

<u>History knowledge progression grid</u>

	Nursery	Reception	Year I	Year 2	Year 3	Year 4	Year 5	Year G
Everyday life			Aspects of	Aspects of	Stone Age life is	The influences of	Everyday life,	War, oppression,
			everyday life	everyday life from	defined by the use	Roman civilisation	including culture,	conflict and
			include houses,	the past, such as	of stone for	on Britain include	language,	rebellion can
			jobs, objects,	houses, jobs, shops,	making tools and	the building of	settlements, trade	cause damage to
			transport and	objects, transport	weapons and the	roads, houses and	and belief systems	buildings and
			entertainment.	and	transition from the	villas with	could change	property; kill,
			(School days and	entertainment,	hunter-gatherer	technology, such as	during different	in jure and
			<mark>childhood)</mark>	may be similar or	lifestyle to	underfloor	periods due to	oppress people or
				different to those	farming.	heating; the	invasion, natural	change people's
				used and en joyed	(Through the	building of forts	disasters or	beliefs, ways of
				by people today.	<mark>ages)</mark>	and fortified	changes in	life and identity.
						towns; the use of	leadership.	(MAAFA and
				<mark>(Coastline)</mark>	Bronze Age life is	language and	However, some	<mark>Britain at war)</mark>
					defined by the use	numbers in the	aspects of	
					of metals,	form of Roman	everyday life	
					including bronze,	numerals and the	could continue,	
					to make tools,	spread of	for example, if	
					weapons and	Christianity.	invaders respected	
					objects, and the	<mark>(Invasion)</mark>	and adopted a	
					creation of large		country's culture	
					settlements and		and language.	
					social hierarchy.		<mark>(Ground–breaking</mark>	
					<mark>(Through the</mark>	The materials and	<mark>Greeks)</mark>	
					<mark>ages)</mark>	decoration used to		
						make an artefact		
					Iron Age life is	can tell us about		
					defined by the use	the skill of the		
					of metals,	craftworker and		

	including iron, to	the status of the
	make stronger,	owner. The form
	more effective tools	can tell us how it
	and weapons and	was used. Some
	fine, decorative	artefacts can also
	ob jects <mark>. (Through</mark>	show us what
	<mark>the ages)</mark>	people believed,
		what was
	Aspects of	important to them
	everyday life in a	and how they
	Roman town	spent their time.
	include the use of	<mark>(Invasion and</mark>
	the forum for	Ancient
	decision-making;	Civilisations)
	shops and market	
	places for trade;	
	family life,	
	including the	
	different roles and	
	lifestyles of men	
	and women;	
	slavery and life in	
	a Roman fort.	
	Romanisation	
	occurred when	
	Roman beliefs,	
	technology and	
	culture were	
	adopted by Britons	
	after the invasion	
	₀f AD 43.	

				Life became Romanised in, or near, newly built Roman towns and forts, especially in the south of England. The Romans introduced urban living and road networks, cleanliness in the form of running water and bath houses and new beliefs in Roman gods and goddesses, and later, Christianity. (Emperors and			
Hierarchy and power	Kings and queens are known as royalty. Some kings and queens are real people and some are characters in stories. (Long ago)	A monarch is a king or queen who rules a country. (Bright lights, big city)	Hierarchy is a way of organising people according to how important they are or were. Most past societies had a monarch or leader at the top of their hierarchy, nobles, lords or landowners in the	empires) Ancient Rome had a clear hierarchy. Over time, it was ruled by a king, a group of men called the senate and an emperor. Below the rulers in the hierarchy, Roman society was split into upper	Hierarchy structures in ancient civilisations include (from most to least powerful) a ruler; officials, nobles or priests; merchants, workers and peasants and slaves.	Power in ancient civilisations drove the growth of empires and the development of trade, wealth, arts and culture, society, technology and beliefs. Misuse of power and poor	The consequences of resistance, refusal and rebellion against leaders or hierarchies are far reaching and can include war, conflict, oppression, change and

		middle and poor	class patricians	(<mark>Ancient</mark>	leadership caused	improvements in
		workers or slaves	and equites who	<mark>Civilisations</mark>)	these aspects of	people's lives.
		at the bottom.	owned land and		civilisation to	
		(Magnificent	had powerful jobs.		decline.	Leaders and
		Monarchs)			(Dynamic	monarchs have
			Lower class		dynasties)	changed the
			plebeians' and			course of history
			, freemen were			in a variety of
			citizens of Rome			ways, including
			who earned their			invading other
			own money. They			countries;
			had a variety of			oppressing groups
			jobs and some			of people;
			were legionary			advocating
			soldiers in the			democracy;
			Roman army.			inspiring
			Slaves were at the			innovation or
			bottom of the			introducing new
			hierarchy. They			religious or
			were the property			political
			of their owners			ideologies.
			and had no			
			freedom. Some			(MAAFA and
			were auxiliary			<mark>Britain at war)</mark>
			soldiers in the			
			Roman army.			
			After the Roman's			
			successful invasion			
			of Britain in AD			
			43, there were			
			many power			

			struggles as the			
			Romans tried to			
			take control of			
			Celtic lands and			
			people.			
			<mark>(Emperors and</mark>			
			<mark>empires)</mark>			
Civilisations			The lives of people	The Viking	The	The
			in the Stone Age,	invasion and	characteristics of	characteristics of
			Bronze Age and	Anglo-Saxon	ancient	the earliest
			Iron Age changed	defence of England	civilisations	civilisations
			and developed over	led to many	include cities,	include cities,
			time due to the	conflicts. In AD	government,	governments,
			discovery and use	878, the Anglo-	language, writing,	forms of writing,
			of the materials	Saxon king, Alfred	customs,	numerical
			stone, bronze and	the Great, made	numerical	systems,
			iron. These	peace with the	systems,	calendars,
			developments made	Vikings, who	calendars,	architecture,
			it easier for people	settled in Danelaw	architecture, art,	art, religion,
			to farm, create	in the east of	religion, inventions	inventions and
			permanent	England. Over	and social	social structures,
			' settlements and	time, the Anglo-	structures, all of	many of which
			protect their land.	Saxons defeated	which have	have influenced
			(Through the	the remaining	influenced the	the world over
			<mark>ages)</mark>	Viking rulers and	world over the	the last 5000
				the Vikings in	last 5000 years.	years and can
			Human invention	England agreed to	(Dynamic	still be seen in
			and ingenuity have	be ruled by an	dynasties)	society today.
			changed the living	Anglo-Saxon king.		(MAAFA)
			conditions, health,	(Invasion)	The achievements	
			safety, quality of		and influences of	Common traits
			life and cultural		the ancient	include personal
		1				

					experiences of people over time and throughout the world. Examples include the development of tools, the discovery of antibiotics, the writing of Shakespeare and the Industrial Revolution. (Through the ages and Emperors and empires)	The features and achievements of the earliest civilisations include cities, government, forms of writing, numerical systems, calendars, architecture, art, religion, inventions and social structures. (Ancient Civilisations)	Greeks on the wider world include the English alphabet and language; democracy, including trial by jury; sport and the Olympic Games; the subjects of mathematics, science, philosophy, art, architecture and theatre. (Ground breaking Greeks)	charisma; strong beliefs; the right to rule, including by democratic vote or the divine right of kings and personal qualities, such as determination and the ability to communicate. Motives include birthright; the desire to acquire land, money and natural resources or the defence of
								personal, religious or political beliefs. (MAAFA)
Report and conclude	Stories, books and pictures give us information about the past.	Stories, books and pictures are used to help people to find out about people and events from the past.	Stories, pictures and role play are used to help people learn about the past, understand	Historical information can be presented in a variety of ways. For example, in a	Historical information can be presented as a narrative, non- chronological	Relevant historical information can be presented as written texts, tables, diagrams,	Sources of historical information can have varying degrees of	Sources of historical information should be read critically to prove
	<mark>(Once upon a time</mark>)	(Starry night, let's explore, ready, steady grow)	key events and empathise with historical figures.	non-chronological report, information about a historical topic is presented	report, fact file, timeline, description,	captions and lists.	accuracy, depending on who wrote them, when they were written	or disprove a historically valid idea by setting the report into

		(Childhood and	without organising	reconstruction or	(Invasion and	and the	the historical
		school days)	it into	presentation.	<mark>Ancient</mark>	perspective of the	context in which
			chronological	1	<mark>Civilisations)</mark>	writer.	it was written,
			order.	(Through the ages			understanding
			(Magnificent	and Emperors and		(Dynamic	the background
			monarchs and	empires)		dynasties and	and ideologies of
			movers and			ground-breaking	the writer or
			<mark>shakers)</mark>			Greeks)	creator and
							knowing if the
							source was
							written at the
							time of the event
							(primary
							evidence) or
							after the event
							(secondary
							evidence).
							<mark>(MAAFA, Frozen</mark>
							kingdoms and
							<mark>Britain at war)</mark>
Chronology		Sequencing words,	A timeline is a	Dates and events	Key changes and	Different world	Timelines
		such as first, next,	display of events,	can be sequenced	events of historical	history	demonstrate the
		finally, then and	people or objects in	on a timeline using	periods can be	civilisations existed	chronology and
		after that, can be	chronological	AD or BC. AD	placed on a	before, after and	links between key
		used to order	order. A timeline	dates become	timeline, such as	alongside others.	civilisations,
		information	can show different	larger the closer	the dates of	For example, the	events and
		chronologically.	periods of time,	they get to the	changes in	ancient Sumer	significant
			from a few years	present day. BC	leadership, key	existed from	inventions in
		(Childhood and	to millions of	dates become	battles and	c4500 BC t₀	world history.
		<mark>school days)</mark>	years.	larger the further	invasions,	cl900 BC and	(MAAFA and
				away they get	achievements,	the ancient	<mark>Britain at war)</mark>

			(Magnificent monarchs and movers and shakers)	from the present day. The year AD I marks the birth of Christ in the Gregorian calendar. (Through the ages and Emperors and empires)	scientific developments and deaths. (Invasion and Ancient Civilisations)	Egyptians from c3100 BC to 30 BC. (Dynamic dynasties and ground-breaking Greeks)	
Artefacts and sources	Objects from the past can look different to objects from the present. (Starry night, Marvellous machines, Puppets and pop ups and long ago)	Historical artefacts are objects that were made and used in the past. The shape and material of the object can give clues about when and how it was made and used. Historical sources include artefacts, written accounts, photographs and paintings. (Childhood and school days)	Artefacts are objects and things made by people rather than natural objects. They provide evidence about the past. Examples include coins, buildings, written texts or ruins. A viewpoint is a person's own opinion or way of thinking about something. (Magnificent monarchs and movers and shakers)	Interviews, diaries, letters, journals, speeches, autobiographies, artefacts, photographs and witness statements are historical source materials. However, some historical source materials are more reliable than others. Historical viewpoints demonstrate what a person thinks and feels about a historical event or person. Primary	Historical artefacts can reveal much about the object's use or owner. For example, highly decorated artefacts made of precious materials and created by highly skilled craftsmen suggest the owner was wealthy and important, whereas simple objects made of readily available materials suggest the owner was poor and unimportant. Bias is the act of supporting or	Using a range of historical sources and artefacts can reveal a clearer and more accurate picture about a historical event or person. Bias is the act of supporting or opposing a person or thing in an unfair way. A balanced argument is a response to a question or statement where you consider both viewpoints about a	Questions can be used to evaluate the usefulness of a historical source. Examples include 'Who created the source? Why was the source created? Does the source contain any bias? When was the source created? Is the source similar to others made at the same time? (MAAFA and Britain at war)

Local history		Important events in the school's history	Commemorative buildings,	documents or artefacts created by a witness to a historical event at the time it happened. Secondary sources were created by someone who did not experience or participate in the event. A secondary source interprets and analyses a primary source. (Through the ages, rocks, relics and rumbles and Emperors and empires)	or thing in an unfair way. A primary source is a document or artefact, which provides direct, first-hand evidence of an event, person or time in the past. Primary sources contain the life experiences, thoughts, opinions and beliefs of their writers or creators, which can affect the information included and the way that people and events have been depicted. (Invasion and Ancient Civilisations) A past event or society can impact	person. (Dynamic dynasties and ground-breaking Greeks) Aspects of British history and	Sources of information for
		could include the	monuments,	historical events,	a local settlement	related sites that	a study of a
		opening of the	newspapers and	such as wars,	in several ways,	may have local	local town or city

		school, the arrival of new teachers, special visitors and significant changes to buildings. (School days)	photographs tell us about significant people, events and places in our local community's history. (Movers and shakers)	invasions, disease, the invention of new technologies and changes in leadership, can have a positive or negative impact on a locality and can shape the beliefs, identity, settlement and culture of people in the locality.	including the layout and use of land in the settlement; changes to the number of people who lived or worked there over time; the creation of human features, such as canals, castles or factories; place names and language.	significance include, the Norman invasion (Norman castles and settlements), Black Death of 1346–1353 (plague pits), the Wars of the Roses (battlefields) and the Industrial Revolution (coal mines, factories, mill sites,	include primary sources, such as letters, diaries, official documents, artefacts and buildings that were created at the time of specific events, and secondary sources, such as memorial and commemorative
						mill sites,	commemorative
				<mark>(Emperors and</mark>	<u></u>	railways and	plaques,
				<mark>empires)</mark>	<mark>(Invasion)</mark>	canals).	information
							books and
						(Ground-breaking	research
						<mark>Greeks)</mark>	produced after
							the event.
							<mark>(Britain at war)</mark>
British history	Stories, or	Significant	Important	The cause of the	Anglo-Saxons and		Significant
	narratives, can tell	historical events	individual	Roman invasion of	Scots from Ireland		people, events,
	us about important	include those that	achievements	Britain was to	invaded Britain to		discoveries or
	things that happened	cause great change	include great	gain land, slaves	fight and capture		inventions can
	in the past.	for large numbers	discoveries and	and precious	land and goods		affect many
	(Long ago)	of people.	actions that have	metals, after	because the		people over time.
		(Childhood and	helped many	conquering many	Romans had left. Anglo-Saxons also		Examples include the invasion of a
		(Childhood and school days)	people. <mark>(Magnificent</mark>	other countries to the east of Rome.	Anglo-Saxons also wanted to find		the invasion of a country; transfer
		scrool aays)	monarchs and	The consequence of	farmland after		country; transfer of power;
			monarcris ana	The consequence of	i ar miaria ai ier		or power;

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		movers and	invasion was	flooding in	improvements in
		shakers)	conflict with the	Scandinavia. They	healthcare;
			Celtic tribes that	wanted to make	advancements in
			lived in Britain.	new homes and	technologies or
			Over time, many	settlements and	exploration.
			people became	eventually settled	<mark>(Britain at war)</mark>
			Romanised, living	in kingdoms, first	
			in Roman towns	across the south-	The British
			and taking on	east and eastern	economy grew
			aspects of Roman	England and then	between the 16th
			culture, such as	across the whole	and 19th
			religion and	country. These	centuries due to
			language.	kingdoms later	a range of
				became the	factors including
			(Emperors and	counties of Kent,	Britain's
			empires)	Sussex, Wessex,	involvement in
				Middlesex and East	the slave trade,
				Anglia.	the plantation
				(Invasion)	economy in the
					New World,
				Individual events	Colonialism, new
				linked to themes,	inventions and
				such as the rise	the Industrial
				and fall of the	Revolution. This
				monarchy,	growth had far-
				uprisings and	reaching
				rebellions, great	consequences and
				inventions and	changed many
				crime and	aspects of people's
				punishment, all	lives including
				show changes in	the way they
					worked, travelled

						British life over		and spent their
						time.		money. <mark>(MAAFA)</mark>
Changes over	Pictures and books	The way that people	Changes within	Life has changed	Aspects of history	Changes over time	Continuity is the	The causes of
time	can show how life	lived in the past is	living memory	over time due to	that can change	can happen rapidly	concept that	significant events
	was different in the	not the same as the	have happened	changes in	over time include	or slowly and are	aspects of life,	can be long-term
	past.	way that we live	over the last 100	technology,	rule and	affected by the	such as rule and	and revolve
		now. There have	years and include	inventions, society,	government, jobs,	desire for people to	government,	around set
	<mark>(Once upon a time)</mark>	been changes to	advances in	use of materials,	health, art and	change, their	everyday life,	ideologies,
		schools, play	technology,	land use and new	culture, everyday	beliefs, the	settlements and	institutions,
		activities, toys, food,	exploration,	ideas about how	life and	availability of	beliefs, stay the	oppression and
		transport and	workplaces, houses	things should be	technology.	resources and	same over time.	living conditions
		clothes.	and jobs, leisure,	done.		technology, and	Change is the	or short-term,
			family and social		<mark>(Through the ages</mark>	social and	concept that these	revolving around
		<mark>(Let's explore and</mark>	structures.	(Magnificent	and emperors and	economic	aspects either	the immediate
		<mark>marvellous machines)</mark>		monarchs and	<mark>empires)</mark>	circumstances.	progress and	motivations and
			(Childhood and	movers and			become bigger,	actions of
			<mark>school days)</mark>	<mark>shakers)</mark>		<mark>(Invasion and</mark>	better or more	individuals or
						<mark>Ancient</mark>	important, or	groups of people.
						<mark>civilizations)</mark>	decline and	These long- and
							become smaller,	short-term
							worse or less	causes can lead
							important.	to a range of
								consequences for
							<mark>(Ground breaking</mark>	individuals,
							<mark>Greeks)</mark>	small groups of
								people or society
								as a whole.
								<mark>(MAAFA, Frozen</mark>
								<mark>kingdoms,</mark>
								<mark>Britain at war)</mark>

Compare and			Identifying	A historical period	Throughout	Characteristics of	Aspects of history	(Common aspects
contrast			similarities and	is an era or a	history, common	a civilisation	that can be	of history, such
			differences helps us	passage of time	areas of human	include cities,	compared and	as leadership,
			to make	that happened in	concern include the	government or	contrasted include	belief, lifestyle
			comparisons	the past. For	need for food,	leadership, forms	rulers and	and significant
			between life now	example, Victorian	survival, shelter	of writing,	monarchs,	events, are
			and in the past.		and warmth; the	numerical systems,	everyday life,	features of
			aria iri irie pasi.	Britain is a period	-	5	5 5	different
			(Childhood and	in British history.	accumulation of	calendars,	homes and work,	aitterent historical time
					power and wealth	architecture, art,	technology and	
			<mark>school days)</mark>	(Coastline and	and the	religion, inventions	innovation.	periods. Many of
				<mark>Magnificent</mark>	development of	and social		these threads
				<mark>monarchs)</mark>	technology.	structures. The	(Dynamic	have features in
						form these	<mark>dynasties and</mark>	common, such as
					(Through the	characteristics take	<mark>ground-breaking</mark>	the invasion of a
					<mark>ages)</mark>	can be similar or	<mark>Greeks)</mark>	country by a
						contrasting across		leader and an
						different		army, but may
						civilisations.		also have
								differences, such
						<mark>(Invasion and</mark>		as the success of
						<mark>Ancient</mark>		an invasion.
						<mark>civilizations)</mark>		
								<mark>(Britain at war)</mark>
Significant	A significant event	Significant event is	Significant	Significant events	The causes of a	Every significant	Aspects of history	Historical
events	is something that is	something that is	historical events	affect the lives of	significant event	historical event has	are significant	narratives can
	important to them	important to them or	include those that	many people over a	are the things that	a cause or a	because they had	describe long-
	or their family,	other people.	cause great change	long period of time	make the event	number of causes,	an impact on a	and short-term
	such as birthdays,	Photographs and	for large numbers	and are sometimes	happen and	such as the need	vast number of	causes and
	christenings or	videos are used to	of people. Key	commemorated.	directly lead up to	for power and	people, are	consequences of
	religious celebrations.	record these events.	features of	For example,	the event. The	wealth, retaliation	remembered and	an event;
			significant	Armistice Day is	consequences of a	for past wrongs,	commemorated or	highlight the
	<mark>(Once upon a time)</mark>	<mark>(Long ago)</mark>	historical events	commemorated	significant event	the need to		actions of

		include the date it happened, the people and places involved and the consequences of the event. (School days)	every year on 11th November to remember the end of the First World War. (Coastline and magnificent monarchs)	happen after the event and can be short-term, such as people being killed in a battle, or long-term, such as the change in language and society after an invasion. (Through the ages, rocks, relics and rumbles and emperors and empires)	improve quality of life or the occurrence of natural disasters, such as earthquakes. The consequences are the outcomes of an event, such as changes in power, people being killed or displaced during war, improvements in quality of life or damage and destruction from a natural disaster. (Invasion and Ancient civilisations)	influence the way we live today. (Dynamic dynasties and groundbreaking Greeks)	significant individuals and explain how significant events caused great change over time. (MAAFA, frozen kingdom and Britain at war)
Significant people	Some people in history are significant because they did important things that changed the world or how we live. (Let's explore)	A person who is historically significant has made big changes in their lifetime, has been a good or bad role model, were known in their lifetime, made people's lives better or worse or	Historical models, such as Dawson's model and diamond ranking, help us to organise and sort historical information. (Movers and shakers, coastline and Magnificent monarchs)	Historically valid questions relate to aspects, such as significance; time and chronology; continuity and change; comparing and contrasting or cause and consequence.	A profile of a leader can include their significant achievements, the events in which they played a part, the opinions of others about the person and the positive or negative consequences of their actions.	Beliefs can prompt an individual to take action, such as to fight for change, fight wars, oppress or free individuals or groups of people, create temples and tombs or protest against in justice	Decisions can be made for a variety of reasons, including belief, lack of options, cultural influences and personal gain. Decisions are influenced by the cultural context

	changed the way	(Rocks, relics and	(Invasion and	(Dynamic	of the day,
	people think.	rumbles and	<mark>ancient</mark>	dynasties and	which may be
	(Childhood, bright	emperors and	<mark>civilisations)</mark>	groundbreaking	different to the
	<mark>lights big city,</mark>	<mark>empires)</mark>		<mark>Greeks)</mark>	cultural context
	<mark>school days)</mark>				today, and
					should be taken
					into account
					when making a
					judgement about
					the actions of
					historical
					individuals.
					<mark>(Frozen</mark>
					<mark>kingdoms)</mark>