

To be a I need....

Scientist	Historian	Geographer	Artist	Design Technologist	Musician	Computer Savvy	Sportsperson	Linguistic (KS2)
<p>To ask scientific questions</p> <p>To perform scientific tests with equipment</p> <p>To use observation skills including measuring</p> <p>To identify and classify</p> <p>To gather and record scientific data</p> <p>To use scientific vocabulary</p> <p>To explain scientific findings</p>	<p>To ask and answer historical questions</p> <p>To use a range of historical sources</p> <p>To describe and compare evidence</p> <p>To describe historical events and people</p> <p>To compare times in history</p> <p>To understand chronology</p> <p>To use timelines</p> <p>To use historical vocabulary</p> <p>To present historical information (KS2)</p>	<p>To collect and use data from fieldwork</p> <p>To ask and answer geographical questions</p> <p>To identify local places on a map</p> <p>To use geographical resources</p> <p>To describe and compare locations (over time and areas)</p> <p>To use geographical language</p> <p>To understand maps, compasses and use grid references</p> <p>To identify and describe human features</p> <p>To identify and describe physical features</p>	<p>To collect visual information</p> <p>To develop colour and patterns using brush techniques</p> <p>To use cutting techniques</p> <p>To use fixing techniques</p> <p>To sculpt with resources</p> <p>To use drawing skills</p> <p>To use printing techniques</p> <p>To take inspiration from artists</p> <p>To use digital media to create images (links with computing – KS2)</p>	<p>To cut and prepare food hygienically</p> <p>To cook and assemble</p> <p>To cut and join materials</p> <p>To modify and produce textiles</p> <p>To use mechanics</p> <p>To construct and build products</p> <p>To apply coding to models (KS2)</p> <p>To design with purpose</p> <p>To follow a design</p> <p>To refine and edit</p> <p>To evaluate a product</p> <p>To take inspiration from history</p>	<p>To control my voice effectively when singing</p> <p>To create effects using instruments</p> <p>To perform to an audience</p> <p>To create patterns of sound</p> <p>To combine musical elements (including digitally)</p> <p>To use symbols for notation</p> <p>To read and understand musical notation</p> <p>To use musical vocabulary</p> <p>To listen and describe elements of music</p>	<p>To understand and import instructions</p> <p>To use coding for controlling objects</p> <p>To use variables for calculations</p> <p>To use online platforms appropriately</p> <p>To be safe and responsible</p> <p>To understand e-safety laws (KS2)</p> <p>To create messages</p> <p>To communicate through APPs and devices</p> <p>To collect and organise data</p> <p>To present data (upper KS2)</p>	<p>*To strike an object</p> <p>*To retrieve and receive an object</p> <p>*To lead or work within a team</p> <p>*To compete as an individual</p> <p>*To develop accuracy</p> <p>*To copy and repeat movements</p> <p>*To move with a purpose</p> <p>*To move the body with control and balance</p> <p>*To plan and perform movements</p> <p>*To develop and use strokes</p> <p>*To coordinate and control legs and arms</p> <p>*To use accurate breathing techniques</p> <p>*To adapt running through speed and stamina</p> <p>*To develop throwing for a purpose</p> <p>*To jump for a purpose</p> <p>*To compete against others or myself</p> <p>*To be prepared and ready</p> <p>*To understand risk</p> <p>*To lead or work within a team</p> <p>*To adapt and show resilience</p>	<p>To decode and read</p> <p>To understand and translate</p> <p>To write words and phrases</p> <p>To apply knowledge of GPS</p> <p>To speak aloud</p> <p>To listen and understand</p> <p>To ask and answer questions</p> <p>To participate in conversations</p> <p>To understand cultural history</p> <p>To understand and compare cultures</p>
7	9	9	9	12	9	10	20	10