

# Year 1 and 2 Curriculum Map

Year/ Term	Science	Computing	Geography	History	Art and Design	DT	PE	Music
<b>1/2</b> <b>Year 1 of 2</b>	Animals including humans Every day materials Seasonal Changes Plants Living things in their habitats	Understand and debug algorithms eg using Bee Bots. Make predictions about simple programmes. Use the internet to search for information safely and effectively. Know how to keep themselves safe online and how to report problems.	Continents oceans Countries and capitals of the UK Contrast an area of the UK with a non- EU country Use world maps, atlases and globes	Study of the lives of significant people in history Changes in living memory Events in the past that are significant nationally and globally- may be linked to current events/ festivals	Drawing (Colour within line Pattern and texture, Line). Sculpture (Rolling, cutting, moulding, carving). Painting (mixing secondary colours, paint brushes of different thicknesses, adding black or white paint).	Structures- strength, stiffening and stability At least one experience of cooking	'Real PE' coming soon	Use voices to sing and chant Play tuned and un-tuned instruments Listen with concentration and understanding to live and recorded music Experiment with, create, select and combine sounds
<b>1/2</b> <b>Year 2 of 2</b>	Animals including humans Every day materials Seasonal Changes Plants Living things in their habitats	Understand and debug algorithms eg using Bee Bots. Make predictions about simple programmes. Use the internet to search for information safely and effectively. Know how to keep themselves safe online and how to report problems.	Weather and climate Seasons and world climates Use simple compass directions Use world maps, atlases and globes	Significant historical events, people and places in own locality Events beyond living memory Events in the past that are significant nationally and globally- may be linked to current events/ festivals	Printing and collage Textiles Digital media	Explore mechanisms eg sliders, wheels and axis At least one experience of cooking	'Real PE' coming soon	Use voices to sing and chant Play tuned and un-tuned instruments Listen with concentration and understanding to live and recorded music Experiment with, create, select and combine sounds
<b>Additional notes</b>	Other science may be undertaken as part of cross curricular topic work. Details for each subject area can be found in NC.	The curriculum for KS1 will be covered each year. E-safety will be taught on an annual basis.	Please refer to NC for Geographical skills and key vocabulary associated with human and physical elements	Please refer to the NC for guidance on key skills.	See Art and Design Curriculum Coverage plan for further detail.	All DT is taught under the umbrella of Design, Make, Evaluate. See the NC for further details.		Details and progression of skills supported by Charanga Music

# Year 3 and 4 Curriculum Map

Year/ Term	Science	Computing	Geography	History	Art and Design	DT	PE	MFL	Music
<b>3/4</b> <b>Year 1 of 2</b>	Forces and Magnets Light and Sounds Electricity Rocks and fossils States of Matter Plants (including environments and habitats) Environmental change	Design, write and debug programs that accomplish specific goals. Use sequence, selection and repetition in programs. Use and understand the role of computer networks, including the internet. Use search technologies effectively, evaluate findings and refine searches. Use technology safely, respectfully and responsibly.	Locate world's countries with a focus on Europe and countries of particular interest Key geographical features of the countries of the UK and how changed over time Name the four capital cities of the UK and identify key features Settlements and land-use	A study of a theme in British history Ancient Greece History of interest to pupils	Drawing (different hardness of pencils, Shading, Hatching and cross-hatching) Painting (Mix colours, different thicknesses of brushes, colour for mood, watercolours). Sculpture (forms and textures to convey feelings, add detail for interest, 3D work linked to topics).	Strengthen, stiffen and reinforce more complex structures Apply understanding of computing to program., monitor and control. At least one experience of cooking	'Real PE' coming soon	Understand, read, write and say simple familiar phrases. <ul style="list-style-type: none"> <li>Greetings</li> <li>Numbers to 20</li> <li>Days of the week</li> <li>Colours</li> <li>Alphabet</li> <li>Describing myself</li> </ul>	Play and perform solo and in ensemble using voices and instruments with increasing accuracy. Improvise and compose music for a range of purposes. Listen with attention and detail. Use and understand staff and other musical notation. Appreciate live and recorded music. Develop an understanding of the history of music.
<b>3/4</b> <b>Year 2 of 2</b>	Animals including humans Sounds Rocks States of Matter	Design, write and debug programs that accomplish specific goals. Design programs to control or simulate physical systems. Work with variables and various forms of input and output. Use search technologies effectively, evaluate findings and refine searches. Use technology safely, respectfully and responsibly.	Understand the geographical similarities and differences (human and physical) of a region of the UK Understand the geographical similarities and differences (human and physical) of a region or area of Europe Study of rivers, mountains and the water cycle	Changes in Britain from the Stone Age to the Iron Age Britain's settlement by Anglo-Saxons and Scots History of interest to the children	Printing and collage Textiles Digital media	Understand and use mechanical systems eg gears, cams, pulleys Understand electrical systems and their products eg switches, bulbs motors. At least one experience of cooking	'Real PE' coming soon	Understand, read, write and say simple familiar phrases. <ul style="list-style-type: none"> <li>Greetings</li> <li>Numbers to 20</li> <li>Days of the week</li> <li>Colours</li> <li>Alphabet</li> <li>Describing myself</li> <li>Classroom instructions</li> </ul> <b>Consolidate/ revise</b>	Play and perform solo and in ensemble using voices and instruments with increasing accuracy. Improvise and compose music for a range of purposes. Listen with attention and detail. Use and understand staff and other musical notation. Appreciate live and recorded music. Develop an understanding of the history of music.
<b>Notes</b>	Other science may be undertaken as part of cross curricular topic work. Please refer to the NC for details and skills to be covered	E-safety focus once a year. Children to know how to keep themselves safe online and how to report problems.	Please refer to the NC for details and skills to be covered	Please refer to the NC for details and skills to be covered	See Art and Design Curriculum Coverage plan for further detail.	All DT is taught under the umbrella of Design, Make, Evaluate. See the NC for further details.		Further details in MFL Curriculum Coverage available to teachers	Details and progression of skills supported by Charanga Music

# Year 5 and 6 Curriculum Map

Year/ Term	Science	Computing	Geography	History	Art and Design	DT	PE	MFL	Music
<b>5/6</b> <b>Year 1 of 2</b>	Evolution Light Sound Materials– properties and change Animals including humans	Design, write and debug programs that accomplish specific goals. Design programs to control or simulate physical systems. Work with variables and various forms of input and output. Use search technologies effectively, evaluate findings and refine searches. Use technology safely, respectfully and responsibly.	Locate this world’s countries with a focus on North and South America Understand geographical similarities and differences through the study of a region or country in North or South America Identify the significance of longitude, latitude, equator, northern hemi-sphere, tropics of Cancer and Capricorn, Arctic and Antarctic Circle, Greenwich Meridian and time zones	A local history study A non-European society that contrasts with British History eg Early Islamic, Mayan, Benin History of interest to pupils	Drawing (continue collecting in sketch books, adding effects such as shadows or reflected sunlight, Using lines to create the effect of movement, recognise and choose a drawing style of their own). Painting (Mix to create own palettes to reflect colours observed, apply different brush effects, experiment with colour, tone and tints, develop personal style)> Sculpture	Strengthen, stiffen and reinforce more complex structures Apply understanding of computing to program., monitor and control. At least one experience of cooking	‘Real PE’ coming soon	Understand the main points from spoken and written passages. Write in short sentences Ask simple questions Take part in a simple conversation <ul style="list-style-type: none"> <li>Numbers to 1000</li> <li>Letter to penpal</li> <li>Likes and dislikes</li> <li>Hobbies and sports</li> <li>Restaurant</li> <li>School</li> <li>Songs and rhymes</li> </ul>	Play and perform solo and in ensemble using voices and instruments with increasing accuracy. Improvise and compose music for a range of purposes. Listen with attention and detail. Use and understand staff and other musical notation. Appreciate live and recorded music. Develop an understanding of the history of music.
<b>5/6</b> <b>Year 2 of 2</b>	Forces Materials Living things and their Habitats Electricity Earth and Space	Design, write and debug programs that accomplish specific goals. Design programs to control or simulate physical systems. Work with variables and various forms of input and output. Use search technologies effectively, evaluate findings and refine searches. Use technology safely, respectfully and responsibly. Select, use and combine a variety of software (including internet services) on a range of digital devices.	Identify the significance of longitude, latitude, equator, northern hemi-sphere, tropics of Cancer and Capricorn, Arctic and Antarctic Circle, Greenwich Meridian and time zones Physical Geography: climate zones, biomes and vegetation belts, volcanoes and earth quakes	The Roman Empire and its impact on Britain Study of a them in British History In depth study of early civilisation eg Sumer, Indus Valley, Ancient Egypt, Shang Dynasty	Printing and collage Textiles Digital media	Understand and use mechanical systems eg gears, cams, pulleys Understand electrical systems and their products eg switches, bulbs motors. At least one experience of cooking	‘Real PE’ coming soon	Understand the main points from spoken and written passages. Write in short sentences Ask simple questions Take part in a simple conversation <ul style="list-style-type: none"> <li>Numbers to 1000</li> <li>Letters to penpal</li> <li>Likes and dislikes</li> <li>Favourite things</li> <li>Christmas in France</li> </ul>	Play and perform solo and in ensemble using voices and instruments with increasing accuracy. Improvise and compose music for a range of purposes. Listen with attention and detail. Use and understand staff and other musical notation. Appreciate live and recorded music. Develop an understanding of the history of music.
<b>Notes</b>	Other science may be undertaken as part of cross curricular topic work. Please refer to the NC for details and skills to be covered	E-safety to be taught explicitly once a year, to include input from local police. Children need to know how to keep themselves safe on social media as well as how to report problems. Please refer to the NC for details and skills to be covered	Please refer to the NC for details and skills to be covered		See Art and Design Curriculum Coverage plan for further detail.	All DT is taught under the umbrella of Design, Make, Evaluate. See the NC for further details.		Further details in MFL Curriculum Coverage available to teachers	Details and progression of skills supported by Charanga Music