



# Curriculum Map

## Year One

Term	Project	Subject focus	Art and Design	Computing	Design and technology	Geography	History	Music	Science	PE	PSHE
Autumn 1	Childhood	History	Colour mixing	Digital literacy	Designing shelters	Our wonderful world	Past and present in our own lives / old and new toys	Learning songs with verses / call & response songs / performing as a class	Everyday materials	Real PE Personal - Playground games	Being Me in My World
Autumn 2			Portraits	Computer systems				Moving & counting in time to music / listen for instruments within a piece of music / keep in time with a changing pulse			
Spring 1	Bright lights, Big city!	Geography	Sculpture and printing using natural materials	e-safety	Wheels and axels / designing a taxi	Geography of the UK and the UK compared to a non-European city	The Great Fire of London and the coronation of Queen Elizabeth II	Singing and composing using familiar word patterns / pitch and rhythm patterns Use of percussion instruments	Seasonal changes and weather patterns	Real PE Cognitive - Fundamentals	Dreams and Goals
Spring 2				Algorithms				Creating movements, music and pictures based on 'Dawn' by Benjamin Britten			
Summer 1	School Days	History	3D paper art / the work of James Rizzi	Programming	Food preparation and designing a healthy sandwich	Locating continents and oceans	Life in the Victorian era	Beat and pitch based around Anna Meredith's electronic 'Nautilus'.	Plants	Real PE Physical - Athletics	Relationships
Summer 2				Word processing using laptops		Using maps		Mood of music, tempo and simple musical notation. Performing music using tuned instruments			