

Curriculum Coverage

EYFS Year A

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Marvellous Me	Let's celebrate	Tell Us a Story	Food Glorious Food	Animal Antics	Bigger, Bigger, Bigger

EYFS Year B

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Time to Rhyme	Knight, Night	Help, Help	Out of this World	On the Move	Fun in the Sun

Year 1

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Splendid Skies Science – seasonal changes/ weather Geography – seasonal and daily weather patterns/hot and cold areas Art – textiles DT – making kites	Enchanted Woodland Science – plants and animals/growing plants/recording data/identifying and classifying structures of plants and trees Geography – maps/compass directions/locational knowledge	Bright Lights/Big City Science – Everyday materials Geography – countries and capitals of the UK/similarities and differences/contrast with non-European location/locational language/human features (city, town etc.) Maps/aerial images History – Great fire of London Art – digital media DT - Lego	Memory Box Science – Parts of the human body Geography- field work/school ground/local area History – changes in living memory Art – artists and designers DT - Cooking	Paws, Claws and Whiskers Science – Animals including humans Geography – using and making maps/describing physical features Art – drawing, collage and sculpture	Super Heroes Science –Senses (Human Body) History – Florence Nightingale Art – mixed drawing (mixing primary colours) DT - Construction

Year 2

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Towers, Tunnels and Turrets Science – identifying and	Mud, Mess and Mixtures Science – everyday materials (squashing/bending/twisting) Art – mixing colours/painting/printing DT - Cooking	Land Ahoy Science – everyday materials (waterproofing)/how humans stay healthy Geography – using and making	Scented Garden Science – plants Geography – plants in the local	Street Detectives Geography – field work and local area/human and physical features/making maps with	Wriggle and Crawl Science – living things and their

classifying everyday materials Geography – structures around the world History – Castles and castle life		maps/locational knowledge/using and giving directions/weather and day length History – Captain Cook and Grace Darling Art – digital media/painting/tones DT – Technical knowledge (boat building)	area and around the world. Art – drawing and collage	keys/aerial images History – changes within living memory/significant people, places and events in the local area DT – Structures (lego)	habitats/ animals including humans Art - sculpture
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Year 3

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Gods and Mortals History – Ancient Greeks Geography – ancient and modern day Greece/geographical features using a map Art – sculpture DT – cooking	Mighty Metals Science – forces and magnets DT – levers and linkages	Predators Science – animals including humans Geography – field work using maps/locate countries and continents Art – printing	Tremors Science – rocks Geography – Volcanoes and Earthquakes Art – digital media	Tribal Tales Science – plants Art – art from different places around the world History – Prehistoric Britain to Iron Age Geography – Fieldwork/human and physical/using maps/aerial images	Urban Pioneers Science – light Geography – geographical skills and field work History – Local history Art – take one picture (drawing and painting) DT - pulleys

Year 4

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
1066 Science – forces and magnets History – Battle of Hastings/Vikings Geography – Field work/human and physical	Scrumdiddilyumptious Geography – Use a range of resources to identify human/physical features History – overview of life in Britain from	Misty Mountain Sierra Science – animals including humans Geography – describe geographical similarities between	Playlist Science – plants Geography – use maps/atlas/globes Art – digital media DT - designing	Heroes and Villains Science – light History – characteristics and features of the past/events/artefacts /timelines/diversity of the past/appropriate vocabulary DT – electrical systems	Flow Science – rocks Geography – Locate the hemispheres, equator and tropics/describe locality of school and changes over time/explain own views about locations giving

features Art – Take one picture (textiles)	Ancient and medieval times Art – collage DT - Cooking	countries/maps and atlases/name and locate counties and cities in the UK/Name and locate countries of Europe/Volcanoes/ 8 points of a compass. Art – drawing and painting techniques			reasons/field work/ name and locate countries cities in UK and physical characteristics such as rivers/8 points of a compass/water cycle. History – describe changes/compare other times studied/change over time DT – structures
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Year 5

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<p>Pharaohs Geography – human and physical features of the Nile Geography – Investigate patterns (create maps/similarities and differences/change s/key aspects of physical geography History – Ancient Egypt Art - To master techniques – sculpture Canopic jars from clay (to use tools to carve, add shape, texture and pattern). DT - Lego Sphinx/ pyramid Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for</p>	<p>Stargazers Science – Earth and Space/forces (scream machine)/properties and changes of materials/mechanisms Geography – name and locate countries of North and South America (one off lesson). Art - To take inspiration from the greats (classic and modern) Van Gogh</p>	<p>Princes, Peasants and Pestilence Science – Living things (bacteria/scientific enquiries). Geography – Create maps of locations identifying patterns. DT - Cam toys (Understand and use mechanical systems in their products).</p>	<p>Beast Creator Science – Living things and their habitats (food chains/lifecycles) Geography – Describe geographical diversity across the World. Understand key aspects of physical Geography. Art - To master techniques – collage Create a collaged beast using mixed textures/combined</p>	<p>Allotment Science – plants/reproduction Geography – explain how countries and geographical regions are interconnected and interdependent. Eight points of the compass. Create maps. Use different types of field work sampling (random and systematic) to observe, measure and record the human and physical features in the local area. Record results in a range of ways. Art - To master</p>	<p>Time Travellers Science – reversible and irreversible changes. Animals including humans (how our body changes as we age). Geography – name and locate countries and cities of the world and identify human and physical characteristics. Art - To master techniques – digital media (ICT) (enhance digital media by editing, including sound, video, animation, still images and installations).</p>

purpose aimed at particular individuals or groups			visual and tactile qualities).	<p>painting techniques (Sketching)</p> <p>To master techniques – sketching</p> <p>Form, shadow, reflection, perspective</p> <p>DT - (Understand and apply the principles of a healthy and varied diet).</p> <p>(Understand seasonality and know where and how a variety of ingredients are grown, reared, caught or processed).</p>	
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Year 6

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<p>Revolution (including Darwin's Delight)</p> <p>Science – Evolution/inheritance</p> <p>Geography – describe how locations around the world are changing and explain some of the reasons for change. Collect and analysis statistics and information to draw clear conclusions</p>	<p>Hola Mexico</p> <p>Science – All Living Things</p> <p>Geography – Understand some reasons for geographical similarities and differences between countries. Describe interconnection and interdependence between countries. Name and locate countries of North and South America</p>	<p>A Child's War</p> <p>Science – Electricity</p> <p>Geography – name and locate some of the countries and cities of the world and their identifying physical and human characteristics and how they have changed over time.</p> <p>History – WW2</p> <p>Art - To master painting techniques (Colour wash,</p>	<p>Blood Heart/ID</p> <p>Science – Animals including humans</p> <p>DT - Restaurant Evening</p> <p>(Understand and apply the principles of a healthy and varied diet).</p> <p>(Prepare and cook a variety of predominately savoury dishes using a range of cooking techniques)</p>	<p>Frozen Kingdom</p> <p>Science – Living Things and Their Habitats</p> <p>Geography – Describe geographical diversity across the world. Use a range of geographical resources. Describe and understand aspects of physical geography, climate zones, biomes and vegetation belts. Identify and describe geological significance of latitude/longitude/equator/hemisphere/tropics/Arctic</p>	<p>Gallery Rebels</p> <p>Science – Light/SRE</p> <p>Art - To take inspiration from the greats (classic and modern)</p> <p>To master painting techniques (acrylic/ colour palette/combine colour and texture to create mood)</p> <p>Jackson Pollack</p> <p>To master techniques – digital media (ICT) (enhance digital media by editing,</p>

<p>about location. Identify and describe how the physical features affect human activity. Use a range of geographical resources. Compare aerial images to maps and topological maps. Recognise Ordnance survey symbols and use of these.</p> <p>History – Victorians/Significant change/Mary Anning/Charles Darwin Art - To master techniques – textiles</p> <p>Victorian Sampler (show precision and techniques/to use a range of stitching techniques and combine previously learned techniques to create pieces – calendar).</p> <p>DT - Sewing - Select from and use a wider range of materials and components</p>	<p>and identify physical and human features. Human geography including settlements, land use, economic activity and distribution of natural resources. Use a range of geographical resources. Compare aerial images to maps and topological maps.</p> <p>History – The Mayans Art - To master techniques – sculpture (Mayan masks using Papier Mache combine visual and tactile qualities/ use frameworks such as wires or mould to provide stability and form/ show lifelike qualities and real life proportions and if more abstract provoke different interpretations.</p>	<p>sketch, combine light and colour).</p> <p>To master techniques – sketching</p> <p>Form, shadow, reflection, perspective</p> <p>DT - Building an air raid shelter and incorporating an electric light system.</p> <p>(Understand and use electrical systems in their products).</p> <p>(Select from and use a wider range of tools and equipment to perform practical tasks accurately).</p>		<p>and Antarctic/time zones. History – Artic Exploration Art - To master techniques – printing</p> <p>Inuit block prints/lino prints</p> <p>Build up layers of colour/create an accurate pattern showing fine detail/ use a range of visual elements to reflect the purpose of the work.</p>	<p>including sound, video, animation, still images and installations).</p> <p>DT - Lego Game Making Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose aimed at particular individuals or groups</p>
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