The Curriculum Map – (revised 2017)

Two Year cycle	Yr1 Term1	Yr 1 Term2	Yr1 Term3	Yr2 Term1	Yr2 Term2	Yr2 Term3
Theme *Core Subjects*	**Stone Age to Iron Age**	**Roman Empire and its impact on Britain**	**Anglo Saxons, Scots and Vikings**	**Ancient Egyptians**	**Ancient Greece**	**History of a Non European Country - Mexico**
English Link with other curriculum areas	**F.S**. Stories with predictable structures. Patterned language **Yr1/2** Stories with familiar settings. Poetry- patterns, contemporary and classic poetry in familiar settings. Recite. Non-fiction text organisation. Instructions. **Y3/4** Fables, Parables & historical stories. Playscripts. Poetry – recite and perform. Information texts, non-chronological reports, newspaper reports **Y5/6** Significant writers & authors, classic fiction. Recite & perform poetry. Non-chronological reports, explanations, biography & autobiography, journalistic writing.	**F.S**. Poetry – traditional and modern. Chants & action verses. **Y1/2** Fairy stories & traditional stories. Stories from other cultures. Poetry-playground chants, action verse, Recite poems by significant/classic poets. Plays. Information books, non-chronological reports. **Y3/4** Myths & Legends, Stories in imaginary worlds. Poetry from different cultures. Recite & perform classic & modern poetry. Instructions & Persuasive writing. **Y5/6** Myths & Legends from other cultures, longer stories from a selection of genres. Poetry- learn by heart, recite & perform longer classic and narrative poetry. Study & compare a range of poetic forms. Persuasive writing. Discussion texts. Non-chronological reports.	**F.S**. Non-fiction text and recounts. **Y1/2** Stories in fantasy worlds. Stories by the same author. Significant children's authors.. Poetry- poems on similar themes, texts with language play. Information texts, recounts, explanations. **Y3/4** Adventure and mystery stories, short stories, stories that raise issues. Poetry- humorous poetry, poetry that plays with language. Poetry in different forms. Recite and perform Letters for purpose, Explanation text. . **Y5/6** Stories from a variety of cultures and traditions. Different authors approach to the same theme. Poetry- Choral & performance poetry, different authors and their approach to the same theme. Discussion texts, information books, explanations & non-chronological reports. Reference texts	**F.S**. Stories with predictable structures. Patterned language **Yr1/2** Stories with familiar settings. Poetry- patterns, contemporary and classic poetry. Recite. Non-fiction text organisation. Instructions. **Y3/4** Fables, Parables & historical stories. Playscripts. Poetry – recite and perform. Information texts, non-chronological reports, newspaper reports **Y5/6** Significant writers & authors, classic fiction. Recite & perform poetry. Non-chronological reports, explanations, biography & autobiography, journalistic writing.	**F.S**. Poetry – traditional and modern. Chants & action verses. **Y1/2** Fairy stories & traditional stories. Stories from other cultures. Poetry-playground chants, action verse, Recite poems by significant/classic poets. Plays. Information books, non-chronological reports. **Y3/4** Myths & Legends, Stories in imaginary worlds. Poetry from different cultures. Recite & perform classic & modern poetry. Instructions & Persuasive writing. **Y5/6** Myths & Legends from other cultures, longer stories from a selection of genres.	**F.S**. Non-fiction text and recounts. **Y1/2** Stories in fantasy worlds. Stories by the same author. Significant children's authors.. Poetry- poems on similar themes, texts with language play. Information texts, recounts, explanations. **Y3/4** Adventure and mystery stories, short stories, stories that raise issues. Poetry- humorous poetry, poetry that plays with language. Poetry in different forms. Recite and perform Letters for purpose, Explanation text. . **Y5/6** Stories from a variety of cultures and traditions. Different authors approach to the same theme. Poetry- Choral & performance poetry, different authors and their approach to the same theme. Discussion texts, information books, explanations & non-chronological reports. Reference texts
Drama	Role play/drama. Teaching and Learning strategies used to access/develop work in other areas of the curriculum – particularly in Literacy.					

	Number and place value	Addition and subtraction	Multiplication and division	fractions	Measurement	Geometry - shape	Geometry – position and direction	Statistics
Yr 1	Count to and across 100, forwards and back from any number. Count, read, write numbers to 100, count in multiples of 2,5,10. Identify one more and one less of a number. Identify and represent numbers using objects and pictorial representations including a number line. Use language of : = < > most and least.	Mathematical statements involving + - = signs. Number bonds and subtraction facts to 20. Add & subtract one-digit & two-digit numbers to 20. One step problems involving addition and subtraction.	One step problems involving multiplication and division, by using concrete objects and pictorial representations.	Recognise a half and a quarter of an object, shape or a number.	Compare, describe and solve practical problems. Measure and begin to record length/height, mass/weight, capacity/volume, time. Recognise & know value of coins/notes. Sequence events in chronological order. Recognise language of dates. Tell the time to the hour and half past the hour.	Recognise and name common 2D and 3D shapes.	Describe position, direction and movement including whole, half, quarter and three quarter turns	
Yr 2	From 0 count in steps of 2,3, and 5 Recognise place value in two-digit numbers. Identify, represent and estimate numbers using different representations. Compare and order numbers from 0-100, use <>= signs. Read/write numbers to 100 in numerals and words. Use place value and number facts to solve problems.	Solve problems with addition and subtraction. Recall and use addition & subtraction facts to 20, derive & use related facts up to 100. Add & subtract numbers using concrete objects, pictorial representations & mentally. Understand commutative law of addition but not subtraction. Recognise and use inverse operation and use this to check calculations and solve missing number problems.	Use multiplication & division facts for the x2,x5 & x10 tables. Recognise odd/even numbers. Calculate mathematical statements using multiplication, division and equals signs. Understand commutative law of multiplication but not division. Solve problems.	Recognise, find, name and write fractions for 1/3, ¼,2/4, and ¾ of a length, shape, set of objects or quantity. Write simple fractions, recognise equivalence of 2/4 and ½.	Choose appropriate standards units to estimate & measure to the nearest unit using rulers, scales, thermometers and measuring vessels. Compare and order lengths,mass, capacity, and record results using < > =. Use symbols for pounds and pence. Find different combinations of coins to equal the same amount of money. Solve problems involving money and change. Compare and sequence intervals of time. Tell/write time to five minutes. Know minutes in an hr, and hrs in a day.	Identify & describe properties of 2D and 3D. Identify 2D shapes on the surface of 3D shapes. Compare and sort common 2D & 3D shapes and everyday objects.	Order and arrange mathematical objects in patterns and sequences. Use mathematical vocabulary to describe position, direction, and movement.	Pictograms, tally charts, block diagrams, and simple tables. Ask/answer simple questions by counting objects in a category & sorting categories. Ask/answer questions about totalling and comparing categorical data.
	Number and place value	Addition and subtraction	Multiplication and division	fractions	Measurement	Geometry - shape	Geometry – position and direction	Statistics
Yr 3	Count in multiples of 4, 8, 50, & 100. Find 10 or 100 more or less than a given number. Recognise place value in three digit numbers. Compare /order numbers to 1000. Estimate numbers. Read/write numbers to 1000 in numerals and words. Solve number problems.	Add/subtract numbers mentally. Add/subtract numbers with up to three digits, using formal written methods of column addition and subtraction. Estimate answers and use inverse operation to check answers. Solve problems.	Recall and use multiplication and division facts for the x3, x4, x8 tables. Write/calculate statements for multiplication and division mentally and using formal written methods. Solve problems.	Count up and down in tenths. Recognise, find & write fractions of a discrete set of objects. Recognise and use fractions as numbers, equivalent fractions with small denominators, add and subtract fractions with the same denominator within a whole, order fractions withi the same denominator. Solve problems	Measure, compare, add and subtract. Measure perimeter of simple 2D shapes. Add/subtract money to give change. Tell/write the time from an analogue clock – using Roman numerals, 12hr & 24hr clocks. Read time to the nearest minute. Compare time in seconds, minutes & hrs. Know number of seconds in a minute, days in a month, year & leap year. Compare durations of events.	Draw 2D shapes. Make 3D shapes, recognise shapes in different orientations. Recognise angles. Identify right angles, know 2 right angles make a half turn etc. Identify horizontal and vertical lines. Perpendicular and parallel lines.	N/A	Interpret and present data using bar charts, pictograms and tables. Solve one step and two step questions using information in scaled bar charts, pictograms and tables.
Yr 4	Count in multiples of 6, 7, 9, 25, 1000. Find 1000 more and	Add & subtract numbers up to 4 digits using formal written methods.	Recall multiplication and division facts to 12x12.	Common equivalent fractions. Count up and down in hundredths.	Convert between units of measure. Measure and calculate the perimeter of a rectilinear figure in cm & m.	Compare & classify geometric shapes.	Describe positions on a 2D grid as co-ordinates in the first	Interpret and describe discrete and continuous data

	Number and place value	Addition and subtraction	Multiplication and division	fractions	Measurement	Geometry - shape	Geometry – position and direction	Statistics
	less of a number. Count backwards to include negative numbers. Recognise place value in four digit numbers, order & compare numbers beyond 1000. Estimate numbers, round to nearest 10, 100, 1000. Solve number and practical problems. Read Roman numerals to 100 and know changes in the numeral system.	Estimate and use inverse operation to check answers. Solve addition and subtraction two-step problems in contexts.	Use place value to multiply and divide mentally. Recognise and use factor pairs. Multiply 2&3 digit numbers by one digit using formal written layout. Solve problems.	Solve problems involving harder fractions. Add & subtract fraction with the same denominator. Recognise & write decimal equivalents. Divide by 10 and 100, round decimals, compare numbers with the same number of decimal places, Solve simple measure and money problems involving fractions & decimal places to two places.	Find area of rectilinear shapes by counting squares. Estimate, compare and calculate different measures, including money to pounds and pence.	Identify acute & obtuse angles, compare &border angles. Identify lines of symmetry in 2D shapes. Complete simple symmetric figures.	quadrant. Describe translations to the left/right & up/down. Plot points and draw sides to complete a given polygon.	using graphical methods including bar charts & time charts. Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs
Yr 5	Read, write order & compare numbers to 1, 000, 000. Count forward and back in steps of 10 to 1,000,000. Interpret negative numbers in context. Round numbers to nearest 10, 100, 1000, 10,000 & 100,000. Solve number problems. Read Roman numerals to 1000 and recognise years written in Roman numerals.	Add/subtract whole numbers with more than 4 digits using formal written methods. Add/subtract large numbers mentally. Use rounding to check answers to calculations. Solve addition and subtraction multi-step problems in contexts.	Identify multiples and factors. Know prime numbers, prime factors & composite numbers. Multiply numbers up to 4 digits using formal methods. Multiply & divide numbers mentally. Divide numbers up to 4 digits by a one digit number using written methods and interpreting remainders. Multiply and divide whole numbers/decimals by 10, 100 & 1000. Recognise and use squared and cubed numbers. Solve problems	Compare and order fractions, identify equivalent fractions, recognise mixed numbers and improper fractions & convert. Add/subtract fractions with same denominator and denominators that are multiples of the same number. Multiply fractions by whole numbers. Read/write decimal numbers as fractions. Recognise thousandths. Round decimals with 2 decimal places to whole number. Read,write ,order numbers to 3 decimal places. Solve problems. Recognise % & write as a fraction. Solve problems.	Convert between different units of metric measurements. Understand & use equivalences between metric and imperial measurements. Measure and calculate perimeter of rectilinear shapes in cm & m. Calculate and compare area of rectangles and irregular shapes. Estimate volume using cm blocks. Solve problems by converting between units of time. Use all four operations to solve problems	Identify 3D from 2D representations. Know angles are measured in degrees, draw & measure them. Estimate and compare acute, obtuse and reflex angles. Identify angles at a point on a straight line and one whole turn. Deduce related facts about rectangles – find missing lengths and angles. Distinguish between regular & irregular polygons.	Identify ,describe & represent the position of a shape following a reflection or translation, using appropriate language, and know that the shape has not changed.	Solve comparison, sum and difference problems using information presented in a line graph. Complete, read and interpret information in tables including timetables.
Yr 6	Read, write, order & compare numbers up to 10 000 000 and determine value of each unit. Round whole numbers, use negative numbers in context, calculate intervals across zero. Solve number and practical problems that involve the above.	Multiply multi-digit numbers up to 4 digits by a two-digit whole number using formal written methods of long multiplication. Divide numbers up to 4 digits by a two digit whole number using long and short division. Perform mental calculations, identify common factors, common multiples and prime numbers. Carry out calculations involving the four number operations. Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.		Use common fractions to simplify fractions. Compare & order fractions. Add & subtract fractions. Multiply simple pairs of proper fractions.Divide proper fractions by whole numbers.Associate a fraction with division and calculate decimal fraction equivalents. Multiply &	Solve problems involving calculation & conversion of units of measure using decimal notation up to three places. Use, read & write and convert between standard units. Convert between miles & km. Recognise that shapes with same area can have different perimeters. Use formulae for area & volume. Calculate area of parallelograms & triangles. Calculate volume of cubes & cuboids	Draw 2D & build 3D shapes. Compare & classify geometric shapes. Illustrate & name parts of a circle. Recognise angles where they meet & find missing angles.	Describe positions on the full coordinate grid. Draw and translate simple shapes on the coordinate plane, and reflect them in the axes.	Interpret and construct pie charts and line graphs and use these to solve problems. Calculate and interpret the mean as an average.

		Use estimation to check answers.	divide up to 3 decimal places	using standard units.			
Yr6			Multiply one-digit numbers with up to two decimal places by whole numbers. Use written division methods, Solve problems which require answers to be rounded. Recall and use equivalences between simple fractions, decimals and percentages, including different contexts.				
Yr6				Ratio and proportion	Algebra		Yr6
				Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts. Solve problems involving the calculation of percentages. Solve problems involving similar shapes where the scale factor is known or can be found. Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples,	Use simple formulae Generate and describe linear number sequences. Express missing number problems algebraically. Find pairs of numbers that satisfy an equation with two unknowns. Enumerate possibilities of combinations of two variables.		

TERM	Stone Age to Iron Age	Roman Empire and its impact on Britain	Anglo Saxons, Scots and Vikings	Ancient Egyptians	Ancient Greece	History of a Non European Country - Mexico
Science	**Y1/2** Animals including humans (y2) *Seasonal Changes* **Y3/4** Living things and their habitat (y4) Light (y3) *Plants* **Y5/6** Living things and their habitats(y6) Light (y6) *Revision*	**Y1/2** Everyday materials (yr1) *Seasonal Changes* **Y3/4** Rocks (y3) Animals including humans (y4) *Plants* **Y5/6** Space (y5) Living things and their habitats *Revision*	**Y1/2** Living things and their habitats (yr2) *Seasonal Changes* **Y3/4** Plants (y3) *Plants* **Y5/6** Evolution and inheritance (y6) Animals including humans *Revision*	**Y1/2** Animals including humans (y1/2) *Seasonal Changes* **Y3/4** Materials (y4) Electricity (y4) *Plants* **Y5/6** Materials (y5) Electricity (y6) *Revision*	**Y1/2** Uses of everyday materials (y2) *Seasonal changes* **Y3/4** Animals including humans (y3) Sound (y4) *Plants* **Y5/6** Earth and Space (y5) Animals including humans (y6) *Revision*	**Y1/2** Animals including humans (y1) *Seasonal changes* **Y3/4** Forces and magnets (y3) *Plants* **Y5/6** Forces (y5) Animals including humans (y5) *Revision*
Computing						

Computing – Use technology safely and respectfully and responsibly, keeping personal information private. Know a where and who to go to for help and support if they have concerns about the internet. K.S.2 Know a range of ways to report concerns and inappropriate behaviour.   Use ICT in English, Maths and Science. Use word processing and text creation(Dancemat)

Computing	**Yr1/2** We are celebrating 1.1 We are Painters 2.2 We are treasure hunters 1.2 We are astronauts 2.5 **Yr3/4** We are researchers 3.1 We are co-authors 4.1 We are animators 3.3 We are artists 4.5 **Yr5/6** We are architects 5.2 We are web developers 6.5 We are advertisers 5.4 We are game developers6.3	**Y1/2** We are Storytellers 1.3 We are time travellers2.4 We are TV chefs 1.5 We are journalists 2.3 **Yr3/4** We are presenters 3.6 We are Musicians 4.3 We are comic writers 3.2 We are travel presenters 4.6 **Yr5/6** We are photographers 5.1 We are explorers6.1 We are statisticians 5.5 We are fundraisers 6.2	**Y1/2** We are Personal Trainers 1.4 We are Zoologists 2.6 We are Gardeners 1.6 We are detectives 2.1 **Yr3/4** We are opinion pollsters 3.4 We are historians 4.4 We are communicators 3.5 We are meteorologists 4.2 **Yr5/6** We are traders 5.6 We are environmentalists 6.4 We are bloggers5.3 We are publishers 6.6	**Yr1/2** We are celebrating 1.1 We are Painters 2.2 We are treasure hunters 1.2 We are astronauts 2.5 **Yr3/4** We are researchers 3.1 We are co-authors 4.1 We are animators 3.3 We are artists 4.5 **Yr5/6** We are architects 5.2 We are web developers 6.5 We are advertisers 5.4 We are game developers6.3	**Y1/2** We are Storytellers 1.3 We are time travellers2.4 We are TV chefs 1.5 We are journalists 2.3 **Yr3/4** We are presenters 3.6 We are Musicians 4.3 We are comic writers 3.2 We are travel presenters 4.6 **Yr5/6** We are photographers 5.1 We are explorers6.1 We are statisticians 5.5 We are fundraisers 6.2	**Y1/2** We are Personal Trainers 1.4 We are Zoologists 2.6 We are Gardeners 1.6 We are detectives 2.1 **Yr3/4** We are opinion pollsters 3.4 We are historians 4.4 We are communicators 3.5 We are meteorologists 4.2 **Yr5/6** We are traders 5.6 We are environmentalists 6.4 We are bloggers5.3 We are publishers 6.6
PE	**K.S.1& 2** Master basic movements including running, jumping, throwing and catching. There should be a balance of opportunity to develop the three main elements: team games(developing tactics for attack and defence), dance(movement patterns) and Gymnastics(co-ordination and agility). They should engage in competitive and co-operative physical activities and lead healthy, active lifestyles. **K.S.2** Children should have a balance of opportunity to develop skills in Gymnastics, Dance & competitive Games*, preferably each term, but certainly over the year. (2 sessions total each week) * Athletics (Outdoor & Adventure) Swimming sessions will be once a week for a whole term in each year in K.S.2 They should enjoy communicating, collaborating and competing with each other and lead healthy, active lives.					
PSHEE and Citizenship	**Core Theme 1** **Health & well being** Whole School Safety Day Christmas Fair OAP singing Theatre Trip Anti -Bullying week Enterprise Scheme	**Core Theme 2** **Relationships** Comic relief/Sport Relief Healthy Breakfast Whole School Sport Afternoon Enterprise Scheme Healthy Eating Day	**Core Theme 3** **Living in the Wider World** Grandparents Day, Whole School Picnic, Cranwell Voice Fun Afternoon. MacMillan Mile Cranwell Flower Festival/ Village Fete. School BBQ. Experience Day. Cycling Proficiency Sports Day Enterprise Scheme	**Core Theme 1** **Health & well being** Whole School Safety Day Christmas Fair OAP singing Theatre Trip Anti-bullying week Enterprise Scheme	**Core Theme 2** **Relationships** Comic relief/Sport Relief Healthy Breakfast Whole School Sport Afternoon Enterprise Scheme Healthy Eating Day	**Core Theme 3** **Living in the Wider World** Grandparents Day, Whole School Picnic, Cranwell Voice Fun Afternoon. MacMillan Mile Cranwell Flower Festival/ Village Fete. School BBQ. Experience Day. Cycling Proficiency Sports Day Enterprise Scheme
SMSC	**SMSC must not be treated in isolation; instead it must be embedded across all aspects of the curriculum.** **Spiritual** – explore beliefs &experience, respect values; discover oneself & the surrounding world; use imagination & creativity; reflect**. Moral** – recognise right & wrong, understand consequences; investigate moral & ethical issues; offer reasoned views. **Social** – use social skills in different contexts; work well with others; resolve conflicts; understand how community works. **Cultural** – appreciate cultural influences; participate in cultural opportunities; understand, accept, respect & celebrate diversity.					

TERM No. Year cycle	Yr1 Term1	Yr 1 Term2	Yr1 Term3	Yr2 Term1	Yr2 Term2	Yr2 Term3
Theme *Humanities*	**Stone Age to Iron Age**	**Roman Empire and its impact on Britain**	**Anglo Saxons, Scots and Vikings**	**Ancient Egyptians**	**Ancient Greece**	**History of a Non European Country - Mexico**
History	**K.S.1 A Long Time Ago.** **Y1/2** Farming and Food. Houses and machines. **K.S.2 Changes in Britain Stone age to Iron age** **Y3/4** Late Neolithic, Stone and Bronze age. Every day life. **Y5/6** Iron age. Designers/ technology & architecture	**K.S.1 Homes now and in the past.** **Y1/2** Family life. **K.S.2 Roman Empire and its impact on Britain** and the locality. **Y3/4** Invaders and every day life. **Y5/6** Designers/ technology & architecture.	**K.S.1 Transport –** **Y1/2** Cars, Trains, flight **K.S.2 Anglo Saxons, Scots and Vikings**. **Y3/4** Settlement by Anglo Saxons and Scots. Every day life. **Y5/6** Raids and invasion to 1066.	**K.S.1** **Y1/2** The Great Fire of London. **K.S.2 Ancient Egyptians** **Y3/4** Daily life, Religion & art. **Y5/6** Ancient Egyptian influence on the Western World – achievements, design, technology and architecture.	**K.S.1 Health –** **Y1/2** Famous people Florence Nightingale, Mary Seacole. **K.S.2 Ancient Greek life and achievements.** **Y3/4** Daily life, religion and arts. **Y5/6** Influence on the Western world. Design, technology and architecture. Sport and health.	**K.S.1 Castles** **Y1/2** Local castles **K.S.2 Study of a non-European country. Mexico. – Mayan and Aztecs.** **Y3/4** Daily life, religion and arts. **Y5/6** Contrast with British history – Design, technology and architecture.
Geography	**K.S.1** **Y1/2** Contrasting locality in the UK. **Y3/4 The Rainforest** and its impact on the environment, animals and man. **Y5/6** World environment and changes	**K.S.1** The World and where we go on holiday. **Y3/4 A local study** – Lincoln, Cranwell and the coast. Link to history and WW2. **Y5/6 Exploreres, time zones and trade links.** Economic activity inc trade links and the distribution of natural resources inc energy	**K.S.1 Explorers and map work.** Use simple compass directions-N,S,E,W. Locational and directional language – near, far, left, right. - Columbus. **Y3/4 Explorers and map work** **Y5/6 The Lake District**	**K.S.1** Island Home - Katie Morag **Y3/4 Land use** Settlements and farming. The Water Cycle **Y5/6 Water and effect on the landscape**. Rivers food, minerals and H2O	**K.S.1** Our school locality. Use simple fieldwork and observational skills to study the geography of our school and its grounds and the key human and physical features of its surrounding environment. **K.S.2** European Study Y3/4 Y5/6 To be agreed with individual teachers	**K.S.1 Mexico** – place knowledge. Understand geo similarities and differences through studying human and physical geo of a small area of the UK and of a small area in a contrasting non-European country. – Local area and Mexico. **K.S.2** Locate World countries **Y3/4 – North and South America** **Y5/6 Mountains, Volcanos and Earthquakes** around the world.
Geography	K.S.1 Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas. Identify seasonal and daily weather patterns in the UK and the location of hot and cold areas of the World in relation to the Equator and the North and South Poles Use world maps, atlases and globes to identify the UK and its countries as well as countries, continents and Oceans studied at this key stage. K.S.2 Locate the world's countries using maps to focus on Europe and N & S America concentrating on their environmental regions, key physical and human characteristics, countries and major cities.					
RE	**K.S.1 Y1/2** Talk about God and giving thanks. Christmas **L. K.S.2** Divali Christmas **U. K.S.2** Hinduism	**K.S.1** Judaism. Easter & Stories of Jesus. **L.K.S.2** Easter and its meaning **U.K.S.2** What made people follow Jesus? Where did the Bible come from?	**K.S.1** Talk about God and giving thanks. **L.K.S.2** Christian beliefs and lifestyles. **U.K.S.2** Famous religions and people – Hinduism, Muslim, Christian.	**K.S.1** Hanukkah, Judaism, Christmas. **L.K.S.2** Christian Journeys **U.K.S.2** How do Christians try to live out their beliefs about God?	**K.S.1** The Church, Easter. **L.K.S.2** Signs and symbols in a Church. **U.K.S.2** Muslim beliefs and lifestyle.	**K.S.1** Christianity **L.K.S.2** Beautiful World, Wonderful God. **U.K.S.2** Buddism
MFL	Introduction to a Modern Foreign Language – La Jolie Ronde Scheme of Work French/Spanish/German depending upon class teacher's strengths and preference.					

TERM No. Year cycle	Yr1 Term1	Yr 1 Term2	Yr1 Term3	Yr2 Term1	Yr2 Term2	Yr2 Term3
Theme *Creative Arts and Cultural Experiences*	**Stone Age to Iron Age**	**Roman Empire and its impact on Britain**	**Anglo Saxons, Scots and Vikings**	**Ancient Egyptians**	**Ancient Greece**	**History of a Non European Country - Mexico**
D & T	KS 1 & 2 electrical systems and components Stiff and flexible sheet materials (ICT) KS 1 using electrical components & construction kits	KS 1 & 2 Work with a mechanical component Stiff & flexible materials (both linked)	KS 1 & 2 Stiff and flexible materials (ICT)	KS 1&2 Mouldable Wood materials (those that can be re-moulded & those that can't) KS 2 Flexible and stiff materials	KS 2 & 1 Textiles (cloth & water Cloth & heat/cold) (ICT) KS 2 Flexible & stiff materials	KS 1&2 Work with Flexible & stiff materials
Food Technology	K.S.1 Use the basic principles of a healthy and varied diet. Understand where food comes from. K.S.2 Understand and apply the principles of a healthy and varied diet. Prepare and cook a variety of predominately savoury dishes using a range of cooking techniques. Understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed.				**Look at detailed subject planning for skills and recipes**	
Art & Design	K.S.1 To use a range of materials creatively to design and make products. Through drawing, painting and sculpture develop and share their ideas experiences and imagination. Develop a wide range of art and design techniques using colour, line, shape, form and space. (generally linked to another subjects themed focus) Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. --- K.S.2 Children should be taught how to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. Pupils should create sketch books to record their observations and use them to review and revisit ideas. Children should be taught to improve their mastery of art and design techniques, including drawing, and painting and sculpture with a range of materials, eg, pencil charcoal, paint, clay. Focus on the great artists, architects and designers in history. ---					
Music	K.S.1 Singing sessions each week – singing songs, chants and rhymes. Playing tuned and un-tuned instruments. Composing – experiment with, create, select and combine sounds using the inter-related dimensions of music. Appreciation- listen to and understand a range of high quality live and recorded music K.S.2 Singing sessions each week with blocked periods for playing tuned and un-tuned instruments. Composing and Appraising own work and be able to use and understand the staff and treble clef notation. Music Appreciation – know the work of the great composers, develop an understanding of the history of music All children are to follow the 7 musical elements (pitch, timbre, dynamics, tempo, structure, duration)					