Overview of the Primary Curriculum

Based on National Curriculum published in September 2013

This document contains 6 A3 sheets, each of which presents an outline of the content of the new National Curriculum from 2014

Core subjects (English, Maths & Science) are presented in a year-by-year format, based on the outlines given in the National Curriculum. History is also presented in this format, based on a suggested programme.

All other subjects are presented in two-year sections, dividing KS2 into Lower and Upper Key Stages.

It should be noted that it is only statutorily required to cover each Key Stage's content by the end of the key stage. It is for schools to decide on the most appropriate ordering for their situation.



English

Reading

•Match graphemes for all phonemes •Name letters of the alphabet

- Read accurately by blending sounds
- •Read words with very common suffixes
- Read contractions & understand purpose
- Read phonics books aloud
- Link reading to own experiences
- •Join in with predictable phrases
- Discuss significance of title & events
- Make simple predictions

Number/Calculation

Count to / across 100

Use +, - and = symbols

•Know number bonds to 20

•Count in 1s, 2s, 5s and 10s

•Read & write numbers to 20

Use language, e.g. 'more than',

add and subtract one-digit and

two-digit numbers to 20, including

•Solve one-step problems, including

Identify 'one more' and 'one less'

Writing

- Spell very common 'exception'
- words •Spell days of the week
- Use very common prefixes & suffixes
- Form lower case letters correctly
- •Form capital letters & digits
- Compose sentences orally before writing
- •Read own writing to peers or teachers

Grammar

- •Leave spaces between words
- Begin to use basic punctuation: . ?!
- Use capital letters for proper nouns.
- •Use common plural & verb suffixes

Speaking & Listening

- Listen & respond appropriately
- Ask relevant questions
- Maintain attention & participate

including half and quarter turns

•Recognise & use ½ & ¼

Art & Design (KS1)

- Use a range of materials
- Use drawing, painting and sculpture
- Develop techniques of colour, pattern, texture, line, shape, form and space
- Learn about range of artists, craftsmen and designers

Computing (KS1)

- Understand use of algorithms
- Write & test simple programs
 - Use logical reasoning to make predictions
- Organise, store, retrieve & manipulate data
- Communicate online safely and respectfully
- Recognise uses of IT outside of school

Geometry & Measures

- •Use common vocabulary for comparison, e.g. heavier, taller, full, longest, quickest
- •Begin to measure length,
- •Recognise coins & notes
- Use time & ordering vocabulary
- and 3-d shapes
- Order & arrange objects

Mathematics

•Describe position & movement,

Fractions

- capacity, weight
- •Tell the time to hour/half-hour
- Use language of days, weeks, months & years
- •Recognise & name common 2-d

Design & Technology (KS1)

- Design purposeful, functional & appealing products
- Generate, model & communicate ideas
- Use range of tools & materials to complete practical tasks
 - Evaluate existing products & own ideas
- Build and improve structure & mechanisms
- Understand where food comes from

Geography (Y1)

- Name & locate the four countries and capital cities of the United Kingdom using atlases & globes
- identify seasonal / daily weather patterns in the UK and the location of hot and cold areas of the world
- Use basic geographical vocabulary to refer to local & familiar features
- Use four compass directions & simple vocab

Modern

Languages

Music (KS1)

- Sing songs
- Play tuned & untuned instruments musically
 - Listen & understand live and recorded
 - Make and combine sounds musically

Science

simple arrays

'most'

Biology

zero

- Identify basic plants
- •Identify basic plant parts (roots, leaves, flowers, etc.)
- •Identify & compare common animals
- Identify & name basic body parts

Chemistry

- Distinguish between objects & materials
- Identify & name common materials
- •Describe simple properties of some materials
- •Compare & classify materials

Physics

Observe weather associated with changes of season

History (KS1)

Key Concepts

 Changes in living memory (linked to aspects of national life where appropriate)

Key Individuals

- Lives of significant historical figures, including comparison of those from different periods
- Significant local people

Key Events

- e.g. Bonfire night
- Events of local importance

Physical

Education (KS1)

 Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination

Not required at KS1

- Participate in team games
- Perform dances using simple movement
- Swimming proficiency at 25m (KS1 or KS2)

Religious

Education

Continue to follow locallyagreed syllabus for RE

Reading

- Develop phonics until decoding secure
- Read common suffixes
- •Read & re-read phonic-appropriate •Spell using common suffixes, etc. books
- Read common 'exception' words
- Discuss & express views about fiction, non-fiction & poetry
- Become familiar with & retell stories
- Ask & answer questions; make predictions

Begin to use place value (T/U)

•Identify, represent & estimate

•Compare / order numbers, inc. <>

• Recognise commutative property

Begin to make inferences

Number/Calculation

•Know 2, 5, 10x tables

•Count in 2s, 3s, 5s & 10s

•Write numbers to 100

•Use x and ÷ symbols

of multiplication

English

Writing

- •Spell by segmenting into phonemes •Use .!?, and'
- •Learn to spell common 'exception' •Use simple conjunctions words
- •Use appropriate size letters & spaces
- Develop positive attitude & stamina for writing
- Begin to plan ideas for writing
- Record ideas sentence-by-sentence ◆Use spoken language to develop •Make simple additions & changes

Grammar

Begin to expand

standard English

•Use some features of

Speaking & Listening

Articulate & Justify answers

•Initiate & respond to comments

understanding

noun phrases

- Use a range of materials
- Use drawing, painting and sculpture
- Develop techniques of colour, pattern, texture, line, shape, form and space

Art & Design (KS1)

Learn about range of artists, craftsmen and designers

Computing (KS1)

- Understand use of algorithms
- Write & test simple programs
 - Use logical reasoning to make predictions
- Organise, store, retrieve & manipulate data
- Communicate online safely and respectfully
- Recognise uses of IT outside of school

Design & Technology (KS1)

- Design purposeful, functional & appealing
- Generate, model & communicate ideas
- Use range of tools & materials to complete practical tasks
 - Evaluate existing products & own ideas
 - Build and improve structure & mechanisms

Not required at KS1

Understand where food comes from

Modern

Geography (Y2)

- Name & locate world's continents and oceans
- Compare local area to a non-European country
- Use basic vocabulary to describe a less familiar
- Use aerial images and other models to create simple plans and maps, using symbols
- Use simple fieldwork and observational skills to study the immediate environment

Geometry & Measures

after proof-reading

Know and use standard measures

Mathematics

- Read scales to nearest whole unit
- •Use symbols for £ and p and add/subtract simple sums of less than £1 or in pounds
- •Tell time to the nearest 5 minutes
- •Identify & sort 2-d & 3-d shapes
- •Identify 2-d shapes on 3-d •Know number facts to 20 (+ related surfaces
 - Order and arrange mathematical objects
 - •Use terminology of position & movement

Fractions

- •Find and write simple fractions
- •Understand equivalence of e.g. 2/4 = 1/2

Data

- •Interpret simple tables & pictograms
- •Ask & answer comparison questions
- Ask & answer question; about totalling

Languages

Sing songs

Music (KS1)

- Play tuned & untuned instruments musically
 - Listen & understand live and recorded music
 - Make and combine sounds musically

Science

to 100)

numbers

Biology

- Differentiate living, dead and non-living
- Growing plants (water, light, warmth)
- Basic needs of animals & offspring
- •Simple food chains & habitats

Chemistry

- •Identify and compare uses of different materials
- •Compare how things move on different surfaces

History (KS1)

Key Concepts

 Changes in living memory (linked to aspects of national life where appropriate)

Key Individuals

- Lives of significant historical figures, including comparison of those from different periods
- Significant local people

Key Events

- •e.g. Bonfire night
- Events of local importance

Physical

- Education (KS1)
- Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination
- Participate in team games
- Perform dances using simple movement
- Swimming proficiency at 25m (KS1 or KS2)

Religious

Education

Continue to follow locallyagreed syllabus for RE

Reading

- •Use knowledge to read 'exception' •Use prefixes & suffixes in spelling
- •Read range of fiction & non-fiction •Write simple dictated sentences
- •Prepare poems & plays to perform •Plan to write based on familiar
- Check own understanding of reading
- Draw inferences & make predictions
- •Retrieve & record information from •Create simple settings & plot non-fiction books
- Discuss reading with others

Number/Calculation

digits

subtraction

calculations

Science

Plants, incl. parts,

Biology

Learn 3, 4 & 8x tables

•Secure place value to 100

Written column addition &

or hundreds to numbers of up to 3

Solve number problems, including

multiplication & simple division

and missing number problems

Use commutativity to help

English

Writing

- •Use dictionary to confirm spellings •Use perfect tense
- ◆Use dictionaries to check meaning
 ◆Use handwriting joins appropriately
 - forms
 - Rehearse sentences orally for writing
 - Use varied rich vocabulary

 - Assess effectiveness of own and others' writing

Grammar

- Use range of conjunctions
- Use range of nouns &
- Use time connectives
- •Introduce speech punctuation
- Know language of clauses

Speaking & Listening

- Give structured descriptions
- Participate activity in conversation Consider & evaluate different viewpoints

Art & Design (LKS2)

- Use sketchbooks to collect, record and evaluate ideas
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials
- Learn about great artists, architects & designers

Computing (LKS2)

- Design & write programs to achieve specific goals, including solving problems
 - Use logical reasoning
 - Understand computer networks
- Use internet safely and appropriately
- Collect and present data appropriately

Mathematics

Geometry & Measures

- Measure & calculate with metric measures
- Measure simple perimeter
- Mentally add & subtract units, tens Add/subtract using money in context
 - •Use Roman numerals up to XII; tell time
 - •Calculate using simple time problems
 - •Draw 2-d / Make 3-d shapes
 - Identify and use right angles
 - •Identify horizontal, vertical, perpendicular and parallel lines

Fractions & decimals

- •Use & count in tenths
- Recognise, find & write fractions
- •Recognise some equivalent fractions
- Add/subtract fractions up to <1
- Order fractions with common

Data

denominator

•Interpret bar charts & pictograms

Design & Technology (LKS2)

- Use research& criteria to develop products which are fit for purpose
- Use annotated sketches and prototypes to explain ideas
 - Evaluate existing products and improve own work
 - Use mechanical systems in own work
- Understand seasonality; prepare & cook mainly savoury dishes

Modern

Languages (LKS2)

- Listen & engage
- Ask & answer questions
- Speak in sentences using familiar vocabulary
- Develop appropriate pronunciation
- Show understanding of words & phrases
- Appreciate stories, songs, poems & rhymes
- Broaden vocabulary

Physical

Education (LKS2)

- Use running, jumping, catching and throwing in isolation and in combination
- Play competitive games, modified as appropriate
- Develop flexibility & control in gym, dance & athletics
- Compare performances to achieve personal
- Swimming proficiency at 25m (KS1 or KS2)

Geography (LKS2)

- Locate world's countries, focussing on Europe & Americas focus on key physical & human features
- Study a region of the UK (not local area)
- Use 8 points of compass, symbols & keys
- Describe & understand climate, rivers, mountains, volcanoes, earthquakes, settlements, trade links, etc.
- Use fieldwork to observe, measure & record

Music (LKS2)

- Use voice & instruments with increasing accuracy, control and expression
 - Improvise & compose music
 - Listen with attention to detail
- Appreciate wide range of live & recorded
- Begin to develop understanding of history

Religious

Education

Continue to follow locallyagreed syllabus for RE

Chemistry

- Classification of rock types
- •Simple understanding of fossilisation

lifecycle and requirements for life

Animals: skeletons & nutrition

- Sources of light; shadows & reflections
- •Simple forces, including magnetism

• Stone Age to Iron Age Britain, including:

British History (taught chronologically)

- hunter-gatherers and early farmers
- Bronze age religion, technology & travel

History

- Iron age hill forts

Broader History Study

- A local history study, e.g.
 - A depth study linked to a studied period
 - A study over a period of time
 - A post-1066 study of a relevant period in local history

ideas

Reading

- Secure decoding of unfamiliar words
- Read for a range of purposes
- Retell some stories orally
- Discuss words & phrases that capture the imagination
- Identify themes & conventions
- Retrieve & record information
- Make inferences & justify predictions
- Recognise a variety of forms of poetry
- •Identify & summarise ideas

•Know all tables to 12 x 12

Secure place value to 1000

Multiply & divide mentally

Use negative whole numbers

•Round numbers to nearest 10, 100

Use Roman numerals to 100 (C)

Column addition & subtraction up

Use standard short multiplication

Number/Calculation

English

Writing

- Correctly spell common homophones
- Increase regularity of handwriting
- Plan writing based on familiar forms
- Organise writing into paragraphs
- •Use simple organisational devices
- Proof-read for spelling & punctuation errors
- Evaluate own and others' writing
- Read own writing aloud

Grammar

- •Use wider range of conjunctions
- Use perfect tense appropriately
- Select pronouns and nouns for clarity
- •Use & punctuate direct speech
- Use commas after front adverbials

Speaking & Listening

- Articulate & justify opinions
- Speak audibly in Standard English

Gain, maintain & monitor interest of listeners

Mathematics

Geometry & Measures

Compare 2-d shapes, including quadrilaterals & triangles

- •Find area by counting squares
- Calculate rectangle perimeters
- •Estimate & calculate measures
- •Identify acute, obtuse & right angles
- Identify symmetry
- •Use first quadrant coordinates
- •Introduce simple translations Data
- •Use bar charts, pictograms & line graphs

Fractions & decimals

- •Recognise tenths & hundredths
- •Identify equivalent fractions
- •Add & subtract fractions with common denominators
- •Recognise common equivalents
- Round decimals to whole numbers
- Solve money problems

History

British History (taught chronologically)

- Roman Empire & impact on Britain:
 - Julius Caesar's attempted invasion
 - Roman Empire & successful invasion
 - British resistance, e.g. Boudicca
 - Romanisation of Britain

Physical

- Use running, jumping, catching
 - and throwing in isolation and in combination

Education (LKS2)

- Play competitive games, modified as appropriate
- Develop flexibility & control in gym, dance & athletics
- Compare performances to achieve personal
- Swimming proficiency at 25m (KS1 or KS2)

Computing (LKS2)

- Design & write programs to achieve specific goals, including solving problems
 - Use logical reasoning
 - Understand computer networks
- Use internet safely and appropriately
- Collect and present data appropriately

countries, focussing on Europe & Americas

mountains, volcanoes, earthquakes, water

• Use fieldwork to observe, measure & record

focus on key physical & human features

• Study a region of the UK (not local area)

• Use 8 points of compass, symbols & keys

• Describe & understand climate, rivers,

cycle, settlements, trade links, etc.

Design & Technology (LKS2) Geography (LKS2)

• Use research& criteria to develop products which are fit for purpose

Art & Design (LKS2)

• Use sketchbooks to collect, record and evaluate

Improve mastery of techniques such as drawing,

painting and sculpture with varied materials

• Learn about great artists, architects & designers

- Use annotated sketches and prototypes to explain ideas
 - Evaluate existing products and improve own work
 - Use mechanical systems in own work
- Understand seasonality; prepare & cook mainly savoury dishes

Languages (LKS2) Modern

- Listen & engage
- Ask & answer questions
- Speak in sentences using familiar vocabulary
- Develop appropriate pronunciation
- Show understanding of words & phrases
- Appreciate stories, songs, poems & rhymes
- Broaden vocabulary

Music (LKS2)

• Locate world's

- Use voice & instruments with increasing accuracy, control and expression
 - Improvise & compose music
 - Listen with attention to detail
- Appreciate wide range of live & recorded
- Begin to develop understanding of history

Religious

(Education

Continue to follow locallyagreed syllabus for RE

Food chains

Chemistry

Science

Biology

or 1000

to 4 digits

Changes of state

Classify living things

Digestive system & teeth

•The water cycle

Physics

- Sound as vibrations
- •Electricity: simple circuits & conductors

Broader History Study

- Earliest ancient civilisations, i.e.
 - Ancient Sumer;
 - Indus Valley;
 - Ancient Egypt; or
 - Shang Dynasty of Ancient China

Reading

- Apply knowledge of morphology & Secure spelling, inc. homophones, etymology when reading new words
- Reading & discuss a broad range of •Legible, fluent handwriting genres & texts
- Identifying & discussing themes
- Make recommendations to others
 Develop character, setting and
- Learn poetry by heart
- Discuss authors' use of language
- Retrieve & present information from non-fiction texts.
- Formal presentations & debates

English

Writing

- prefixes, silent letters, etc.
- •Use a thesaurus
- Plan writing to suit audience & purpose
- atmosphere in narrative
- Draw inference & make predictions ●Use organisational & presentational ●Command of Standard English features
 - •Use consistent appropriate tense
 - Proof-reading
 - Perform own compositions

Grammar

- •Use expanded noun phrases
- •Use modal & passive verbs
- Use relative clauses
- Use commas for clauses
- •Use brackets, dashes & commas for parenthesis

Speaking & Listening

- •Give well-structured explanations
 - Consider & evaluate
 - different viewpoints Jse appropriate register

Mathematics

Number/Calculation

- •Secure place value to 1,000,000
- Use negative whole numbers in context
- Use Roman numerals to 1000 (M)
- Use standard written methods for all four operations
- Confidently add & subtract mentally
- •Use vocabulary of prime, factor & multiple
- Multiply & divide by powers of ten

Understand mixtures & solutions

Use square and cube numbers

Science

Chemistry

•Life cycles of plants

Biology

Geometry & Measures

- Convert between different units
- •Calculate perimeter of composite shapes & area of rectangles
- Estimate volume & capacity
- •Identify 3-d shapes
- Measure & identify angles
- Understand regular polygons Reflect & translate shapes

Data

- •Interpret tables & line graphs
- •Solve questions about line graphs

Fractions

- •Compare & order fractions
- •Add & subtract fractions with common denominators, with mixed numbers
- Multiply fractions by units
- Write decimals as fractions
- Order & round decimal numbers
- Link percentages to fractions & decimals

Listen & engage

Modern

• Engage in conversations, expressing opinions

Art & Design (UKS2)

• Use sketchbooks to collect, record, review, revisit

• Improve mastery of techniques such as drawing,

painting and sculpture with varied materials

Design & Technology (UKS2)

Use annotated sketches, cross-section

Analyse & evaluate existing

• Cook savoury dishes for a healthy & varied diet

diagrams & computer-aided design

• Use research& criteria to develop products which

are fit for purpose and aimed at specific groups

products and improve own work

Use mechanical & electrical systems in

own products, including programming

Learn about great artists, architects & designers

& evaluate ideas

- Speak in simple language & be understood
- Develop appropriate pronunciation
- Present ideas & information orally
- Show understanding in simple reading
- Adapt known language to create new ideas
- Describe people, places & things
- Understand basic grammar, e.g. gender

British History (taught chronologically) • Anglo-Saxons & Vikings, including:

- Roman withdrawal from Britain; Scots invasion

History

- Invasions, settlements & kingdoms
- Viking invasions; Danegald
 - Edward the Confessor

Broader History Study

- Ancient Greece, i.e.
- A study of Greek life and achievements and their influence on the western world

Physical

Education (UKS2)

Languages (UKS2)

- Use running, jumping, catching and throwing in isolation and in combination
- Play competitive games, applying basic principles
- Develop flexibility & control in gym, dance & athletics
- Take part in Outdoor & Adventurous activities
- Compare performances to achieve personal bests
- Swimming proficiency at 25m (KS1 or KS2)

Computing (UKS2)

- Design & write programs to solve problems
 - Use sequences, repetition, inputs, variables and outputs in programs Detect & correct errors in programs
- Understand uses of networks for collaboration & communication
- Be discerning in evaluating digital content

Geography (UKS2)

- Name & locate counties, cities, regions & features of UK
- Understand latitude, longitude, Equator, hemispheres, tropics, polar circles & time zones
- Study a region of Europe, and of the Americas
- Understand biomes, vegetation belts, land use, economic activity, distribution of resources, etc.
- Use 4- and 6-figure grid references on OS maps
- Use fieldwork to record & explain areas

Music (UKS2)

- Perform with control & expression solo & in ensembles
 - Improvise & compose using dimensions of music
- Listen to detail and recall aurally
- Use & understand basics of staff notation
- Develop an understanding of the history of music, including great musicians & composers

Religious

(Education

Continue to follow locallyagreed syllabus for RE

Physics

Understand location and interaction of Sun, Earth &

& animals (inc. mammal, insect, bird, amphibian)

Classify materials according to a variety of properties

•Know about reversible changes; identify irreversible

•Describe changes as humans develop & mature

•Introduce gravity, resistance & mechanical forces

Reading

- Read a broad range of genres
- Recommend books to others
- Make comparisons within/across
- Support inferences with evidence
- Summarising key points from texts
- Identify how language, structure, etc. contribute to meaning
- Discuss use of language, inc. figurative
- Discuss & explain reading, providing reasoned justifications for views

rounding to 10,000,000, including

•All written methods, including long

•Solve multi-step number problems

Use order of operations (not

Number/Calculation

negatives

division

indices)

•Secure place value &

English

Writing

- •Use knowledge of morphology & etymology in spelling
- Develop legible personal handwriting style
- Plan writing to suit audience & purpose; use models of writing
- Develop character & setting in narrative
- Select grammar & vocabulary for effect
- •Use a wide range of cohesive devices
- Ensure grammatical consistency

Grammar

- •Use appropriate register/ style
- •Use the passive voice for purpose
- Use features to convey & clarify meaning
- •Use full punctuation
- Use language of subject/object

Speaking & Listening

- Use questions to build knowledge
- Articulate arguments & opinions
- Use spoken language to speculate, ypothesise & explore
 - Use appropriate register & language

Art & Design (UKS2)

- Use sketchbooks to collect, record, review, revisit & evaluate ideas
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials
- Learn about great artists, architects & designers

Computing (UKS2)

- Design & write programs to solve problems
 - Use sequences, repetition, inputs, variables and outputs in programs Detect & correct errors in programs
- Understand uses of networks for collaboration & communication
- Be discerning in evaluating digital content

counties, cities, regions & features of UK

hemispheres, tropics, polar circles & time zones

economic activity, distribution of resources, etc.

• Study a region of Europe, and of the Americas

• Understand biomes, vegetation belts, land use,

• Use 4- and 6-figure grid references on OS maps

• Understand latitude, longitude, Equator,

Mathematics

Geometry & Measures

- Confidently use a range of measures & conversions
- Calculate area of triangles / parallelograms
- Use area & volume formulas
- Classify shapes by properties
- •Know and use angle rules

•Calculate mean averages

Data

•Identify factors, multiples & primes •Translate & reflect shapes, using all four quadrants

Fractions, decimals & percentages

- •Compare & simplify fractions
- •Use equivalents to add fractions
- Multiply simple fractions
- Divide fractions by whole numbers
- •Solve problems using decimals & percentages
- •Use written division up to 2dp
- •Introduce ratio & proportion

Design & Technology (UKS2)

- Use research& criteria to develop products which are fit for purpose and aimed at specific groups
- Use annotated sketches, cross-section diagrams & computer-aided design
 - Analyse & evaluate existing products and improve own work
 - Use mechanical & electrical systems in owr products, including programming
- Cook savoury dishes for a healthy & varied diet

• Engage in conversations, expressing opinions

Speak in simple language & be understood

• Develop appropriate pronunciation

Show understanding in simple reading

• Understand basic grammar, e.g. gender

• Adapt known language to create new ideas

• Present ideas & information orally

• Describe people, places & things

Languages (UKS2) Music (UKS2)

Geography (UKS2)

• Name & locate

 Perform with control & expression solo & in ensembles

• Use fieldwork to record & explain areas

- Improvise & compose using dimensions of music
- Listen to detail and recall aurally
- Use & understand basics of staff notation
- Develop an understanding of the history of music, including great musicians & composers

Physical

Modern

Listen & engage

Education (UKS2)

- Use running, jumping, catching and throwing in isolation and in combination
- Play competitive games, applying basic principles
- Develop flexibility & control in gym, dance & athletics
- Take part in Outdoor & Adventurous activities
- Compare performances to achieve personal bests
- Swimming proficiency at 25m (KS1 or KS2)

Religious

Education

Continue to follow locallyagreed syllabus for RE

Science

Biology

Algebra

- Classification, including micro-organisms
- •Health & Lifestyles, incl. circulatory system

•Introduce simple use of unknowns •Use pie charts

Evolution & Adaptation

Physics

- Light & Shadows; the eye
- Forces, including gravity
- •Electricity: investigating circuits

History

British History (taught chronologically)

- An extended period study, e.g.
 - The changing power of monarchs
 - Significant turning points in British history
 - Crime & punishment
 - Leisure

Broader History Study

- Non-European society, i.e.
- Islamic civilization, including Baghdad
- Mayan civilization
- Benin (West Africa)