



KS1 Curriculum

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	Heroes and Villains Story writing & writing for other purposes Goldilocks and the three bears	Heroes and Villains Story writing & writing for other purposes Jack and the beanstalk	Around the world Stories from other cultures & Non-fiction	Around the world Stories from other cultures & Non-fiction Handa's Surprise	Fantastic Beasts Poetry & Plays/Dramas	Fantastic Beasts Poetry & Plays/Dramas
Maths	Structured Curriculum	Structured Curriculum	Structured Curriculum	Structured Curriculum	Structured Curriculum	Structured Curriculum
Science	Animals including humans	Everyday Materials	Seasonal Changes	Plants	Living Things and their Habitats	Living Things and their Habitats
Computing	Understanding Algorithms		Programming		Create, organise, store, manipulate and retrieve digital information.	
Humanities	Geography: Where I live	History: Changes within living memory	Geography: Weather	Geography: Countries	History: Famous person in History	History: Famous event in History
PSHE	My skills and interests	Spending time with others	Communication and interaction	Self-help skills	Making choices	Being Healthy
Art & Design	Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space		To use a range of materials creatively to design and make products to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space		To 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	
Design & Technology	Technical knowledge Build structures, exploring how they can be made stronger, stiffer and more stable Explore and use mechanisms [for example,		Design Design purposeful, functional, appealing products for themselves and other users based on design criteria. Generate, develop, model and		Make Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].	



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	levers, sliders, wheels and axles] in their products.	communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.	Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. Evaluate Explore and evaluate a range of existing products Evaluate their ideas and products against design criteria			
Food Tech	<i>Food Tech is not a curriculum subject and as such lessons should be linked to topic, fundraising activities and be based on ability. This can also be a sensory session with this time being spent in sensory play/activities and does not have to take place in the food tech room.</i>					
R.E.	Judaism	Christianity (Christmas + Diwali)	Christianity (Easter) (Chinese New Year)	Hinduism/Sikhism	Special Buildings and Special Places	Islam
M.F.L.	German: Greetings		German – Counting & Colours		German: Weather & Family	
Music	To be able to use voices expressively and creatively by singing songs and speaking chants and rhymes		To experiment with, create, select and combine sounds using the interrelated dimensions of music.		To listen with concentration and understanding to a range of high-quality live and recorded music. To play tuned and untuned instruments musically	



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PE Curriculum Map 2018-2019						
	Autumn		Spring		Summer	
Structured (All)	Ball and Target Games		Low and High Apparatus		Orienteering	
KS1 (Georgia's class)	Gymnastics		Ball and Target Games		Orienteering	
Independent KS2 and KS3	Gymnastics	Basketball	Circuits	Dance and Aerobics	Athletics / Heptathlon	Rounders
Independent KS4	Football	Gymnastics	Dance and Aerobics	Circuits	Cricket	Athletics
KS5	Invasion Games	Personal Fitness	Racket/Net Sports	Circuits/Aerobics	Orienteering	Athletics