

# Lotus Route plan 2018-19

## Coverage

	Art	Brainwave Unit	Geography	History	ICT & Computing	International	Music	Physical Education	Science	Society	Technology	World Languages
Coverage	100%	0%	69%	100%	100%	100%	100%	64%	64%	0%	100%	0%
Knowledge	100%	0%	50%	100%	100%	100%	100%	50%	50%	0%	100%	0%
Skill	100%	0%	71%	100%	100%	100%	100%	88%	87%	0%	100%	0%
Understanding	0%	0%	100%	100%	100%	0%	100%	25%	100%	0%	0%	0%

## Subject Timings

	Art	Geography	History	ICT & Computing	International	Music	Physical Education	Science	Technology
Hours	17.0	12.0	55.0	18.0	19.0	11.0	7.0	52.0	17.0
Weeks	2.00	1.50	7.50	2.25	2.65	1.25	0.75	6.50	2.25

## Covered Learning Goals

Learning Goals		All Aboard	Bright Sparks!	Digital Gamers	Land, Sea And Sky	Saving The World	Temples, Tombs And Treasures
<div style="border: 1px solid black; padding: 5px; width: fit-content;"> <b>K</b> Knowledge  <b>S</b> Skill  <b>U</b> Understanding                 </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>K</b>	2.02 Know about some of the work of artists in the host country					●	
<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>Geography</b>							
<b>K</b>	2.01 Know how particular localities have been affected by human activities					●	
<b>K</b>	2.03 Know how the nature of particular localities affect the lives of people					●	
<b>S</b>	2.05 Be able to use geographical terms					●	
<b>S</b>	2.08 Be able to use maps at a variety of scales to locate the position and geographical features of particular localities					●	
<b>S</b>	2.09 Be able to use secondary sources to obtain geographical information					●	
<b>S</b>	2.10 Be able to express views on the features of an environment and the way it is being harmed or improved					●	
<b>S</b>	2.11 Be able to communicate their geographical knowledge and understanding to ask and answer questions about geographical and environmental features					●	
<b>U</b>	2.12 Understand how places fit into a wider geographical context					●	
<b>U</b>	2.13 Understand that the quality of the environment can be sustained and improved					●	

## Learning Goals

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

		All Aboard	Bright Sparks!	Digital Gamers	Land, Sea And Sky	Saving The World	Temples, Tombs And Treasures
<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>ICT &amp; Computing</b>							
<b>K</b>	2.01 Know about some applications of ICT and computing in different jobs and work situations			●			
<b>K</b>	2.02 Know about some applications and implications of ICT and computing in everyday life			●		●	
<b>K</b>	2.03 Know about some of the ways in which the use of ICT and computing in different jobs and work situations affects people's lives			●			
<b>S</b>	2.04 Be able to search effectively, using and evaluating information from a variety of sources			●			
<b>S</b>	2.05 Be able to select and use a range of programs or apps to support and present learning in other subjects			●			
<b>S</b>	2.06 Be able to use ICT and computing to control events and write programs that accomplish specific goals			●		●	
<b>S</b>	2.07 Be able to make choices to gather information and solve problems			●		●	
<b>U</b>	2.08 Understand that different aspects of ICT and computing can be used safely, responsibly, respectfully and creatively to people's benefit			●		●	
<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	●	●	●	●	●	●
<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	●				●	

## Learning Goals

- K** Knowledge
- S** Skill
- U** Understanding

		All Aboard	Bright Sparks!	Digital Gamers	Land, Sea And Sky	Saving The World	Temples, Tombs And Treasures
<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>	2.03 Be able to choose appropriate skills and movements to suit a task					●	
<b>S</b>	2.04 Be able to plan actions and movements					●	
<b>S</b>	2.05 Be able to take part in a range of individual, pair, small group and team activities	●				●	
<b>S</b>	2.06 Be able to perform a range of activities with control and coordination					●	
<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>Science</b>							
<b>S</b>	2.01a Be able to carry out simple investigations		●		●		
<b>S</b>	2.01b Be able to prepare a simple investigation which is fair, with one changing factor		●		●	●	
<b>S</b>	2.01c Be able to predict the outcome of investigations		●		●	●	
<b>S</b>	2.01d Be able to use simple scientific equipment		●		●	●	
<b>S</b>	2.01e Be able to test ideas using evidence from observation and measurement		●		●	●	
<b>S</b>	2.01f Be able to link evidence to broader scientific knowledge and understanding		●		●	●	
<b>S</b>	2.01g Be able to use evidence to draw conclusions		●		●	●	
<b>S</b>	2.02 Be able to gather information from simple texts		●		●	●	
<b>U</b>	2.03 Understand the importance of collecting scientific evidence		●		●	●	
<b>U</b>	2.04 Understand some of the effects of what they learn on people's lives		●		●		
<b>K</b>	2.05 Know the differences between living and non-living things				●	●	
<b>K</b>	2.06 Know about processes and conditions that have an effect on living things				●	●	
<b>K</b>	2.07 Know about the principles of nutrition, growth, movement and reproduction				●	●	
<b>K</b>	2.08 Know about the living things that are supported by different environments				●	●	
<b>K</b>	2.09 Know about ways in which animals and plants are suited to different environments				●	●	
<b>K</b>	2.10 Know about the frequently occurring animals and plants that are supported by the environment around the school				●	●	
<b>K</b>	2.11 Know about food chains in the local environment				●		
<b>U</b>	2.12 Understand the principles of protecting living things				●	●	
<b>S</b>	2.20 Be able to classify animals according to their features				●	●	
<b>K</b>	2.21 Know about the effects that light, air, water and temperature have on plants				●	●	
<b>K</b>	2.22 Know about the functions of leaves				●	●	

Learning Goals		All Aboard	Bright Sparks!	Digital Gamers	Land, Sea And Sky	Saving The World	Temples, Tombs And Treasures
<b>K</b>	2.23 Know about the life cycle of plants				●	●	
<b>S</b>	2.24 Be able to classify plants according to their features				●	●	
<b>K</b>	2.25 Know that some materials conduct electricity		●				
<b>K</b>	2.26 Know that some materials conduct heat more effectively than others		●				
<b>K</b>	2.30 Know that some substances dissolve in water and others do not				●		
<b>S</b>	2.31 Be able to compare common materials and objects according to their properties		●				
<b>U</b>	2.34 Understand that different materials are suited for different purposes		●				
<b>K</b>	2.35 Know about the principles of magnets and magnetic and non-magnetic materials		●				
<b>S</b>	2.36 Be able to construct electrical circuits to make devices work		●				
<b>S</b>	2.37 Be able to change the type or number of components in a circuit to have a different effect		●				
<b>K</b>	2.38 Know that forces can have direction		●				
<b>K</b>	2.39 Know that forces differ in size		●				
<b>K</b>	2.40 Know about the effects of friction		●				
<b>K</b>	2.41 Know that light travels from a source		●				
<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	
<b>K</b>	Knowledge
<b>S</b>	Skill
<b>U</b>	Understanding
<b>Geography</b>	
<b>K</b>	2.02 Know how particular localities have been affected by natural features and processes
<b>K</b>	2.04 Know about the weather and climatic conditions in the host country and how they affect the environment and the lives of people living there

## Learning Goals

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

<b>S</b>		2.06 Be able to describe the main geographical features of the area immediately surrounding the school
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<b>S</b>		2.07 Be able to make simple maps and plans of familiar locations
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### Physical Education

<b>K</b>	2.02 Know the principles of water safety
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<b>S</b>	2.10 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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### Science

<b>K</b>	2.13 Know about the function and care of teeth in humans and other animals
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<b>K</b>	2.14 Know about the function and actions of the heart in humans and other animals
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<b>K</b>	2.15 Know about the functions of skeletons and muscles in humans and some other animals
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<b>K</b>	2.16 Know about the main stages of the human life cycle
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<b>K</b>	2.17 Know about the effect of exercise on the human body
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<b>K</b>	2.18 Know about the effects that tobacco and alcohol have on the human body
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<b>K</b>	2.19 Know about the effect of diet on the human body
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<b>K</b>	2.27 Know that temperature is a measure of heat
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<b>K</b>	2.28 Know that some changes in materials are reversible and others are irreversible
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<b>K</b>	2.29 Know about the changes that occur when materials are mixed
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<b>K</b>	2.32 Be able to distinguish between solids, liquids and gases
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<b>K</b>	2.33 Be able to separate insoluble solids from liquids by filtering
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<b>K</b>	2.42 Know that objects form shadows when they block the passage of light from a source
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<b>K</b>	2.43 Know that sounds are made when objects vibrate
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<b>S</b>	2.44 Be able to create sounds with a variety of objects
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<b>S</b>	2.45 Be able to change sounds by altering variables
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<b>K</b>	2.46 Know that the sun, earth and moon are approximately spherical
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<b>K</b>	2.47 Know that the position of the sun appears to change during the course of a day and that shadows change as a result
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<b>K</b>	2.48 Know that the sun provides the light and heat necessary for the earth
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<b>K</b>	2.49 Know that the moon appears to change shape over the course of a month
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