

Year 1-6 - Curriculum map



Planned half term	ILP	Year group	Subject focus	Memorable experience	Innovate challenge	Love to Read	Love to Investigate	English	Art & design	Computing	Design & technology	Geography	History	Mathematics	Music	PE	PSHE	Science	
	Splendid Skies	Year 1	Science	Nature's treasure walk	Windy day balloon launch	N/A	How big is a raindrop? How wide is the world? Does it snow in summer?	Recounts; Poetry; Lists and instructions; Postcards; Non-chronological reports	Collage and painting	Discrete	Discrete	Seasonal and daily weather patterns	Significant individuals - Sir Francis Beaufort	Measurement	Weather sounds and songs	Dance	Discrete	Seasonal changes	
	Moon Zoom!	Year 1	Design & technology	Alien crash scene investigation	Help the alien home	N/A	What keeps us dry? How does it feel?	Posters; Character profiles; Non-chronological reports; Adverts; Science fiction	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	Position and direction	Space sounds; Space-themed songs	Dance	Aspirations and goal setting	Properties of everyday materials; Working scientifically	
	Land Ahoy!	Year 2	Geography	Visit a marina/boat yard/MLU station/boating lake	Find pirate treasure	N/A	Why do boats float? Can you find the treasure?	Narrative; Information books; Descriptions; Poetry; Postcards	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	Mass; Position; Direction and movement	Sea shanties	Discrete	Feeling positive about themselves	Everyday materials; Working scientifically	
	Towers, Tunnels and Turrets	Year 2	Design & technology	Visit a local castle	Make a fortress for the Three Little Pigs	N/A	Can you make a paper bridge? Where do worms like to live?	Recounts; Reported speech; Narrative; Letters; Posters	Sculpture using natural materials	Create castles using drawing software	Making models of towers, bridges and turrets	Amazing structures around the world; Towers and bridges in the local area	Castles and castle life; Significant individuals - Ighiteam Kingdom Brunel	Measures (height)	Discrete	Defend and attack games; Balance and co-ordination	Dilemmas	Living things and their habitats; Use of everyday materials; Working scientifically	
	Beachcombers	Year 2	Science	A trip to the seaside	Create a sea creature	N/A	How many arms does an octopus have? Will it degrade?	Labels, lists and captions; Tongue twisters; Narrative; Letters; Non-fiction books	Sketchbooks; 3-D modelling; Sand art; Seascapes	Web searches; Common uses of ICT; Digital presentations	Finger puppets	Coastal features	Discrete	Measures (mass)	Discrete	Discrete	Caring for the environment	Habitats; Living and non-living things; Food chains; Basic needs of animals; Working scientifically	
	Wriggle and Crawl	Year 2	Science	Visit a woodland, grassland, heath, fen or wetland	Minibeast life cycle animation	N/A	Do insects have a favourite colour? Do snails have noses? What is the life cycle of the ladybird? Where do snails live?	Lists and leaflets; Instructions; Reviews and information books; Poetry; Writing for different purposes	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	Discrete	Symmetry	Play tuned and untuned instruments	Dance	Feeling positive	Living things and their habitats; Animals, including humans; Working scientifically	
	Flow	Year 3	Geography	Visit a local stream or river	Investigate a pollution outbreak	Swallows and Amazons - Arthur Ransome	What is soil? How fast does water flow?	Newspaper reports; Poetry; Journals; Debate; Instructions	Painting	Online research and communication	Mechanical systems; Structures	Using maps; Fieldwork; Water cycle; Human and physical features; Rivers of the world; Counties and cities of the UK	Discrete	Living data; Measures (volume/capacity); Calculating water speed	Discrete	Discrete	Team challenges	Expressing opinions; Feeling positive	Soil; Aquatic plants; Working scientifically
	Pharaohs	Year 3	History	Mummification scene	Egyptian funeral preparations	Phoenix Code - Helen Moss	Why does milk go off?	Chronological reports; Fact files; Research skills; Mystery stories; Play scripts	Drawing artefacts; Headwear; Hieroglyphic amulets	Discrete	Clay water carriers; Egyptian food; Model tombs and pyramids	Human and physical Features of Egypt; The River Nile; Tourism	Ancient Egypt	Discrete	Discrete	Discrete	Moral issues; Customs and beliefs; Role-playing Egyptian citizens	Discrete	
	Predator!	Year 3	Science	Animal experience	The ultimate predator	The Sheep Pig - Dick King-Smith	How do fossils form? What are our joints for? Why are trees tall? What do owls eat? How do worms move?	Recounts; Leaflets; Poetry; Dilemma stories; Speeches	3-D scale models	Algorithms; Flow diagrams; Online research; Using logical reasoning; Graphics software; Digital presentations	Selecting and using materials (collage and textiles)	Fieldwork; Using maps to locate countries and continents	Discrete	Data handling	Discrete	Comparing performances; Competitive games (attack and defence tactics)	Discrete	Food chains; Fossils; Plant parts and functions; Water transportation in plants; Skeletal systems; Working scientifically	
	I am Warrior!	Year 4	History	Battle re-enactment	Become a Roman soldier	Thieves of Ozla - Caroline Lawrence	Did the Romans use toilet roll?	Soliloquies; Historical narrative; Play scripts; Instructions, invitations and menus; Letters	Drawing; Sculpture; Mosaic; Jewellery making	Discrete	Shields and helmets; Roman food; Roman design	Comparing Britain and Italy; Using maps; Locational knowledge; Human and physical geography	The Roman Empire and its impact on Britain	Reading Roman numerals	Discrete	Competitive games; Building strength and agility	Recognising achievements	Discrete	
	Road Trip USA!	Year 4	Geography	Visit 14 US states	Plan a family holiday	The Indian in the Cupboard - Lynne Reid Banks	What conducts electricity? Can you make a circuit from play dough?	Postcards; Emails; Diary writing; Myths and legends; Poetry	Native American dream catchers; Weaving; Journey sticks	Collaborative databases and spreadsheets; Using logical reasoning; Writing programs; Effective online research; Digital presentations	Preparing US dishes; Model making; Totem pole design	Using world and US maps; Human and physical geography	Native Americans	Discrete	Traditional and cultural music	Discrete	Expressing opinions; Stereotypes and discrimination	Electricity	
	Blue Abyss	Year 4	Art & design	Visit an aquarium	3-D art exhibition	Treasure Island - Robert Louis Stevenson; 20,000 Leagues Under the Sea - Jules Verne	Are all sea creatures the same? How does pollution affect habitats?	Poetry using personification; Dilemma stories; Biography; Persuasive letters; Ballads	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	Discrete	Discrete	Discrete	Discrete	Living things and their habitats; Animals, including humans; Working scientifically	
	Off with Her Head!	Year 5	History	Elizabeth I deathbed scene	The trial of Anne Boleyn	Treason - Belle Doherty	Why does a compass always point north?	Biographies; Poetry and riddles; News reports; Persuasive letters; Dialogue	Portraits; Sketching Tudor fashions; 3-D modelling	Research; Data handling; Presentation	Discrete	Historic maps	The Tudors	Discrete	Tudor music; Composition	Tudor dance	Rules and consequence	Discrete	
	Alchemy Island	Year 5	Music	Chief Alchemist's riddle	Game soundtrack	Wizard of Earthsea - Ursula Le Guin; The Lion, the Witch and the Wardrobe - C.S. Lewis	Can you clean dirty water? Do all solids dissolve? Will it erode? Which materials conduct heat?	Fantasy narrative; Non-chronological reports; Soliloquies; Poetry; Lyrics	Discrete	Digital photography; Debugging programs; Gaming	Electrical circuits; Designing a board game	Map reading; Using co-ordinates; Human and physical features	Discrete	Discrete	Composing; Recording and editing software; Atmospheric music; Graphic scores	Discrete	Discrete	Properties and changes of materials; Working scientifically	
	Scream Machine	Year 5	Science	Visit a fairground, theme or adventure park	Design a drop ride	The Boy Who Swam with Piranhas - David Almond	How do levers help us? Why are zip-wires so fast? What do pulleys do?	Poetry; Short narrative with dialogue; Signage and emails; Adverts; Non-fiction books	Photography and image editing	Digital photography; Creating digital maps; Effective online research; Logical reasoning and algorithms; Safe and respectful use of technology; Online discussion; Digital posters	Ride design; Programming models; Mechanical systems; Working models; Evaluation; Food	Theme parks in the UK and overseas	Discrete	Measures (money)	Discrete	Discrete	Discussion and debate	Forces; Properties of everyday materials; Mechanisms; Working scientifically	
	ID	Year 6	Science	Meet John Doe	Forensic crime scene	Bill's New Frock - Anne Fine	How does inheritance work? Why are things classified?	Descriptions / Narrative; Non-chronological reports; Adverts; Facts and opinions/tributes; Calligrams	Portraiture and figurines	Select, use and combine a variety of software; Photo stories; E-card	Using tools; Design; Fashion and clothing	Local community/Where I live	Social reformers	Ratio and percentages; Data and statistics	Appraising; Listening to voices	Physical challenges	Identify, personal views and opinions; My place; Recognising strengths	Classification; Families and inheritance; Working scientifically	
	Tomorrow's World	Year 6	Computing	Interview a web-designer, blogger or podcaster	Spy school website	Stormbreaker - Anthony Browne	How does light travel? What is a reflection? Can you see through it? Can you turn a light down?	Email and blogs; Newspaper reports; Websites; Thriller narratives; Podcasts	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	Discrete	History of computing	Discrete	Discrete	Discrete	Jobs of the future; Explaining opinions	Light; Electricity	
	Darwin's Delights	Year 6	Science	Animal specimen observation	Morphing animation	Sky Hawk - Gill Lewis	How have eyes evolved? How many worms are underground? Where do wild plants grow best? Why do birds have different beaks? Why is holly prickly?	Labelling and journals; Diaries; Letters; Explanations; Newspaper reports	Creating sketchbooks; Observational drawing	Online research; Morphing animations; Understanding computer networks	Discrete	Using maps; Geographical similarities and differences; Islands of the world	Significant individuals - Charles Darwin, Mary Aonng	Discrete	Discrete	Discrete	Taking responsibility	Evolution and inheritance; Living things and their habitats; Working scientifically	
	Revolution	Year 6	History	Visit a Victorian classroom	Queen Victoria's end-of-exhibition dinner	Black Beauty - Anna Sewell; A Christmas Carol - Charles Dickens; The Wolves of Willoughby Chase - Joan Aiken	Can fruit light a bulb?	Non-chronological reports; Historical Fiction; Biographies; Limericks; Diary writing/journals	Artists of the Victorian period; Printing	Digital photography	Victorian homecraft; Model buildings	Cities and transport in Victorian times; Using maps	The Victorians	Discrete	Victorian parlour songs	Exercise	Reflecting on achievements	Electricity	