

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	Toys Materials, bears, dolls, Lego, board games, games, snakes and ladders, chess, draughts, dominoes, hopscotch, rocking horse, spinning top, marbles, jack-in-the-box, puppets, punch and Judy, yo yo, Steif, remote controlled, robot, construction, dreidel, Ludo, arcade, Russian doll, rubix cube, Mr Potato Head, historic, Monopoly, Slinky, Operation, Meccano Top Trumps, Twister, old, change, similar Geography- discrete teaching map, atlas, globe, weather, season, direction, compass	Science: Part 1 of Materials, Animals including Humans, Seasonal Changes Material names and uses: wood, glass, plastic, metal, rubber, paper, window, chair, table, toy, magnifying glass, ball, book Animal names and parts: dog, cat, crocodile, elephant, jungle animal, farm animal, head, legs, tail Autumn focus: leaves, cooler, rain, crisp, chilly, overcast, blustery
Class 2	Toys Materials, bears, dolls, Lego, board games, games, snakes and ladders, chess, draughts, dominoes, hopscotch, rocking horse, spinning top, marbles, jack-in-the-box, puppets, punch and Judy, yo yo, Steif, remote controlled, robot, construction, dreidel, Ludo, arcade, Russian doll, rubix cube, Mr Potato Head, historic, Monopoly, Slinky, Operation, Meccano Top Trumps, Twister, old Geography- discrete teaching map, atlas, globe, weather, season, direction, compass	Science: Animals including Human Mammals, birds, fish, reptiles, amphibians, insects, body, head, eyes, ears, nose, mouth, teeth, bones, skeleton, muscle, grow, baby, adult, offspring, life cycle, healthy, food, water, exercise, hygiene, senses.

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	
Class 3	Stone Age to Iron Age: prehistory, Paleolithic, Mesolithic, Neolithic, Stone Age, Bronze Age, Iron Age, timeline, chronology, sequencing, evidence, unearth, period of history, archaeology, artefact, evidence, primary sources, secondary sources, significance, continuity and change, similarity and difference, hunter-gatherers, nomadic, agriculture, settlement, culture, BC / BCE, AD / CE, stone circles, hillfort, flint, bronze, tin, iron Additional focus on historical vocabulary linked to chronology- reinforcing KS1 time language.	Science: Rocks, Fossils and Soil sedimentary, metamorphic, granite, basalt, igneous, pumice, fossil, layer, obsidian, minerals, geode, marble, sandstone, limestone, volcanic, onyx, erosion, top soil, subsoil, properties. Light and Electricity circuit, light, battery, cell, motor, switch, danger, brightness, volume, electricity, blocked, solid, shadow, reflect, translucent, transparent, rays, natural.
Class 4	Stone Age to Iron Age: prehistory, Paleolithic, Mesolithic, Neolithic, Stone Age, Bronze Age, Iron Age, timeline, chronology, scale, duration, sequencing, interval, millenia, period of history, archaeology, artefact, evidence, primary sources, secondary sources, significance, continuity and change, similarity and difference, nomadic, hunter-gatherers, agriculture, domesticated, BC / BCE, AD / CE, settlement, culture, monument, barrow, stone circles, hillfort, flint, bronze, tin, iron, trade, migration, Beaker people, grid reference, compass direction, historical enquiry	Science: States of Matter solid, liquid, gas, material, particle, evaporation, condensation, precipitation, water cycle, degrees Celsius, temperature, thermometer, heat, cool, freeze, solidify, melt, water vapour, steam, changing state, melting point, boiling point, freezing point, reversible change Science: Materials properties, hardness, solubility, transparency, conductivity, insulation, electrical conductor, electrical insulator, thermal conductor, thermal insulator, response to magnets, magnetism, reversible change, irreversible change, dissolve, solution, soluble, insoluble, separate, mixture, filtering, sieving, evaporating, new material, burning, rusting
Class 5	Stone Age to Iron Age: prehistory, Paleolithic, Mesolithic, Neolithic, Stone Age, Bronze Age, Iron Age, timeline, chronology, scale, duration, sequencing, interval, millenia, period of history, archaeology, artefact, evidence, primary sources, secondary sources, significance, continuity and change, similarity and difference, hunter-gatherers, nomadic, agriculture, domesticated, settlement, culture, BC / BCE, AD / CE, monument, barrow, stone circles, hillfort, flint, bronze, tin, iron chronology, cause, effect, historical enquiry, source of evidence	Science: Evolution and Inheritance Evolution, suited, suitable, adapted, adaptation, offspring, characteristics, vary, variation, inherit, inheritance, fossils, environmental, identical, DNA, genes, chromosomes Living Things & Their Habitats animalia, binomial, Carl Linnaeus, class, classifying, family, genus, homo sapiens, identification, invertebrates, vertebrates, kingdom, micro-organisms, order, phylum, species, taxonomy