

History Vocabulary Progression

2026-2027

	Unit 1	Unit 2
Year 1	Toy, Past, Present, Old, New, Modern, Wood, Metal, Plastic, Fabric, Material, Strong, Change, Game, Play, Similar, Different, Culture, Tradition, Country, World, Source, Photograph, Museum, Object, Evidence, Discover, Investigate, Birmingham, Local, History, Design, Wooden, Explain, Display, Long ago	Past, Present, History, Object, Memory, Evidence, Sources, Old, New, Explore, Identify, Compare, Different, Timeline, Before, After, Baby, Toddler, Now, Change, Order, Sequence, Family, Tradition, Generation, Parents, Grandparents, Similar, Childhood, Experience, School, Building, Classroom, Source, Photograph, Investigate, Clues, Birmingham, Community, Migration, Describe, Long ago
Year 2	London, 1666, Timber, Thatched roof, Narrow streets, Crowded, Dangerous, Compare, Pudding Lane, Bakery, Spark, Embers, Spread, Sequence, Event, Materials, Wind, Dry, Flammable, Destruction, Cause, Samuel Pepys, Diary, Eyewitness, Evidence, Source, Record, Fire hook, Leather bucket, Fire break, Water pump, Equipment, Firebreak, Demolition, Rain, Ruins, Damage, Rebuilding, Brick, Architect, Christopher Wren, St Paul's, Settlement, City, Change, Modern, Community, Similar, Different, Chronology, Chronological Order	Significant, Important, Achievement, Influence, Impact, Nurse, Hospital, Crimean War, Hygiene, Care, Improve, Florence Nightingale, Mary Seacole, Jamaica, Medicine, Bravery, Prejudice, Recognised, Compare, Similar, Different, Contribution, Equality, Ada Lovelace, Computer, Algorithm, Invention, Spy, WWII, Secret agent, Courage, Noor Inayat Khan, Mayor, Birmingham, Improvement, Community, Local, Services, Joseph Chamberlain, Inspire, Role model, Qualities
Year 3	Prehistoric, Stone Age, Timeline, BC, Period, Sequence, Ancient, Hunter-gatherer, Africa, Journey, Adapt, Environment, Migration, Shelter, Tools, Survive, Gather, Hunt, Protect, Skara Brae, Archaeologist, Evidence, Artefact, Interpret, Bronze Age, Metal, Technology, Trade, Develop, Improve, Change, Barrow, Burial, Belief, Ritual, Ceremony, Symbol, Iron Age, Hillfort, Tribe, Defence, Organise, Community, Continuity, Development, Progress, Compare, Difference, Time Period	Egypt, Africa, Civilisation, Nile, BC, Timeline, Locate, Region, Ancient, Flood, Fertile, Irrigation, Settlement, Depend, Environment, Sustain, Pharaoh, Scribe, Farmer, Artisan, Society, Role, Status, Hieroglyphics, Papyrus, Symbol, Communicate, Record, Kingdom, Rule, Authority, Hatshepsut, Govern, Influence, Tutankhamun, Mummification, Afterlife, Tomb, Canopic jars, Gods, Pyramid, Architect, Labourer, Structure, Giza, Legacy, Invention, Impact, Shape, Time Period, trade routes
Year 4	Rome, Empire, Emperor, Legion, Expand, Control, Influence, Invasion, Resources, Power, Trade, Conquest, Motive, Strategy, Legionary, Shield, Armour, Tactics, Discipline, Organise, Formation, Testudo, Boudicca, Rebellion, Iceni, Resistance, Revolt, Challenge, Settlement, Villa, Fort, Road, Straight, Develop, Transport, Archaeology evidence, Artefact, Local, Mosaic, Bathhouse, Amphitheatre, Culture, Legacy, Continuity, Change, Impact, Source, Primary Source, Secondary Source	Greece, Civilisation, City state, Mediterranean, Timeline, Region, Ancient, Athens, Sparta, Democracy, Warrior, Compare, System, Vote, Citizen, Assembly, Government, Society, Slave, Artisan, Household, Role, Status, Myth, Legend, Hero, Gods, Storytelling, Belief, Tradition, Olympics, Athlete, Competition, Festival, Celebrate, Architecture, Philosophy, Theatre, Mathematics, Legacy, Influence, Impact, Culture, Continuity, Change, Parliament

Year 5	Maya, Civilisation, Mesoamerica, Timeline, Region, City state, Temple, Plaza, Pyramid, Settlement, Structure, Glyphs, Codex, Base 20, Symbols, Writing, Communicate, Interpret, Represent, Gods, Rituals, Sacrifice, Beliefs, Afterlife, Influence, Tradition, Ceremony, Maize, Terrace farming, Slash and burn, Agriculture, Environment, Adapt, Sustain, Astronomy, Calendar, Architecture, Observatory, Achievement, Advanced, Decline, Drought, Conflict, Theory, Evidence, Evaluate, Impact, Legacy, Culture, Identity, Source, Primary Source, Secondary Source	Anglo Saxon, Migration, Settlement, Kingdom, Tribe, Movement, Adapt, Community, Longhouse, Village, Farming, Craftsman, Place name, Ham, Ton, Local, Identity, Viking, Scandinavia, Trade, Exploration, Connect, Exchange, Raid, Monastery, Invasion, Fear, Defence, Perspective, Consequence, Alfred the Great, Resistance, Danelaw, Treaty, Strategy, Culture, Tradition, Crafts, Beliefs, Edward the Confessor, Succession, Harold, Normandy, 1066, Claimant, Throne, Reliability, Economy, Trade routes
Year 6	Invasion, Treaty, Alliance, Dictator, Conflict, Cause, Consequence, Battle of Britain, RAF, Luftwaffe, Defend, Attack, Prevent, Control, Contribution, Blitz, Bomb, Shelter, Damage, Air Raid, Siren, Survive, Factory, Production, Industry, Manufacture, Supply, Support, Essential, Land Army, Work force, Codebreaker, ATS, Equality, Evacuation, Billet, Experience, Journey, Allies, Empire, Global, Service, Axis, VE Day, Victory, Celebration, Peace, Rebuilding, Migration, Housing, Develop, Community, Identity	Industry, Revolution, Invention, Factory, Machinery, Coal, Iron, Resources, Mill, Shift, Conditions, Labour, Dangerous, Birmingham, Production, Manufacturing, Canal, Metalwork, Local, Bournville, Community, Improve, Child labour, Chimney sweep, Apprentice, Responsibility, Rights, Empire, Trade, Cotton, Migration, Global, Legacy, Progress, Pollution, Urbanisation, Housing, Development, Influence