



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
1	Memory Box	Year 1	History	Teddy bears' picnic	Special memories box	N/A	Why do we have two eyes? What can you remember?	Recounts; Diary writing; Rhymes and mnemonics; Descriptions; Information books	Drawing and painting; Collage; Family portraits	Discrete	Making picnic foods; Celebration cards; Making a memory box	Fieldwork in the local area	Changes within living memory	Number and shape patterns; Using calendars	Songs that help us remember; Writing a class song	Dance sequences; Traditional games	Caring for babies and toddlers; Sharing memories; Playing and working co-operatively; Feeling positive	Animals, including humans – parts and senses; Working scientifically
1	Muck, Mess and Mixtures	Year 2	Art & design	Messy mixtures morning	Messy art exhibition	N/A	Which stuff is stickier? How is mud made? What shape is a bubble?	Labels, lists and captions; Recipes; Poetry; Narrative; Leaflets	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	Discrete	Discrete	Measurement (capacity and mass)	Discrete	Discrete	Safety around medicines and household products	Everyday materials; Working scientifically
1	Tribal Tales	Year 3	History	Visit a prehistoric site	Construct a monument	Stig of the Dump - Clive King	Do plants have legs? What are flowers for?	Information books; Adventure stories; Fact files; Letters; Poetry using similes and metaphors	Neolithic art; Clay beakers; Iron Age jewellery	Discrete	Tool design and making; Building structures	Fieldwork; Human and physical geography; Using maps and aerial images	Prehistoric Britain from the Stone Age to Iron Age	Discrete	Discrete	Discrete	Thinking about the lives of others	Plants; Light; Working scientifically
1	Potions	Year 4	Science	Alice in Wonderland discovery trail	Create a potion	Alice's Adventures in Wonderland - Lewis Carroll	Are all liquids runny? How do smells get up your nose? Is custard a liquid?	Labels and instructions; Letter writing; Play scripts; Poetry; Non-chronological reports	Design; Clay work; Crayon art; Photography	Presenting information	Product development	Discrete	Historic use of potions	Measurement	Improvising	Dance	Discrete	States of matter
1	Beast Creator	Year 5	Science	Visit a butterfly, insect or tropical house	Design a super-minibeast	Charlotte's Web - E.B. White	How do worms reproduce? Why do birds lay eggs?	Non-chronological reports; Instructions and advertisements; Comic strips; Limericks and kennings; Fantasy narrative	Drawing; Perspectives	Research and presentation	Model making	Local fieldwork; Contrasting locations	Discrete	Measurement; Statistics	Discrete	Discrete	Debating ethical issues	Living things and their habitats
1	Hola Mexico!	Year 6	Music	Mexican musical performance	Festival procession	Holes - Louis Sachar	How can we make red? What colour is a shadow?	Invitations; Postcards; Instructions; Myths and legends; Poetry	Sculpture; Maya art; Carving	Online research; Digital presentations	Food of Mexico; Evaluating and making instruments	Using maps; Human and physical geography of Mexico	Ancient Maya civilisation	Discrete	Mexican music; Musical notation	Mexican dance	Discrete	Light and shadows
2	Dinosaur Planet	Year 1	History	Visit a natural history museum/Dinosaur hunt	Dinosaur museum	N/A	Whose poo? Why do we have teeth?	Fact files; Poetry and riddles; Non-chronological reports; Narrative; Writing for different purposes	Large and small-scale modelling	Programming a floor robot; Stop-frame animation	Designing and making	Locating continents and oceans	Events beyond living memory; Significant individuals - Mary Anning	Measurement	Percussion	Dance; Tactical games	Discrete	Plants and animals
2	Street Detectives	Year 2	History	Walk around the local community	Improve the local area	N/A	How do plants grow in winter?	Recounts and captions; Nursery rhymes; Instructions; Adverts; Diary writing	Famous local artists; Drawing, painting or collaging views from the local area	Photo stories; Algorithms	Selecting tools and materials; Baking; Sign making; Designing buildings	Fieldwork in the local area; Human and physical features; Using and making maps with keys; Looking at aerial images	Changes within living memory; Significant people, places and events in local area	Time; Data handling	Discrete	Keeping fit	Belonging to a community; Improving the local area	Identifying and comparing everyday materials; Identifying plants in the local area
2	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
2	Burps, Bottoms and Bile	Year 4	Science	Visit a local dentist	Make a model of the digestive system	Demon Dentist - David Williams	How does toothpaste protect teeth? What is spit for?	Fact files; Explanatory texts; Using idioms; Fantasy narrative; Slogans; Persuasive texts	Discrete	Digital images; Algorithms; Video	Healthy foods; Textiles; Working models	Discrete	Discrete	Measures (weight)	Composing lyrics	Discrete	Healthy bodies	Teeth types; Tooth decay and hygiene; The digestive system; Working scientifically
2	Stargazers	Year 5	Science	Visit an observatory or planetarium	Rocket launch	Northern Lights - Philip Pullman; Alone on a Wide, Wide Sea - Michael Morpurgo; Cosmic - Frank Cottrell Boyce	How do we know the Earth is round? Can we track the Sun? How do rockets lift off? Why do planets have craters? How does the Moon move?	Mnemonics; Myths and legends; Free verse poetry; Newspaper reports; Science fiction/graphic narrative	Printing; Design	Programming; Stop-frame animation	Selecting materials; Design research; Structures; Evaluation	Locating physical features	Significant individuals - Galileo Galilei, Isaac Newton; 1960's Space Race	Problem solving using measures	Space-inspired music and lyrics	Dance	Discrete	Earth and space; Forces; Working scientifically
2	Frozen Kingdom	Year 6	Geography	Investigate ice	Polar rescue mission	The Call of the Wild - Jack London	How do animals stay warm? Can we slow cooling down?	Chronological report; Short narrative; Diaries; Haiku poetry; Letter writing	Photography; Painting; Block printing	Collecting, evaluating and presenting information	Building an igloo	Features of the polar regions	Emigration and exploration in the early 1900s	Measurement (temperature); Negative numbers	Soundscapes	Outdoor adventure; Orienteering	Care of the environment	Living things and their habitats
3	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
3	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 tunnels	Amazing structures around the world; Towers and bridges in the local area	Castles and castle life; Significant individuals - Isambard 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
3	Heroes and Villains	Year 3	Music	Meet Cruella De Vil	Rap about heroes and heroines	101 Dalmatians - Dodie Smith	Are mushrooms deadly?	Biography; Dialogue; Riddles; Fairy tales; Comic strips	Sculpture; Illustration	Web searches	Puppet making; Flip books	Discrete	Discrete	Discrete	Singing and performance; Comparing music; Listening and appreciation; Notation; Composition; Rhythm	Discrete	Moral issues and dilemmas; Role models; Good deeds; Organisations that help people; Values and goals	Discrete

3	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	Sea 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
3	Off with Her Head!	Year 5	History	Elizabeth I deathbed scene	The trial of Anne Boleyn	Treason - Berlie 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
3	Blood Heart	Year 6	Science	Sheep's heart dissection	Heart charity fundraiser	Pig Heart Boy - Malorie Blackman	How does blood flow? What's in blood? What can your heart rate tell you?	Non-chronological reports; Shape poetry; Slogans and adverts; Biography; Narrative using personification	Modelling and sculpture; Abstract art	Using websites; Flow diagrams	Selecting tools and equipment; Healthy recipes; Product packaging; Working models	Discrete	Discrete	Pie charts	Pulse; Heart raps	Cardiovascular exercise	Harmful substances; Caring about others	Human circulatory system; Measuring heart rate; History of blood groups; Lifestyle effects; Working scientifically
4	Superheroes	Year 1	PE	Superhero hunt	Save the school from Professor Slime	N/A	What can our hands do? Can you be a superhero?	Descriptive sentences; Comic strips; Narrative; Fact files; Labels and captions	Drawing and modelling superheroes	Downloading photographs and images; E-safety; Animation	Superfoods; Mask-making	Discrete	Historical heroes/heroines	Discrete	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
4	Bounce	Year 2	PE	Visit a soft play area/Session with a local sports team	Organise a sports day for grown ups	N/A	Do all balls bounce? Why should exercise? How do germs spread?	Recounts; Information books; Instructions; Narratives; Poetry	Sculpture	Digital photography	Materials and mechanisms	Discrete	Significant individuals - Sporting heroes	Measurement; Properties of shapes	Chants and rhymes	Throwing and catching	Teamwork; Health and well-being	Everyday materials; Forces; The importance of exercise
4	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	Using data; Measures (volume/capacity); Calculating water speed	Discrete	Team challenges	Expressing opinions; Feeling positive	Soil; Aquatic plants; Working scientifically
4	I am Warrior!	Year 4	History	Battle re-enactment	Become a Roman soldier	Thieves of Ostia - 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
4	Time Traveller	Year 5	Art & design	Interview people of different generations	Build a time machine!	Tom's Midnight Garden - Philippa Pearce	Do we slow down as we get older?	Character study; Adventure narrative; Leaflets; Free verse poetry; Quotations & poems	Photography; Great artists - Andy Warhol, Salvador Dali; Collage	Digital portraits; Data logging; Online research	Selecting materials	Changes in the local community	Changes over the last century	Time; Interpreting data	Discrete	Timing physical activity	Body changes approaching puberty; Meeting and talking with people; Reflecting on spiritual, moral, social and cultural issues; Setting personal targets; Feeling positive	Animals (including humans); Living things and their habitats; Working scientifically
4	Revolution	Year 6	History	Visit a Victorian classroom	Queen Victoria's 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
5	The Enchanted Woodland	Year 1	Science	Visit a local woodland	A woodland party for Mr Fox	N/A	Are all leaves the same? Do pine cones know it's raining? What's in a bud? How do leaves change?	Recounts; Information books and letters; Lists and instructions; Narratives	Working with natural materials; Drawing and painting	Sending an email	Building structures; Making party food	Making maps	Discrete	Measuring length and height; Using money	Discrete	Team games	Feeling positive; Looking after the environment	Plants and animals; Identifying and classifying
5	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
5	Tremors	Year 3	Geography	Visit a seashore, river bed or rocky outcrop	Emergency plan for a volcano eruption	The Firework Maker's Daughter - Philip Pullman	What is sand?	Recounts; Historical narrative; Narrative using personification; Newspaper reports; Poetry	Sculpture; Photography	Presenting information	Structures	Volcanoes and earthquakes	Ancient Rome - Pompeii	Discrete	Composition	Outdoor and adventure challenges	Topical issues	Rocks
5	Traders and Raiders	Year 4	History	Make sailing boats	Trade fair	The Saga of Erik the Viking - Terry Jones	How did Vikings dye their clothes?	Reports; Character profiles; Myths and legends; Poetry; Historical narrative	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	Using money	Singing and composing lyrics	Competitive games; Attack and defence skills	Discrete	Discrete
5	Allotment	Year 5	Geography	Visit an allotment	Hold a farmer's market	The Secret Garden - Frances Hodgson Burnett	Do dock leaves cure a sting? How many potatoes can you grow?	Non-chronological reports; Instructions; Explanations; Narrative; Poetry	Botanical drawing and painting; Wire sculpture	Using the web; Word processing	Cooking and nutrition; Making planters; Making structures for growing plants	Land use; Food origin; Geographical skills and fieldwork; Map work; Climate	Discrete	Recording data; Selling produce	Discrete	Discrete	Taking responsibility	Plant reproduction and life cycles; Life cycles of mammals, amphibians, insects and birds; Working scientifically
5	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 Anning	Discrete	Discrete	Discrete	Taking responsibility	Evolution and inheritance; Living things and their habitats; Working scientifically
6	Bright Lights, Big City	Year 1	Geography	Afternoon tea with the Queen	Marley the Meerkat's trip to London	N/A	How do you make bread? How do things move?	Recounts, labels and captions; Adventure narrative; Instructions; Emails; Character study	Discrete	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	Sequencing events	Traditional songs and nursery rhymes	Discrete	Active citizens	Everyday materials; Working scientifically
6	Land Ahoy!	Year 2	Geography	Visit a marina/boat yard/RNLI 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

6	Scrumdiddlyumptious!	Year 3	Design & technology	Visit a local shop or supermarket	Invent a smoothie	Charlie and the Chocolate Factory - Roald Dahl	Which is the juiciest fruit? Is it safe to eat?	Recounts; Recipes and instructions; Nonsense poetry; Non-chronological reports; Adverts	Sculpture	Web searches; Emails	Cooking and nutrition	Food miles and fair trade	Significant individuals - James Lind	Measures and money	Vegetable orchestra	Exercise	Discrete	Nutrition
6	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? How do plugs work? 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
6	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 erupt? 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
6	Tomorrow's World	Year 6	Computing	Interview a web-designer, blogger or podcaster	Spy school website	Stormbreaker - Anthony Horowitz	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