

Primary 'My World' Teaching and Learning Framework

The 'My World' curriculum aims to foster a love of learning and engage students from a young age. Our pupils will develop a sense of belonging and responsibility through having a better understanding of the world, and by applying learning to real-life problems and contexts. They will be able to access the world around them as independently and safely as possible due to having a better awareness of the risks and hazards within their world and an understanding of how their body works. Students will be able to understand environmental issues through the promotion of problem-solving skills and experiences from their own lives.

Integral to the delivery of the 'My World' curriculum is allowing students regular opportunities to ask questions, make predictions, plan investigations and evaluate their results. These skills will support students' understanding and promote independence.

Students will be able to make links between the theory of how and why the world works to how this happens in practice. They will develop problem-solving skills and will be able to apply their learning to real life contexts, providing opportunities to reinforce and build on prior learning. Pupils will also be given the opportunity to deepen their understanding through other curriculum areas and relating learning to their personal experiences.

'My World' is taught every week throughout the school year. Our curriculum follows a three year cycle, allowing opportunities for pupils to access a breadth of study. The curriculum is differentiated according to the different stages of development of our pupils. These are described by the terms 'Encountering', 'Developing' and 'Enhancing'. Pupils learning at the 'Enhancing' stage are likely to be based in our partnership classes and access mainstream lessons for this curriculum area.



Cycle One						
	Autumn 1			Autum	n 2	
Animals In	cluding Humans- D	bifferences		Forces and I	Magnets	
Encountering	Developing	Enhancing	Encountering	Developing	Enhancing	
 To be able to identify common animals. Pupils will be able to explore and investigate the bones of a skeleton-and recognise that they have bones in their bodies. Pupils will understand that all 	 Identify and name variety animals - 5 groups Name animals that are carnivore/ herbivore/ omnivore Describe and compare variety of common animals 	 To investigate the role of the human skeleton and individual bones To compare and identify animal skeletons 	 To investig ate and explore a magnet being used to attract different material s. 	 Compare how things move on different surfaces Notice that some forces need contact between two objects, but magnetic forces can act at a distance 	 Describe magnets as having two poles Predict whether two magnets will attract or repel each other, depending on which poles are facing. 	



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animals need to eat. • Pupils will make a healthy sandwich with support.				 To know and use the terms attract and repel' To predict which materials may be magnetic and carry out investigations to test their ideas. To record data and use this to inform their learning. To communicate 	
				data and use	
				their learning.	
				when they	
				, have learnt	
				using simple	
				sentences.	



Spring 1			• Spi	ring 2		
	Rocks			Plants and Growth: Life Cycle of a Plant		
Encountering	Developing	Enhancing	Encountering	Developing	Enhancing	
 Pupils will be able to investigate and explore different types of rocks and describe using symbols Explore soil through touch Pupils will be able to make their own fossils out of salt dough with adult support, developing understanding of how things can make a pattern after being squashed into a rock. 	 To observe, compare and group different rocks on the basis of their appearance and simple physical properties To understandin g the different parts of soil To use drawings and diagrams to reflect their findings. 	• Describe how fossils are formed when things that have lived are trapped within rock	• To investigate and explore different flowers.	 To identify wild and garden plants To label different parts of a flower and understand the function of each part. To learn the life cycle of a plant. To be able to communicate learning through drawings and labels To predict the number of 	 To ask questions and make predictions about wildlife in our local area. To independently plan an investigation to test their ideas. To independently record their findings in an appropriate manner and use this evidence to communicate their learning. 	



 Begin to understand how fossils are formed by objects being trapped within rock. Pupils will make their own fossils out of salt dough, understandin g how things can get squashed into materials Pupils will identify which objects are clearest when making fossils and why this might be. 	 wild flowers in a particular area, carry out an investigation and record data. To use their evidence to evaluate their findings. Pupils will research which plants would be most welcoming for bees. Pupils will design a wildlife garden that would be good for bees. 	



				• Pupils will plant the garden and monitor the number of insects using the garde over the coming term.		
	Summer 1			Sumn	ner 2	
Living Things and	Their Habitats/ Wl alive	nat we need to be	Everyday Materials- States of Matter			
Encountering	Developing	Enhancing	Encountering	Developing	Enhancing	
 Pupils will be able to investigate and explore living things. To use the term 'alive'. 	 To identify Living, dead or never alive To learn what we need to be alive Pupils will be able to describe how animals 	 Classification – insects 	 Pupils will be able to investigate and explore different solids mixed together and investigate how they 	 To identify the different properties of materials To investigate a suitable material to keep us dry on our picnic. 	 To independently ask questions, plan investigations and collect data to test their ideas. To independently use the data to evaluate their learning. Pupils will learn to apply their knowledge of 	



 obtain their food from plants and other animals Pupils will be able to identify different sources of food.Pupils will design a sandwich, taking into account different dietary habits eg vegetarian. Pupils will make the sandwich and evaluate it against a set of criteria. Pupils will learn to chop 	can be separated.To mix and separate solidsmaterials to their designs of a canopy, explaining why they have chosen a particular design.• To explore and investigate solids• To understand that some solids can dissolve in water• Pupils will be able to make their canopy using a selection of tools as independently as possible.• Pupils will explore what they can do following the change of state eg chocolate can be used to decorate biscuits.• To investigate suitable materials for keeping something cool.• Pupils will experiment with the something cool.• Pupils will experiment with the as of s of s of the investigate suitable materials• To investigate suitable materials for keeping something cool.• To investigate suitable materials for keeping something cool.• Pupils will effectivenes s of aterials• To investigate suitable materials for keeping something cool.• To cool.
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fruit and mix in a fruit salad.	when out in the rain.materials go through irreversible changes.• To design a canopy for keeping dry 	
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	effectiveness of their canopy based on a given criteria. • Pupils will begin to be able to suggest improvements to their designs.
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	Cycle Two					
	Autumn 1			Autumn 2		
Animals Including Huma	ns- Reproduction, Ch	anges and Nutrition		Sound and Lig	nt	
			Designir	ng and Making a Mus	ical Instrument	
Encountering	Developing	Enhancing	Encountering	Developing	Enhancing	
 Begin to name and identify common animals Match pictures of animals Match animals – to offspring Be able to identify key features on their own bodies eg eyes, ears, arms, legs 	 Use drawings and labels to record their ideas To investigate how animals and humans get nutrition from their food identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense. 	 Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals Identify and name a variety of common animals that are carnivores, herbivores and omnivores To understand the role of the 	 To observe different lights through sensory exploration. To identify where the light source is. To observe the difference between light and dark and begin to use the language for 	 To understand how a shadow is made through carrying out simple investigation s. Make predictions and record results. Be able to explain in simple terms how to make a shadow. 	 To understand how the eye and ears work. Pupils will apply their understanding of how to strengthen, stiffen and reinforce structures. 	



	digestive system	this. Pupils will explore different musical instruments and the sounds made by different sized objects.	understand what a reflection is and predict which materials can make a good reflection and which cannot. Carry out investigation s to test this and record data. • To understand how sound is made. • To investigate how the sound pitch can change. • Record results and use them to
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			ovalain their	
			explain their ideas.	
			Pupils will	
		•		
			use their	
			knowledge	
			of sound and	
			materials to	
			design their	
			own musical	
			instruments.	
		•	Pupils will	
			choose one	
			design from	
			a selection	
			to make.	
		•	Pupils will	
			practise	
			their skills in	
			cutting,	
			shaping and	
			joining when	
			making their	
			instruments.	
		•	Pupils will	
			evaluate	
			their ideas	
			and design	
			against a set	



				criteria and consider their own and others' views of how to improve their work.	
	Spring 1			Spring 2	
Living Things and The pr	eir Habitats: Food Ch edators and prey	ains, producers,		Humans: Animal nutr circulatory syste sign and Make a heal	
Encountering	Developing	Enhancing	Encountering	Developing	Enhancing
 Observe different animals in their habitats. Begin to observe animals in their habitats outside of the school grounds. 	 To recap different habitats and the animals that live in them. Construct and interpret a variety of food 	 To learn about the impact of the breaking of a food change and the effect on living things. Be able to clearly communicat e their learning 	 To try different foods and observe whether they like or dislike them. To explore the difference between solid food and liquid 	 To understand the importance of nutrition in humans and animal to recognise that animals get nutrition from food. To identify the different 	Describe the ways in which nutrients and water are transported within animals, including humans.



	chains, identifying producers, predators and prey.	using diagrams and the correct vocabulary.	 and learn that we need both. To observe our teeth using mirrors. Pupils will try different fruits and vegetables and match them with the plant they have come from. Pupils will identify which fruit and vegetables they like and dislike. Pupils will contribute towards making items for a 	teeth and their functions in humans and animals • To know what a balanced diet is and why this is important for our bodies. • To identify the main body organs of a human body organs of a human body and describe the functions of the heart, blood vessels and blood • recognise the impact of diet, exercise,	
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	picnic eg by mixing biscuit mixture, making a fruit salad with pre- chopped fruit or buttering bread.	drugs and lifestyle on the way their bodies function Pupils will use their knowledge of a healthy meal to identify foods and design a healthy picnic. Pupils will understand where food comes from by identifying the plant from which a fruit or vegetable has grown	
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in a picture
or in the
environmen
t or by
identifying
the main
ingredients
in a
processed
food such
as bread.
Pupils will
select from
a range of
designs,
their picnic
menu and
make items
for a picnic.
Pupils will
create a set
criteria
linked to
the purpose
of their
picnic and



				evaluate their design using this criteria.	
	Summer 1	•		Summer 2	
Electricity: Appliances and safety, Circuits and Conductors, Investigating circuits			States of Matter: Solids, Liquids and Gases ad Reversible and Irreversible changes		
Encountering	Developing	Enhancing	Encountering	Developing	Enhancing
 To observe what happens when wires touch light bulbs. To observe when a light is turned off and on. To explore through play how different electrical appliances are used. 	 To understand that many everyday appliances require electricity To understand the dangers of electricity to generate electricity o understand what makes 	 To make predictions then test their ideas around which materials are conductors of electricity. Independent ly record results and use them to explain their learning. 	 To observe explore different solid and liquids To smell different scents and begin to understand that the scent is there but cannot be seen. 	 To explore the difference between a solid, liquid and a gas To understand how a gas is formed To understand how solids, liquids and gases change state 	• To identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.



	a complete circuit • To investigate conductors of electricity • To demonstrate independent scientific thinking	• To know what happens during evaporation.	
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Cycle Three					
Autumn 1			Autumn 2		
Evolution and Inheritance Design and make a sculpture of a dinosaur			Properties and Changes of Materials		f Materials
Encountering	Developing	Enhancing	Encountering	Developing	Enhancing



• To explore and observe the differences between different fossils through sensory activities.

- To explore and • observe the differences in different textures of animal fur and plants.
- Recognise that living things have changed over time. Pupils will ٠ learn how dinosaurs are both

similar to, and different from, reptiles we

see today. Pupils will ٠ learn about the three

main types of dinosaurthe sauropods, ornithischian

s and the

- To identify how animals and plants are adapted to suit their environment. To be able to •
- explain their answers using evidence.
- To set up their own investigation and make predictions about the results.

To record data accurately and evaluate

To observe • and explore different materials and be able to use key words to describe them eq soft, cold,

wet, hard

and group together everyday materials based on evidence from comparative and fair tests, including their hardness, solubility, transparenc у,

• compare

conductivity (electrical

.

• · use knowledge of solids, liquids and gases to decide how mixtures might be separated, including through filtering, sieving and evaporating

• \cdot give reasons, based on evidence from comparative and fair tests, for the particular uses of everyday materials. including metals, wood and plastic



 therapods and that modern birds evolved from a group of therapods that included the t-rex and velociraptor Pupils will learn the key characteris cs of different dinosaurs. To know what a foss is and what it can tell ut about living things 	e r ey ti s		and thermal), and response to magnets • understand that some materials will dissolve in liquid to form a solution, and describe how to recover a substance from a solution	
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millions of years ago • To ask questions • Observe differences between parents and children • To recognise that living things create offspring of the same kind, but not		Demonstrate that dissolving, mixing and changes of state are reversible changes	
the same kind, but not identical and that offspring may vary and make predictions. To be able to			
carry out an investigation			



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How animals		
adapt to suit		
their		
environment		
leads to		
evolution.		
 Pupils will 		
design a		
sculpture of		
a dinosaur		
with its main		
characteristi		
cs, using		
their		
knowledge		
of dinosaurs		
learnt in		
humanities		
and science.		
 Pupils will 		
practise a		
range of		
skills in		
cutting,		



Encountering	Developing	Enhancing	Encountering	Developing	Enhancing
Living Things and their Habitats Designing and Making a Bug Hotel		Plants and Growth			
Spring 1			Spring 2		
	their design.				
	can improve				
	ways in which they				
	and consider				
	set criteria				
	following a				
	their design				
	 Pupils will evaluate 				
	design.				
	to suit their				
	g materials				
	strengthenin				
	joining, shaping and				



 Identify different habitats around them within the school grounds. Identify different living things and begin to identify where they may live. 	 To understand the meaning of the term habitat To explore plants and animals within microhabitats To identify native habitats and their living things within the UK (Grassland, farmland, woodland, river, sea) To identify habitats around the world (rainforest, polar, desert, ocean) To compare and group living things in different ways To understand how living 	• Give reasons for their conclusions and explain what they have found out, supporting their conclusions with evidence.	 Learn to observe and compare different plants and flowers - smell, touch, taste (herbs) and begin to use the language of comparison eg bg, small,. like, disklike Observe and take part in caring for plants growing by Planting bulbs, weeding and watering plants Begin to identify what plants and 	 Investigate what plants need to stay alive. Make predictions. Measure plants growing and collect and record data Be able to say in simple terms what a plant needs to stay alive. Be able to label the parts of a plant and begin to understand their purpose 	 Plan an investigation around finding out what plants need to grow and begin to ask questions eg how much water is needed? Independently collect data and use this to explain their findings. To learn the parts of a plant and explain the purpose of each part.
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things survive in	humans need to	
their habitat	stay alive	
(food chains)		
 To record data 		
about living		
things in		
different		
habitats and		
say simply what		
they have found		
out.		
 Pupils will use 		
what they have		
learnt in science		
to design a bug		
hotel that will		
attract different		
bugs and		
insects.		
Pupils will		
choose one		
design out of a		
collection they		
have drawn, to		
build their hotel.		
 Pupils will 		
choose		
appropriate		



Summer 1		Summer 2	
	 hotels eg can we make it out of cardboard if it will be outside? Pupils will build their bug hotels out o =f wood and sticks and evaluate their designs based on a set criteria,. Pupils will monitor the effectiveness of the bug hotel (has it attracted bugs and insects?) over time. 		
	materials for making a bug		



Earth and Space		Forces			
Encountering	Developing	Enhancing	Encountering	Developing	Enhancing
 Be able to make observations about the weather and identify the sun. Be able to identify that the sun is hot. Identify stars and that we see them at night time. Be able to compare and use the terms day and night. 	 Be able to name and identify the seasons - differences between each, Begin to identify the different planets and simple differences. Make observations of the moon phases and make recordings of their observations 	 REsearch and be able to communicat e their learning about the solar system and begin to understand how scientists learn about the planets. 	 Exploring air resistance – running and matching word to the feel of wind on faces Blowing and releasing air from balloons/ bubbles Dropping different materials and objects and explore what happens Exploring what happens to 	 Ask questions, make predictions and set up investigation s to test ideas around wind resistance, floating and water resistance, gravity and friction eg Making parachutes, planes and boats, Ask questions, make 	 Plan their own investigations and collect data. Use evidence to support their evaluations.



 To understand how day and night happen due to the Earth's rotation. Pupils will learn how to make papier mache. Pupils will design a solar system that can be made out of papier mache. Pupils will make their own papier mache planets following 	different objects in water and whether they float or sink.	predictions and set up investigation s to test ideas around the effect of different levers, pulleys and gears. Be able to say simply what they have found out. Pupils will use their knowledge of floating to design their own boats that will carry a small	
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their designs. Pupils will evaluate their designs based on agreed criteria- are they the correct size, shape and proportion?	 Pupils will be able to select materials from household objects to make their boats. Pupils will choose from a selection of designs which design they will make and will evaluate their design
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