



Whole School Curriculum Overview – Autumn 2018

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Science	Human Body The Senses Materials Seasons	Everyday Materials	Skeletons, Teeth and Healthy Eating	Electricity States of Matter	Changing state Forces	Light/ electricity
	Materials Farm animals Seasons	Plants, Animals Including Humans	Rocks and Soils	Sounds	Space	Evolution
	Plants and trees Common Animals Seasons	Animals Including Humans All Living Things and Their Habitats	Plants, Light and Forces	Living things and their habitats Animals including Humans	Animal Lifecycles and Human changes Living things	Revision Living things and humans
History		Florence Nightingale & Mary Seacole	Great fire of London The story of the UK	Ancient Greeks	Raiders and Invaders	WW2
	Space - First Moon landing	-	The Stone Age	Anglo Saxons	Ancient Maya	Ancient Egypt
	Local Scientist -John Ray Famous British Pirates	John Ray	The Romans	-	-	
Geography	Seasons/Weather Continents of World	Jamaica	UK and Europe	Greece	Fairtrade	Europe
	Seasons/Weather UK Countries and capitals Local environment - Farm Trip	Locational Knowledge		Map work, Grid references, Where the Anglo-Saxons settled	Mexico, Spain and UK	Egypt
	Habitats - plants and animals World oceans Seasons/Weather	Fieldwork	Volcanoes Roman roads	Extreme Earth Rainforests	Map Skills	Map skills
P.E.	Games	Dodgeball Dance	Invasion Games Gymnastics	Games – Net/Wall Gymnastics Dance	Dodgeball Gymnastics	Rugby Dance
	Dance Gymnastics	Gym Attacking Defending	Dance Invasion Games	Games - Invasion Gymnastics	Football Athletics	Gym Circuits
	Gymnastics Athletics	Athletics Team Games	Striking and Fielding Athletics	Athletics Games – Striking and fielding	Cricket Dance	Athletics Games
Computing	Communicating in the Digital World – Digital Communication and Sharing Information. Word/Publisher/Paint Exploring the Digital World – Collecting, Analysing, Evaluating Real World Data/ Problem Solving. Tally/Graphs Digital cameras and editing	Communicating in the Digital World – Digital Communication and Sharing Information. Word/Publisher/Paint Posters – saving and opening. Online games Paint package	Communicating in the Digital World – Producing and Editing Media. Word/Publisher/Paint PowerPoint Exploring the Digital World – Collecting, Analysing, Evaluating Real World Data/ Problem Solving. Network. World Wide Web.	Communicating in the Digital World – Digital Communication and Sharing Information. Websites. Exploring the Digital World – Collecting, Analysing, Evaluating Real World Data/ Problem Solving. Networks. E-Safety Purple Mash	Communicating in the Digital World – Digital Communication and Sharing Information. Processing skills Communicating in the Digital World – Producing and Editing Media. E-Safety	E- Safety Shaping the Digital World - Control and Programming. Coding Kodu
	Shaping the Digital World - Control and Programming (algorithms). Beebots/ Probotix. Human robot Cbbc and bitesize websites E-Safety	Communicating in the Digital World – Producing and Editing Media. Word/Publisher/Paint Calendars Shaping the Digital World - Control and Programming (algorithms). Probotix/ Scratch Flowcharts Shaping the Digital World – Modelling and Simulations E-Safety	Communicating in the Digital World – Digital Communication and Sharing Information. Emails Shaping the Digital World - Design, write and debug programs. Scratch E-Safety	Shaping the Digital World - Design, write and debug programs. Communicating in the Digital World – Producing and Editing Media. PowerPoint. Emails Exploring the Digital World – Collecting, Analysing, Evaluating Real World Data/ Problem Solving. Data, inputs and outputs. Databases. Purple Mash	Shaping the Digital World – Modelling and Simulations – Variables. Publisher Exploring the Digital World – Collecting, Analysing, Evaluating Real World Data/ Problem Solving. Data, inputs and outputs. Databases.	Continuing Control and Programming. Shaping the Digital World – Modelling and Simulations – Variables. Excel
	Shaping the Digital World – Modelling and Simulations Beetbots Photobooth	Exploring the Digital World – Collecting, Analysing, Evaluating Real World Data/ Problem Solving. Scratch Photobooth	Shaping the Digital World – Modelling and Simulations – Variables. Duck game.	Shaping the Digital World – Modelling and Simulations – Variables. Duck game. Photobooth Shaping the Digital World - Control and Programming. Coding Scratch/Kodu Evaluation of Scratch game. Purple Mash	Shaping the Digital World - Control and Programming. Coding Scratch/Kodu Evaluation of Scratch game.	Exploring the Digital World – Collecting, Analysing, Evaluating Real World Data/ Problem Solving. Communicating in the Digital World – Digital Communication and Sharing Information. Processing skills PowerPoint Communicating in the Digital World – Producing and Editing Media.



Whole School Curriculum Overview – Autumn 2018

D.T.	Design broomstick Design a porridge box	Cooking	Sewing Pizza making	Clay Pottery and lamps, mosaics and Frescoes (Greek Day) Greek landmarks Decision Boards	Viking long ships 3D Wooden structures Fairtrade Baking	Anderson Shelters Clay
	Design a rocket/spacehip	Puppets	Stone Age Structures jewellery	Anglo-Saxon broaches	Space Pebbling Space Sewing	Moving card
	Design a vegetable garden	Where Food Comes From	Clay pots Shields	3D diorama Biscuits	-	
Art	Human Body – Draw, paint and sculpt	Picasso Draw, Paint	Self Portraits	Greek Pottery Artefact sketches	-	Sketching
	Space and Farm - Draw, paint and sculpt Artist: Leonid Afremov	Sculpt	Cave paintings Sketching jewellery Sketching stones	Paul Klee	Frída Kahlo	Enlarging - pastels
	Plants and Pirates Draw, paint and sculpt Artists – Van Gogh and Monet	Develop Techniques	Artefact sketches Mosaics	Extreme Earth (Great Wave), Tornadoes. Rainforest animals	John Constable	Van Gogh
Music	Keeping the beat Moving to music Singing	Singing Composing	Singing	Singing	-	The Orchestra British Composers Recorders
	Percussion instruments	-	Composing and Performing	Recorders	Recorders and Composing	
	Composing through stories Singing	Recorders Singing	Recorders	Composition Performing/Singing	Year 5 production and Musicals O generator	Composing/lyrics O generator
R.E.	Special people in own experience and in Christianity, Hinduism and Sikhism	Personal Experience, Islam	Christianity	Story of Moses, Exodus, and the Ten Commandments The Jewish Festivals Pesach and Sukkot	Christianity and Hinduism (Creation)	Judaism
	Special symbols and objects in own experience and in Christianity, Hinduism and Sikhism	Sikhism, Christianity	Hinduism	Jesus and the baptism.	Christianity (Easter) Hinduism (Reincarnation)	
	Special things in nature in own experience and in Christianity, Hinduism and Sikhism	Judaism, Buddhism	Sikhism, Buddhism	Muhammad and the Qur'an The Mosque and Prayer	Buddhism Christianity (The Church)	
P.S.H.E.	Golden Rules Developing relationships - friendships Co-operation and sharing	Rules, Target Setting	Making the most of their abilities Healthy lifestyles	Making friends	Team work, settling in Managing Emotions E-safety	Democracy
	Golden Rules Developing relationships - friendships Working as a team	Environment, Harmful Products, Community	Consequences of behaviour	E-safety Tolerance	British Values	Internet safety Rights and responsibilities
	Golden Rules Developing relationships - friendships Working as a team British Values	British Values	Taking an active role Developing good relationships and recognising differences	Moving on	Changes Puberty	Sex education and Respecting your body
French	Basic vocabulary and songs	Greetings, Colours, Days	Numbers Greetings Classroom Instructions	Colours, parts of the body, Zoo animals	Revision Local Area	<u>French Week</u> Class routines Clothes
	Basic vocabulary and songs	Months, Numbers	Colours Days of the week Months	Families, Pets, Hobbies, Numbers	Food	Families Verbs Phrases
	Basic vocabulary and songs	Food, Animals	Presentation something learnt in the year	Oral presentations	Oral presentations	Adjectives



Foundation Stage Curriculum Overview – Autumn 2018

Term	Knowledge and understand the world	Personal, Social and Emotional development	Physical Development	Exploring Arts and Design	Communication and Language	Topic Focus story
Autumn 1	Myself and my body. Autumn Days	Rules and Routines	Safety in PE	Exploring Autumn and using different medias.	Using our listening ears	All About Me. We're Going on a Bear Hunt.
Autumn 2	Winter is coming Water Cycle	Being a kind friend	Circle games	Construction using different medias	What sounds can you hear?	Nursery Rhymes The Gingerbread Man
Spring 1	Our world and beyond Growth and decay	Why do we do what we do- understanding why.	Movement and gymnastics – floor work	Texture and Pattern	Letter strings- pitch, tone and volume.	Space The Enormous Turnip
Spring 2	Life along time ago – natural change	Supporting others and understanding needs	Movement and gymnastics- ground work.	Natural art	Sentences – speaking clearly, sentence structure.	Dinosaurs Gruffalo
Summer 1	Food produce and working farms	Growing up and changing	Athletics	Animal Prints and wool art	Class assemblies – audience awareness	The working Farm The Little Red Hen
Summer 2	Holidays now and then	Preparing for change- feelings and emotions	Athletics	Sand Art	Punch and Judy- talking for purpose	The Seaside Tiddler