

Vocabulary, conversation, curiosity are at the core of our curriculum and we know it is an enabler of outcomes for all pupils. Equity of provision means that we engage in the following activities to support pupils and ensure that every pound spent is impacting on learning:

- Invest in quality texts – both fiction and nonfiction
- Plan through engaging topics and value quality conversation and extended dialogue opportunities
- Ensure that educational visits in and outside of school develop language development and introduce and explain to pupils thematic vocabulary specific to subjects and / or topic areas
- Provide stimulating areas within and outside school
- Ensure that pupils have appropriate access to technology and associated apps / websites

Below are the **key topic vocabulary** being used by each class as part of the curriculum offer in the **Early Years** and **Key Stage 1**:

| Class | Vocabulary being used to support Pupil outcomes | |
|--------------|--|---|
| Class 1 | <p>Once Upon a Time Fairy Tales, fiction, adventure, magical, character, setting, tradition, good, bad, battle, upset, distress, maiden, prince, enchantment.</p> <p>Castles and Knights: Before, after, timeline, castle, turret, moat, battlement, portcullis, drawbridge, armour, jousting, duel, monarch, royalty, conquer, knight, tower, turret.</p> | <p>Science: Plants stem, flower, petal, plant, flowering, non-flowering, deciduous, evergreen, roots, seed, seedling, shoots, grow, fruit, edible.</p> <p>Science: Materials Properties, transparent, opaque, strong, malleable.</p> <p>Science: Animals including Humans Offspring, baby, calf, lamb, foal, change, grow, develop.</p> |
| Class 2 | Fortress, parapet, moat, tower, battlements, turret, rampart, portcullis, drawbridge, dungeon, bailey, motte, architecture, medieval, ancient, shield, sword, armour, helmet, gauntlet, jousting, lance, duel, feast, squire, heroic, peasant, St George, jester, chivalry, merchant, court, palace, pageantry, monarchy, royalty, lord, chronological order, historic, ruins, artefact, estate, manor, Arthur and the Round Table, Camelot, Excalibur, Merlin, Lancelot, Gawain, commander, maiden, courageous, conquer | <p>Science: Plants and how they grow/ Seasonal Change</p> Germination, lifecycle, growth, soil, water, sun, root, shoot, nectar, bulb, fruits, vegetables, healthy eating, diet, berries, wild plants, garden plants, geranium, snowdrop, hyacinth, aconite, daffodil, rose, iris, pansy, orchid, lily, tulip, poinsettia, herb, shrub, leaf, grass, seed, nuts, petal, stem, pollen, pollinate, sprout, blossom, branch, trunk, bush, fern, ivy, reed, wood, thorn, forest, jungle, moss, tree, evergreen, deciduous, seasons, spring, summer, autumn, winter, weather, climate |

Below are the **key topic vocabulary** being used by each class as part of the curriculum offer across **Key Stage 2**:

| Class | Vocabulary being used to support Pupil outcomes | |
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| Class 3 | BCE (BC), CE (AD), chronology, timeline, duration, sequencing, significance, cause, consequence, primary source, secondary source, evidence, period of history, bias, conquer / conquest, invade, kingdom, military, rebellion, empire, achievement, legacy, society, culture, settlement, economy, politics, trade, Emperor, defence, Barbarian, archaeologist, artefact, mosaic, aqueduct, slave, chariot, amphitheatre, centurion, toga, myth, Celts, Boudicca, tribe, resistance, cavalry, | <p>Living things and habitats: classification, classification key, habitat, environment, flowering plants, non-flowering plants, vertebrates, invertebrates, insects, animals, fish, amphibians, reptiles, birds, mammals, human impact, nature reserve, population, development, litter, deforestation</p> <p>Plants: roots, stem/trunk, leaves, flowers, fruit, nutrition, support, structure, function, water transport, pollination, seed formation, seed dispersal, reproduction</p> |
| Class 4 | BCE (BC), CE (AD), chronology, duration, period of history, concurrent, significance, cause, consequence, evidence, interpretation, bias, conquer / conquest, invade, client kingdom, empire, republic, Emperor, military, rebellion, achievement, legacy, society, culture, settlement, economy, politics, trade, sanitation, decline, Barbarian, archaeologist, artefact, mosaic, aqueduct, hypocaust, amphitheatre, legion, centurion, myth, Celts, Boudicca, citizen, peninsula | <p>Science: Forces (finishing off work in Spring 2): mechanisms, simple machines, levers, pulleys, gears, fulcrum</p> <p>Science: Animals including Humans: nutrition, nutrients, digestive system, digestion, teeth, saliva, mouth, oesophagus, stomach, intestine, rectum, anus, gall bladder, enzymes, incisors, canines, molars, carnivore, herbivore, omnivore, food chain, producer, consumer, predator, prey, food web</p> <p>puberty, gestation, foetus, embryo, adolescent, reproduction, life expectancy, life cycle</p> |
| Class 5 | BCE (BC), CE (AD), chronology, duration, sequencing, significance, cause, consequence, primary source, secondary source, evidence, period of history, bias conquer, invade, kingdom, client kingdom, military, rebellion, empire, republic, achievement, legacy, society, culture, settlement, economy, politics, trade, sanitation, hygiene, Emperor, defence, decline, Barbarian, archaeologist, mosaic, aqueduct, slave, chariot, amphitheatre, legion, centurion, toga, myth, Boudica, Britannia, revolt, Tacitus, archaeology, tribe, Iceni, Trinovantes, Catuvellauni, druid | <p>Science: Electricity</p> <p>cell, battery, switch, bulb, motor, buzzer, series, parallel, circuit, wire, crocodile clips, in/complete circuit, loop, bright/dim, symbol, conductor, insulator, mains, plug, short circuit</p> |