

# Clover 2018/19 Milepost 2

## Coverage

	Art	Brainwave Unit	Geography	History	ICT & Computing	International	Music	Physical Education	Science	Society	Technology	World Languages
Coverage	83%	0%	0%	100%	0%	100%	100%	43%	0%	0%	100%	0%
Knowledge	50%	0%	0%	100%	0%	100%	100%	50%	0%	0%	100%	0%
Skill	100%	0%	0%	100%	0%	100%	100%	50%	0%	0%	100%	0%
Understanding	0%	0%	0%	100%	0%	0%	100%	25%	0%	0%	0%	0%

## Subject Timings

	Art	History	International	Music	Physical Education	Technology
Hours	9.0	54.0	7.0	7.0	3.0	6.0
Weeks	1.00	7.25	0.75	0.75	0.25	0.75

## Covered Learning Goals

Learning Goals		All Aboard	Temples, Tombs And Treasures
<div style="border: 1px solid black; padding: 5px; width: fit-content;"> <p><b>K</b> Knowledge</p> <p><b>S</b> Skill</p> <p><b>U</b> Understanding</p> </div>			
<b>Art</b>			
<b>K</b>	2.01 Know how a number of artists - including some from their home country and the host country - use forms, materials and processes to suit their purpose	●	●
<b>S</b>	2.03 Be able to use art as a means of self expression	●	●
<b>S</b>	2.04 Be able to choose materials and techniques which are appropriate for their task	●	●
<b>S</b>	2.05 Be able to explain their own work in terms of what they have done and why	●	●
<b>S</b>	2.06 Be able to talk about works of art, giving reasons for their opinions	●	●
<b>History</b>			
<b>K</b>	2.01 Know about the main events, dates and characteristics of the past societies they have studied	●	●
<b>K</b>	2.02 Know about the lives of people in those periods	●	●
<b>K</b>	2.03 Know about the main similarities and differences between the past societies they have studied	●	●
<b>S</b>	2.04 Be able to give some reasons for particular events and changes	●	●
<b>S</b>	2.05 Be able to gather information from simple sources	●	●
<b>S</b>	2.06 Be able to use their knowledge and understanding to answer simple questions about the past and about changes	●	●
<b>U</b>	2.07 Understand that the past can be considered in terms of different time periods	●	●
<b>U</b>	2.08 Understand that the past has been recorded in a variety of different ways	●	●
<b>International</b>			
<b>K</b>	2.01 Know about some of the similarities and differences between the different home countries and between them and the host country	●	●

Learning Goals		All Aboard	Temples, Tombs And Treasures
<b>K</b>	2.02 Know about ways in which these similarities and differences affect the lives of people	●	●
<b>S</b>	2.03 Be able to identify activities and cultures which are different from but equal to their own		●
<b>Music</b>			
<b>K</b>	2.01 Know how a number of musicians - including some from their home country and the host country - organise sounds and use them expressively	●	●
<b>K</b>	2.02 Know how a number of musicians - including some from their home country and the host country - choose sounds and instruments which are appropriate for their task	●	●
<b>S</b>	2.03 Be able to recognise and explore the ways that sounds can be organised and used expressively	●	●
<b>S</b>	2.04 Be able to sing in tune and with expression		●
<b>S</b>	2.05 Be able to perform simple pieces rhythmically using a limited range of notes	●	●
<b>S</b>	2.06 Be able to improvise repeated patterns	●	●
<b>S</b>	2.07 Be able to compose simple pieces to create intended effects	●	●
<b>S</b>	2.08 Be able to choose sounds and instruments which are appropriate for their task	●	●
<b>S</b>	2.09 Be able to improve their own work, having regard to the intended effect	●	●
<b>S</b>	2.10 Be able to explain their own work in terms of what they have done and why		●
<b>S</b>	2.11 Be able to talk about pieces of music, giving reasons for their opinions	●	
<b>S</b>	2.12 Be able to recognise and identify familiar pieces of music including some from the host country	●	
<b>U</b>	2.13 Understand how musical elements are combined and varied to create different effects		●
<b>Physical Education</b>			
<b>K</b>	2.01 Know the principal rules of a number of established sporting and athletic activities	●	
<b>S</b>	2.05 Be able to take part in a range of individual, pair, small group and team activities	●	
<b>S</b>	2.07 Be able to apply tactics in competitive situations	●	
<b>S</b>	2.08 Be able to apply expressive movements in sequence	●	
<b>S</b>	2.09 Be able to improve performance through analysis, observation and repetition	●	
<b>U</b>	2.14 Understand the importance of fair play	●	
<b>Technology</b>			
<b>K</b>	2.01 Know that the way in which products in everyday use are designed and made affects their usefulness	●	
<b>S</b>	2.02 Be able to design and make products to meet specific needs	●	
<b>S</b>	2.03 Be able to make usable plans	●	
<b>S</b>	2.04 Be able to make and use labelled sketches as designs	●	
<b>S</b>	2.05 Be able to use simple tools and equipment with some accuracy	●	
<b>S</b>	2.06 Be able to identify and implement improvements to their designs and products	●	
<b>S</b>	2.07 Be able to identify the ways in which products in everyday use meet specific needs	●	
<b>S</b>	2.08 Be able to suggest improvements to products in everyday use	●	

# Missed Learning Goals

## Learning Goals

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|----------|---------------|
| <b>K</b> | Knowledge     |
| <b>S</b> | Skill         |
| <b>U</b> | Understanding |


### Art


<b>K</b>	2.02 Know about some of the work of artists in the host country
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### Physical Education

<b>K</b>	2.02 Know the principles of water safety
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<b>S</b>	 2.03 Be able to choose appropriate skills and movements to suit a task
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<b>S</b>	 2.04 Be able to plan actions and movements
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<b>S</b>	 2.06 Be able to perform a range of activities with control and coordination
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<b>S</b>	2.10 Be able to move easily through water
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<b>U</b>	2.11 Understand the importance of warming up before an activity
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<b>U</b>	2.12 Understand that physical activity is good for their health
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<b>U</b>	2.13 Understand the importance of rules
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