fluently, connect.
GYMNASTICS	move, copy, shape, over, space, rock, around, safely, travel, forwards, backwards, sideways, action, jump, roll, level, direction, speed, point, balance. link, pathway, sequence, tuck, straddle, speed, star, pike.	flow, explore, create, matching, interesting, control, contrasting, technique, quality, apparatus, perform, extension, inverted, tension	symmetrical, asymmetrical, rotation, synchronisation, aesthetics, progression, canon, formation, momentum, counterbalance, fluently, counter tension, stability, flexibility.
SWIMMING	exit, enter, front, travel, rules, safely, kicking, back, pulling, gliding, splash, floating, unaided, breathing.	sculling, crawl, breaststroke, submersion, rotation, backstroke, stroke, huddle, alternate, survival, treading water, buoyancy.	exhale, flutter kick, surface, somersault, personal best, inhale.
ATHLETICS	push, stop, jump, space, forwards, backwards, safely, balance, far, fast, improve, hop, slow, direction, aim, bend, travel. sprint, jog, distance, height, take-off, landing, overarm, underarm.	speed, strength, accurately, higher, pace, control, faster, further, power, stamina, officiate, perseverance, determination, accuracy, personal best, coordination, stamina, healthy, distance	technique, upsweep, down sweep, flight, rhythm, stride, rotation, trajectory, continuous pace, force, compete, momentum, transfer of weight, record, analyse, measure, agility
OUTDOOR AND ADVENTUROUS ACTIVITIES	team, share, path, listen, space, travel, follow, safely, lead, co-operate, teamwork, solve, instructions, support, map, direction, successful, communicate, pace, jog, sprint.	rules, route, trust, navigate, grid, discuss, plan, leader, inclusive, effectively, orientate, symbol, stamina, healthy, progress, distance	collaborate, collective, navigation, tactical, control card, orienteering, boundaries, location, critical thinking, symbol, co-operatively, strategy

Essential Objectives

RE

- To understand beliefs and teachings

- To understand practices and lifestyles

- To understand how beliefs are conveyed

- To reflect

- To understand values



RE



MILESTONE 2 - End of Year 4		MILESTONE 3 - End of Year 6	
Christianity	rules	Judaism	liberal
service	pilgrimage	moral	progressive
Easter	significant	society	Jerusalem
holy	celebrate	Synagogue	prayer
Jesus	festival	Torah	celebrate
moral	Diwali	Old testament	services
belief	Pongal	Rabbi	special
celebrate	Makara	Christian	blessings
God	Sankranti	Church	Shabbat
resurrection	Lohari	Jesus	express
Christmas	Holi	bible	inspired
birth	Basant	new testament	Hebrew
Christingle	Panchami	vicar	Rosh Hashanah
love	Rama	priest	Yom kippur
hope	Navami	prayer	Hanukkah / Hanukkiah
peace	Baisakhi	Star of David	Sukkot
prayer	Namaste	symbols	symbol
express	soul	Passover	Islam
symbols	Brahman	belief	Faith
beliefs	Upanishads	Exodus	Muhammad
Hinduism	gods	Baptist	belief
special	represent	Methodist	special
purpose	avatar	Abraham	Monotheistic
faith	mantra	ark	Muslim
impact	The Gita	Bimah	Allah

worship	influenced	Havdalah	mosque
mandir	yoga	Israel	prophet
shrine	experience	Jews	
Christians	Rangoli	Moses	
loving	holy	seder	
tradition	scriptures	synagogue	
chant	mantra		
bible	Aum		
church	vegetarian		
cathedral			
advent			
font			
nativity			
Jerusalem			
Disciple			
The last Supper			
crucifixion			
crucifix			

Essential Objectives

Languages

To read fluently

To write imaginatively

To speak confidently

To understand the culture of the countries in which the language is spoken



Languages



Topic Vocabulary	MILESTONE 2 - End of Year 4				MILESTONE 3 - End of Year 6			
	bonjour	grandmere	epaules	chaussures	enervé	bouteille	a la montagne	demi-frere
salut	grandpere	genoux	chaussettes	heureux	verre	ville	demi-soeur	
bonsoir	grandparents	pieds	pull	fatigué	sucette	village	jumelles	
bonne nuit	oncle	yeux	fraises	fier	gateau	compagne	beau-pere	
un	tante	oreilles	oranges	impatient	frites	pelouche	belle-mere	
deux	niece	bouche	prunes	étonné	chocolat	grand	fille-unique	
trois	neveu	nez	poires	content	crepes	petit	fil-unique	
quatre	maison	rouge	ecole	faché	délicieux	mitoyenne		
cinq	appartement	blue	boulangerie	triste	amer	appartement		
six	la salle a manger	jaune	musee	gene	sucré	bungalow		
sept	le salon	vert	piscine	effrayé	sale	a la mer		
huit	entrée	violet	gare	sport	chaud	cheveux		
neuf	sous-sol	orange	patisserie	golf	froid	yeux		
dix	cuisine	noir	supermarché	tennis	croquant	livre		
famille	grenier	blanc	cinema	natation	mou	crayon		
mere	chambre	pantalon	café	café	savoureux	stylo		
pere	salle de bains	jupe	theatre	chocolat	collant	crayon		
soeur	jardin	robe	marché	chaud				
parents	tete	tshirt	voiture	eau	crémeux	gomme		
moto	train	chou-fleur	pommes de terre	thé	bureau	regle		
				coca	tapis	chaise		
				jus d'orange	murs	trousse		

	avion	trottinette	banane	carottes	lait	poster	calculatrice	
	car	a pied	brocoli	days of week	limonade	armoire	sac	
	velo	chou	numbers up to 100	months of year	tasse	lit	portable	
Grammar Vocabulary	un/une				pouvoir	puis		
	le/la/les				aimer	qui		
	mon/ma/mes				etre	parce que		
	je				avoir	quand		
	appeller				manger	puis		
	vouloir				avec			
	ton/ta/tes				aussi			
	aller				dans			
	acheter				bien que			
	habiter				mais			
	et				ou			
	Questions/phrases	comment ca va?	ca va bien, ca ne vas pas bien, mauvais			c'est de quelle couleur?	je peux	
comment tu t'appelle?		je m'appelle			as-tu un animal?	j'aime		
quel age as-tu?		j'ai.....ans			j'ai soif	je deteste		
chez moi						j'adore		
qu'est ce que c'est					j'aime manger....	je pense que		
qu'est ce que tu portes?		je porte.....			je trouve que	a mon avis		
qu'est ce que vous voulez?		je voudrais.....			quelle type de maison habites tu?			
ou habites-tu?		j'habite a....			qui est dans ta famille?			
comment tu vas a l'ecole?		je vais a l'ecole....			qu'est qu'il y a dans ton sac?			
j'ai faim		mais il a encore faim						

Essential Objectives

RSHE

Health and Wellbeing

Living in the Wider World

Financial Education

Relationships

SRE



RSHE



MILESTONE 2 - End of Year 4						MILESTONE 3 - End of Year 6					

MILESTONE 2 - End of Year 4						MILESTONE 3 - End of Year 6					

MILESTONE 2 - End of Year 4						MILESTONE 3 - End of Year 6					

MILESTONE 2 - End of Year 4						MILESTONE 3 - End of Year 6					

MILESTONE 2 - End of Year 4						MILESTONE 3 - End of Year 6					