Music
\*To preform, listen to, review and evaluate music across a range of historical periods, genres, styles and traditions.
\*To use their voices, to create and compose music of their own and with others.

Art and design

\*Produce creative work, exploring ideas and recording their experiences.
\*Become proficient in drawing and other craft and design techniques.
Know about great artists- e.g Picasso.

Design Technology

\*Design a purposeful appealing product for themselves and other users based on a design criteria.
\*Generate, develop, model and communicate their ideas through talking, drawing.
\*Use a range of tools and equipment to preform practical tasks.
\*Select, form and use a wide range of materials and components, including construction materials.
\*Explore and evaluate a range of existing produces.
\*Evaluate their ideas and products against design criteria.
\*Build structures, exploring how they can be made stronger, stiffer and more stable.

History
\*Identify similarities and differences between ways of life in different periods.
\*Develop an awareness of the past.

Computing

\*To be responsible, confident and creative users.
\*To use technology purposely to create, organise, store manipulate and retrieve digital content.
\*To recognise common uses of IT.

Science
\* Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.
\*Notice that human have offspring which grow into adults.
\*Find out and describe the basic needs of humans.
\*Describe the importance of humans of exercise, eating the right amounts of different types of food and hygiene.
\*To know the difference between living and non-living.

Magic Toymaker