**N.C. Aims by subject**

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| **English** | **Maths** | **Science** | **Computing** | **Music** |
| 1. read easily, fluently and with good understanding
2. develop the habit of reading widely and often, for both pleasure and information
3. acquire a wide vocabulary, an understanding of grammar and knowledge of linguistic conventions for reading, writing and spoken language
4. appreciate our rich and varied literary heritage
5. write clearly, accurately and coherently, adapting their language and style in and for a range of contexts, purposes and audiences
6. use discussion in order to learn; they should be able to elaborate and explain clearly their understanding and ideas
7. are competent in the arts of speaking and listening, making formal presentations, demonstrating to others and participating in debate.
 | 1. become fluent in the fundamentals of mathematics, including through varied and frequent practice with increasingly complex problems over time, so that pupils develop conceptual understanding and the ability to recall and apply knowledge rapidly and accurately.
2. reason mathematically by following a line of enquiry, conjecturing relationships and generalisations, and developing an argument, justification or proof using mathematical language
3. can solve problems by applying their mathematics to a variety of routine and non-routine problems with increasing sophistication, including breaking down problems into a series of simpler steps and persevering in seeking solutions.
 | 1. develop scientific knowledge and conceptual understanding through the specific disciplines of biology, chemistry and physics
2. develop understanding of the nature, processes and methods of science through different types of science enquiries that help them to answer scientific questions about the world around them
3. are equipped with the scientific knowledge required to understand the uses and implications of science, today and for the future.
 | 1. can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
2. can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
3. can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
4. are responsible, competent, confident and creative users of information and communication technology.
 | 1. perform, listen to, review and evaluate music across a range of historical periods, genres, styles and traditions, including the works of the great composers and musicians
2. learn to sing and to use their voices, to create and compose music on their own and with others, have the opportunity to learn a musical instrument, use technology appropriately and have the opportunity to progress to the next level of musical excellence
3. understand and explore how music is created, produced and communicated, including through the inter-related dimensions: pitch, duration, dynamics, tempo, timbre, texture, structure and appropriate musical notations.
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| **Design and Technology** | **History** | **Geography** |
| 1. develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an

increasingly technological world1. build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
2. critique, evaluate and test their ideas and products and the work of others understand and apply the principles of nutrition and learn how to cook.
 | 1. know and understand the history of these islands as a coherent, chronological narrative, from the earliest times to the present day: how people’s lives have shaped

this nation and how Britain has influenced and been influenced by the wider world1. know and understand significant aspects of the history of the wider world: the nature of ancient civilisations; the expansion and dissolution of empires; characteristic features of past non-European societies; achievements and follies of mankind
2. gain and deploy a historically grounded understanding of abstract terms such as ‘empire’, ‘civilisation’, ‘parliament’ and ‘peasantry’
3. understand historical concepts such as continuity and change, cause and consequence, similarity, difference and significance, and use them to make connections, draw contrasts, analyse trends, frame historically-valid questions and create their own structured accounts, including written narratives and analyses
4. understand the methods of historical enquiry, including how evidence is used rigorously to make historical claims, and discern how and why contrasting arguments and interpretations of the past have been constructed
5. gain historical perspective by placing their growing knowledge into different contexts,

understanding the connections between local, regional, national and internationalhistory; between cultural, economic, military, political, religious and social history; andbetween short- and long-term timescales. | 1. develop contextual knowledge of the location of globally significant places – both terrestrial and

marine – including their defining physical and human characteristics and how these provide ageographical context for understanding the actions of processes1. understand the processes that give rise to key physical and human geographical features of the world, how these are interdependent and how they bring about spatial variation and change over time
2. are competent in the geographical skills needed to collect, analyse and communicate with a range of data gathered through

experiences of fieldwork that deepen their understanding of geographical processesinterpret a range of sources of geographical information, including maps, diagrams,globes, aerial photographs and Geographical Information Systems (GIS)1. communicate geographical information in a variety of ways, including through maps,

numerical and quantitative skills and writing at length. |
| **R.E.** | **P.S.H.E. & S.M.S.C.** | **M.F.L.** |
| **There are no statutory aims***From the SOT agreed syllabus:*1. make sense of a range of religious and non-religious beliefs
2. understand the impact and significance of religious and non-religious beliefs
3. make connections between religious and non-religious beliefs, concepts, practices and ideas studied
 | **There are no statutory aims***From the PHSE association:*1. Through PSHE education pupils develop the knowledge, skills and attributes they need to keep themselves healthy and safe, and prepare for life and work in modern Britain.
2. PSHE helps pupils to manage many of the critical opportunities, challenges and responsibilities they will face as they grow up and later in adulthood.
3. By teaching pupils to stay safe and healthy, and by building self-esteem, resilience and

empathy, an effective PSHE programme tackles barriers to learning, raises aspirations, andimproves the life chances of the most vulnerable and disadvantaged pupils. (PSHE Association) | 1. understand and respond to spoken and written language from a variety of authentic sources
2. speak with increasing confidence, fluency and spontaneity, finding ways of communicating

what they want to say, including through discussion and asking questions, and continuallyimproving the accuracy of their pronunciation and intonation1. can write at varying length, for different purposes and audiences, using the variety of

grammatical structures that they have learnt1. discover and develop an appreciation of a range of writing in the language studied.
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| **P.E.** | **Art and Design** |
| 1. develop competence to excel in a broad range of physical activities
2. are physically active for sustained periods of time
3. engage in competitive sports and activities
4. lead healthy, active lives.
 | 1. produce creative work, exploring their ideas and recording their experiences
2. become proficient in drawing, painting, sculpture and other art, craft and design techniques
3. evaluate and analyse creative works using the language of art, craft and design
4. know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.
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