



Year 1 - 6 - Curriculum map



Planned half term	ILP	Year group	Subject focus	Memorable experience	Innovate challenge	Love to Read link	Love to Investigate	English	Art & Design	Computing	D&T	Geography	History	Mathematics	Music	PE	PSHE	Science
1	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 healthy; Working scientifically
2	Towers, Tunnels and Turrets	Year 2	D&T	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	Moon Zoom!	Year 1	D&T	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
4	The Scented Garden	Year 2	Science	Visit a garden centre or florist	Make a fragranced gift	N/A	What's on your wellies? Can seeds grow anywhere? How does grass grow?	Recounts; Non-chronological reports; Instructions; Narrative; Information books	Observational drawing; Sculpture; Flower-pressing	Presenting information	Making fragrant products	Plants in the local environment; Plants of the world	Discrete	Measurement	Action rhymes	Discrete	Discrete	Plants
5	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
6	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