

Curriculum Map (Yrs 1 – 6) 2019-20

Planned half term	ILP	Art & design	Computing	Design & technology	Geography	History	Music	PE	PSHE	Science
Year 1										
Autumn 1	Superheroes (main focus: PE)	Drawing and modelling superheroes	Downloading photographs and images; E-safety; Animation	Superfoods; Mask-making		Historical heroes/heroines	Creating digital superhero sounds	Superhero action movements; Dance; Agility and strength	Recognising good and bad choices; Keeping safe; Making a positive contribution	Human body-parts and senses; Eating healthily; Working scientifically
Autumn 2	Paws, Claws & Whiskers (main focus: Art & Design)	Talking about Art; Drawing; Collage; Model making; Painting; Sculpture; Animal masks and products	Retrieving images; Photography; Using presentation software	Designing labels; Designing and making animal enclosures	Using and making maps; Describing physical features		Animal songs	Animal movement and dance	Caring for animals	Animals (including humans); Working scientifically
Spring 1	Moon Zoom! (main focus: D & T)	Models of the Solar System	Drawing software; Algorithms; Email; Photo stories	Design and make space themed vehicles; Evaluating toys; Using mechanisms	Satellite images	Significant people - Astronauts; Changes within living memory	Space sounds; Space-themed songs	Dance	Aspirations and goal setting	Properties of everyday materials; Working scientifically
Spring 2	Bright Lights, Big City (main focus: Geography)		Searching the web; Digital images; Algorithms; Logical reasoning; Creating and debugging programs; Common uses of information technology; Communication; E-safety; Stop-motion animation	Exploring mechanisms; Constructing moving models; Understanding where food comes from; Design and make souvenirs; Models of London landmarks	Countries and capital cities of the UK (London focus); Using locational language; Using maps; Geographical similarities	The Great Fire of London	Traditional songs and nursery rhymes		Active citizens	Everyday materials; Working scientifically
Summer 1	Rio de Vida (main focus: Music)	Carnival masks and headdresses; Collage	Digital animations	Carnival instruments; Flag making; Recipes	Locating countries and cities; Comparing areas of UK with Rio		Carnival music; Percussion; Song lyrics	Dance; Football; Athletics	Special times; Understanding differences; What is fair and unfair?	
Summer 2	Dinosaur Planet (Main Focus: History)	Large and small scale models	Programming a robot	Design and make	Locate oceans and continents	Mary Anning	Percussion	Dance & Tactical games		Plants and animals

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Year 2										
Autumn 1	Muck, Mess and Mixtures (main focus : Art & Design)	Printing; Food landscapes; Mixed media pictures and collages; Colour mixing; Using Clay	Stop motion animation; Digital photography and presentations	Food tasting; Origins of food; Healthy meals; Following recipes; Designing an outdoor kitchen					Safety around medicines and household products	Everyday materials; Working scientifically
Autumn 2	Towers, Tunnels and Turrets (main focus: D & T)	Sculpture using natural materials	Create castles using drawing software	Making models of towers, bridges and tunnels	Amazing structures around the world; Towers and bridges in the local area	Castles and castle life; Significant individuals - Isambard Kingdom Brunel		Defend and attack games; Balance and co-ordination	Dilemmas	Living things and their habitats; Use of everyday materials; Working scientifically
Spring 1	Land Ahoy! (main focus: Geography)	Observational drawing; Printing	Programming; Using presentation software	Mechanisms; Structures	Using and making maps; Location knowledge; Using and giving directions	Significant historical people - Captain James Cook, Grace Darling; Famous pirates	Sea shanties		Feeling positive about themselves	Everyday materials; Working scientifically
Spring 2	The Scented Garden (main focus: Science)	Observational drawing; Sculpture; Flower-pressing	Present information	Making fragrant products	Plants in the local environment; Plants of the World		Action rhymes			Plants
Summer 1	Wriggle and Crawl (main focus: Science)	Observational drawing; Model making	Creating and debugging programs; Algorithms; Uses of ICT beyond school; Stop motion animation; Logical reasoning; Digital Presentations	Origins of food; Selecting natural materials	Fieldwork		Play tuned and untuned instruments	Dance	Feeling positive	Living things and their habitats; Animals, including humans; Working scientifically
Summer 2	Beachcombers	Sketchbooks; 3-D modelling; Sand art; Seascapes	Web searches; Common uses of ICT; Digital presentations	Finger puppets	Coastal features				Caring for the environment	Habitats; Living and non-living things; Food chains; Basic needs of animals; Working scientifically

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Years 3 & 4										
Autumn 1	Traders and Raiders (main focus: History)	Patterns and print making; Sketch books	Animation; Digital images	Jewellery and weapon making; Models of Anglo-Saxon homes; Clay rune stones	Using maps; Settlements; Europe	Anglo-Saxons and Vikings	Singing and composing lyrics	Competitive games; Attack and defence skills		
Autumn 2	Blue Abyss (main focus: Art & Design)	Observational drawing; 3-D models; Clay sculpture; Anthony Gormley – Another Place; Batik art; Printing; Famous seascapes	Programming; Video editing; Multimedia presentations	Submarine design; Working models	Seas and oceans of the world; The Great Barrier Reef; Environmental issues	19th century ocean exploration				Living things and their habitats; Animals, including humans; Working scientifically
Spring 1	1066	The Bayeux Tapestry, Drawing, Embroidery	Searching the web, online maps, creating presentations	Making Norman helmets; designing draw bridges and castles; making a Domesday book	Human and physical features in the local area	1066 – The Norman Conquest		Target games; attacking and defending games	Dealing with conflict	Teeth types; Tooth decay and hygiene; The digestive system; Working Scientifically
Spring 2	Road Trip USA!	Native American dream catchers; weaving; journey sticks	Collaborative data bases and spreadsheets; Using logical reasoning; Writing programs; Effective on-line research; digital presentations	Preparing US dishes; Model making; Totem pole design	Using World and US maps; Human and Physical geography	Native Americans	Traditional and cultural music		Expressing opinion; Stereotypes and discrimination	Electricity
Summer 1	Misty Mountain Sierra (main focus: Geography)	Clay modelling; Weaving	Satellite mapping; Using GPS devices; 2-D animation; Online Research		Using maps; Human and physical geography		Writing song lyrics	Orienteering	Facing new challenges; Mountain safety	States of matter; Working scientifically Rocks
Summer 2	Flow	Painting	Online research and communication	Mechanical systems; Structures	Using maps; Fieldwork; Water cycle; Human and physical features;			Team challenges	Expressing opinions; Feeling positive	Soil; Aquatic plants; Working scientifically

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Years 5 & 6										
Autumn 1	Blood Heart (main focus: Science)	Modelling and Sculpture; Abstract art	Using Websites; Flow diagrams	Selecting tools and equipment; Healthy recipes; Product packaging; Working models			Pulse; Heart raps	Cardiovascular exercise	Harmful substances; Caring about others	Human circulatory system; measuring heart rate; History of blood groups; lifestyle effects; Working scientifically
Autumn 2	Tomorrow's World (main focus: Computing)	Logo design	Effective and safe online research; Computer networks; Algorithms; Using logical reasoning; Downloading music; Website design; 'Text' language	Key individuals in design and technology; Assistive technologies; Programming, monitoring and controlling products; Website header design; Product design		History of computing			Jobs of the future; Explaining opinions	Light; Electricity
Spring 1	Frozen Kingdom (main focus: Geography)	Photography; Painting; Block printing	Collecting, evaluating and presenting information	Building an igloo	Features of the polar regions	Emigration and exploration in the early 1900s	Soundscapes	Outdoor adventure; Orienteering	Care of the environment	Living things and their habitats
Summer 2 & Summer 1	A Child's War (main focus: History)		Using search technologies; Using presentation software	Following recipes; Building structures	Human geography; Cities of the UK	The Second World War	Listening, performing and composing	Competitive games; Dance	Empathising with people in different times	
Summer 2	Gallery Rebels (main focus: Art & Design)	Great artists of the 19th and 20th centuries	Collecting, evaluating and presenting information	Selecting and using tools and materials	Locational knowledge		Listening, improvising and composing	Dance		Light