

## Curriculum Map Cycle A: 2014/2015.

### Years 1 and 2.

#### Terms 1 and 2.

Term	ILP	Subject Focus	Memorable experience	Innovate Challenge	Love to Read	Love to investigate	English	Art and Design	Computing	Design and Technology	Geography	History	Maths	Music	PE	PSHE	Science
<b>Term 1</b>	Bounce	PE	Visit a ball pool or take part in a group play session with a local sports team.	Organise a Sporting Challenge Day for Grown Ups			Recounts; Information Books; Instructions; Narratives; poetry		Digital Photography	Materials and Mechanisms		Significant Individuals – Sporting Heroes	Measurement; Properties of Shapes	Chants and Rhymes	Throwing and Catching	Team work; Health and Well-being	Everyday materials; Forces; The importance of exercise
<b>Term 2</b>	Land Ahoy	Geography	Visit a marina, boat yard or river. Take a ride on a boat.	Treasure Hunt			Narrative, Information Books; Descriptions; Poetry; Postcards	Observational Drawing; Painting	Programming; Using Presentation Software	Structures	Using and Making Maps; Location Knowledge; Using and Giving Directions	Significant Historical People – Captain James Hook, Grace Darling; Famous Pirates	Mass; Position; Direction and Movement	Sea Shanties		Feeling Positive about Themselves.	Everyday materials, working scientifically

#### Terms 3 and 4.

Term	ILP	Subject Focus	Memorable experience	Innovate Challenge	Love to Read	Love to investigate	English	Art and Design	Computing	Design and Technology	Geography	History	Maths	Music	PE	PSHE	Science
<b>Term 3</b>	Memory Box	History	Invite families with babies / toddlers to a Teddy Bears Picnic	Design and Make a memory Box			Recounts; Diary Writing; Rhymes and Mnemonics; Descriptions; Information Books	Drawing and Painting; Collage; Family Portraits		Making Picnic Foods; Celebration Cards; Making a Memory Box.	Fieldwork in the Local Area,	Changes within Living Memory.	Number and Shape Patterns; Using Calendars.	Songs that help us remember; A Class Song	Dance Sequences; Traditional Games	Caring for Babies and Toddlers; Sharing Memories; Playing and Working Co-operatively	Animals including humans – parts and senses; working scientifically
<b>Term 4</b>	Moon Zoom	D & T	Set up a dramatic crash scene including a broken rocket and alien footprints together with lots of other clues.	Help an alien who has crashed to return to space.			Posters; Character Profiles; Non-Chronological Reports, Adverts; Science Fiction.	Model 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 things; working scientifically

## Terms 5 and 6.

Term	ILP	Subject Focus	Memorable experience	Innovate Challenge	Love to Read	Love to investigate	English	Art and Design	Computing	Design and Technology	Geography	History	Maths	Music	PE	PSHE	Science
<b>Term 5</b>	The Enchanted Woodland	Science	Walk in a Woodland, Collecting Treasures as you go. Nature table in School.	Organise a Woodland party.			Recounts; Information Books; Letters; Lists and Instructions	Working with Natural Materials; Drawing and Painting	Email	Building Structures; Making Party Food	Making Maps		Measuring Length and Height; Using Money		Team Games	Looking After the Environment	Plants and animals, identifying and classifying
<b>Term 6</b>	Paws claws and whiskers	Art and Design	Invite an animal owner into the classroom to talk about looking after a pet. Visit a Zoo / Wildlife Park or local rescue centre.	Become a "Pet Detective" to investigate new species of pet and how to look after them.			Recounts; Fables; Booklets and Lists; Instructions; Nursery Rhymes and Poems	Talking about Art; Drawing; Collage; Model Making; Painting; Sculpture; Animal masks and Product Design.	Retrieving Images; Photography; Using Presentation Software.	Designing Labels; Designing Animal Enclosures.	Using and Making Maps; Describing Physical Features			Animal songs and Music – Carnival of the Animals Saint Saens	Animal Movement and Dance	Caring for Animals	Animals including humans

## Curriculum Map Cycle A: 2014/ 2015.

### Years 3 and 4 and Class 3.

#### Terms 1 and 2.

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<b>Term 1</b>	Predator	Science	Organise an animal experience e.g. a hands on workshop.	Use what you know about the most effective predatory animals and plants to create the ultimate predator.	The Sheep Pig Dick King Smith		Recounts; Leaflets; Poetry; Dilemma Stories; Speeches	3 – D Scale Models	Algorithms; Flow Diagrams; Online Research; Using Logical Reasoning; Graphics Software; Digital Presentations.	Selecting and Using Materials (Collage and textiles)	Fieldwork; Using Maps to Locate Countries and Continents.		Data Handling		Comparing Performances (competitive Games (Attack and Defence)		Food Chains; Fossils; Plant Parts and Functions; Water Transportation in Plants; Skeletal Systems; Working Scientifically.
<b>Term 2</b>	Misty mountain sierra	Geography	Visit a local hill to experience higher altitude.	Prepare a 5 minute presentation to the BMC on your ideas for an international youth mountaineering experience.	The Hobbit Tolkien		Recounts and Non-chronological Reports; Calligrams; Explanations; Leaflets; Narrative.	Clay Modelling; Weaving	Satellite mapping; Using GPS Devices; 2 – D Animation; Online Research		Using Maps; Human and Physical Geography.		Presenting Data; Converting between Units of Measure.	Writing Song Lyrics.	Orienteering	Facing New Challenges; Mountain Safety	States of Matter; Working Scientifically.

#### Terms 3 and 4.

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<b>Term 3</b>	Scrundiddlyumptious	D and T	Visit a local shop or supermarket to find out where produce is from.	Smoothie design competition.	Charlie and the Chocolate Factory R Dahl		Recounts; Recipes and Instructions; Nonsense Poetry; Non-Chronological Reports; Adverts.	Sculpture	Web Searches; Emails.	Cooking and Nutrition	Food Miles and Fair Trade	Significant individuals – James Lind	Measures and Money.	Vegetable Orchestra	Exercise		Nutrition
<b>Term 4</b>	Potions	Science	Lay out a trail of intriguing items for children to discover..	Professor Hazard has left leaving his potions in a mess...	Alice in Wonderland Lewis Carroll		Labels and Instructions; Letter Writing; Play Scripts; Poetry; Non-chronological Reports.	Crayon Art; Design; Photography	Presenting Information	Product Development		Historic Use Photos	Measurement	Improvising	Dance		States of Matter

## Terms 5 and 6.

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<b>Term 5</b>	Gods and Mortals	History	Meet Zeus	A mysterious box with a heavy lock is found. It says do not open.....	Greek Myths and Legends		Character Profiles and Descriptions; Instructions and Commands; Myths and Legends.	3_D Sculpture; Greek Art and Design	Using Presentation Software.	Moving Parts; Model Making	Ancient and Modern Day Greece; Geographical Features; Using Maps.	Ancient Greece	Positional and Directional Language.		Athletics; Battle Formation;	Resolving Differences	
<b>Term 6</b>	Urban pioneers	Art and Design	Visit Central Reading, draw and sketch buildings etc.	Create an exclusive piece of collaborative reflecting Reading	Emil and the Detectives Eric Kastner  Giraffe Pelly and Me R Dahl		Leaflets; Free Verse poetry; Autobiography Email; Signs and Slogans	Graffiti Art; Photography; Observational Drawing	Using Search Engines Effectively		Geographical Skills and Fieldwork	Local History Study	Data Handling			Being Safe, Presenting own Opinions	Light and Dark; Sources and Reflectors; Shadows; Sun Safety; Working Scientifically.

## Curriculum Map Cycle A: 2014/ 2015

### Years 5 and 6 and Class 4 and 5

#### Terms 1 and 2.

Term	ILP	Subject Focus	Memorable experience	Innovate Challenge	Love to Read	Love to investigate	English	Art and Design	Computing	Design and Technology	Geography	History	Maths	Music	PE	PSHE	Science
<b>Term 1</b>	Pharaohs	History	Shadow play mummification	Prepare a body of the rich for their journey into the afterlife	Egyptian Myths and Legends		Chronological Reports; Fact Files; Research Skills; Mystery Stories; Play Scripts.	Drawing artefacts; headwear; Hieroglyphic Amulets		Clay water carriers, Egyptian flood, model tombs and pyramids	The River Nile, tourism	Ancient Egypt				Customs and beliefs	
<b>Term 2</b>	Stargazers	Science	Visit an observatory or planetarium	Design a rocket for the UK space agency	Northern Lights Philip Pullman		Mnemonics, Myths and Legends; Free Verse Poetry; Newspaper Reports; Science Fiction / Graphic Narrative.	Printing, design	Programming: stop frame animation	Selecting materials, Design research, structures, evaluation	Locating physical features	Significant individuals: Galileo, Isaac Newton, 1960's space race	Problem solving using measures	Space inspired music and lyrics			Earth and Space, Forces, working scientifically

#### Terms 3 and 4.

Term	ILP	Subject Focus	Memorable experience	Innovate Challenge	Love to Read	Love to investigate	English	Art and Design	Computing	Design and Technology	Geography	History	Maths	Music	PE	PSHE	Science
<b>Term 3</b>	Peasants, Paupers and Pestilence	History	Meet Pestilence	Prevent a plague outbreak.	Dick Whittington		Narrative Using Personification; Journals; English Poetry; Persuasive Speech; Letters.		Collecting evidence: presenting data and information	Sketch books: printmaking: historical recipes	Using maps	14 <sup>th</sup> Century England	Position and Direction	Composing and singing	historical games, battle re-enactment		Living things, working scientifically
<b>Term 4</b>	Hola Mexico	Music	Listen to and watch a Mexican musical performance	Write music for a religious festival	Holes Louis Sachar		Invitations; Instructions; Postcards; Myths and Legends; Poetry.	Sculpture, Maya Art, carving	Online research, digital representations	Food of Mexico, evaluating and making instruments	Using maps , human and physical Geography of Mexico	Ancient Maya civilization		Mexican music Music notation	Mexican dance		Light and shadows

## Terms 5 and 6.

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Term 5	Allotment	Geography	Visit an allotment	Hold your own farmers market	Charlotte's Web Julie Warburton		Non-Chronological Reports; Instructions; Explanations; Narrative; Poetry	Botanical drawing and painting,	Using the web, processing	Cooking and nutrition, making planters and structures for growing plants	Land use, food origin, map work, climate		Recording Data: selling produce			Taking responsibility	Plant reproduction and lifecycles: mammals, amphibians and birds
Term 6	Gallery Rebels	Art and Design	Visit a gallery	Create an exhibition of "suspended treasures".	Biographies of artists		Research; Short Narrative; Expressionist Poetry, Surrealist Narrative; Explanatory Text	Great Artists of the 19 <sup>th</sup> and 20 <sup>th</sup> Centuries	Collecting, evaluating and presenting information.	Selecting and using tools and materials	Locational knowledge			Listening, improvising and composing			Light

## Curriculum Map Cycle B: 2015/ 2016.

### Years 1 and 2.

#### Terms 1 and 2.

Year Group / Term	ILP	Subject Focus	Memorable experience	Innovate Challenge	Love to Read	Love to investigate	English	Art and Design	Computing	Design and Technology	Geography	History	Maths	Music	PE	PSHE	Science
<b>Term 1 1 &amp; 2</b>	Towers, Tunnels and Turrets	D and T	Visit Local Castle: Windsor Castle.	Build a fortress for the 3 Little Pigs!	London Bridge Rapunzel		Recounts Reported speech Narrative: letters and posters	Sculpture using natural materials.	Create castles using drawing software	Models of towers bridges and tunnels.	Amazing structures around the world. Local towers and bridges.	Castles and castle life. Isambard Kingdom Brunel.	Measures (height)		Defend and attack Games, balance and coordination.	Dilemmas.	Living things and their habitats, use of everyday materials.
<b>Term 2 1 &amp; 2</b>	Street Detectives	History	Become street detective; look for clues of the past in our local area.	How can you make the local community look more exciting.			Recounts and captions, instructions and adverbs and diary writing.	Famous local artists. Drawing painting or collaging views from the local area.	Photostories and algorithms.	Selecting tools and materials. Baking, sign making, designing buildings.	Field work in the local area. Human and physical features and using and making maps with keys, aerial images.	Changes within living memory; significant people, places and events in the local area.	Time; data handling.	Nursery Rhymes and jingles.	Keeping Fit.	Belonging to a community, improving the local area.	Identifying and comparing everyday materials.

#### Terms 3 and 4.

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<b>Term 3 1 &amp; 2</b>	Splendid Skies	Science	Take a nature's treasure walk to search for seasonal signs.	Write a message or postcard for the finder of you balloon.			Poetry, recounts, postcards and non-chronological weather reports.	Collage and painting. Using natural materials.			Seasonal and daily weather patterns.	Significant individuals: Sir Francis Beaufort.	Measurement: rainfall, temperature, wind.	Weather sounds and songs.	Dance		Seasonal Changes using an anemometer. Shadows
<b>Term 4 1 &amp; 2</b>	Wriggle and Crawl	Science	Visit a local woodland to observe and identify minibeasts in their local habitat.	Make an animation to show the life cycles of different minibeasts.	Anansi The Spider		List and leaflets, reviews and information books.	Observational drawing and model making.	Creating and debugging programmes. Algorithms, stop motion animation and digital presentations.		Fieldwork.		Symmetry.	Playing tuned and non tuned instruments.	Dance.	Good to be me.	Living things and their habitats; animals including humans. Food chains and life cycles.

## Terms 5 and 6.

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<b>Term 5 1 &amp; 2</b>	Rio de Vida	Music	Hold your own carnival day.	Plan your own carnival to welcome the summer.			Myths and legends, information texts, instructions and postcards.	Carnival masks and headaddresses.	Digital animations.	Carnival instruments, flag making and recipes.	Locating countries and cities. Comparing areas of the UK with Rio.		2 and 3D shapes.	Carnival music, percussion and song lyrics.	Athletics.	Special Times	
<b>Term 6 1 &amp; 2</b>	Muck, Mess and Madness	Art and Design	Hold a messy mixtures morning. Build an outdoor laboratory.	Transform your classroom or outdoor area into an exciting brightly coloured exhibition space.	The Magic Porridge Pot		Leaflets, recipes, labels, poetry. Instructions.	Printing, food landscapes, mixed media pictures and collages, colour mixing and clay.	Digital photography and presentations.	Food tasting, origins of food, healthy meals. Designing and outdoor kitchen.			Measurement, capacity and mass.			Safety around medicines and household products.	Changes of state of foods. Using scientific language to explain our findings. Properties of materials.



## Curriculum Map Cycle B: 2015 2016.

### Years 3 and 4.

#### Terms 1 and 2.

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<b>Term 1 3 &amp; 4</b>	Traders and Raiders	History	Build your own sailing boat!	Arrage a trade fair for the Vikings and Anglo-saxons.			Character profiles and myths and legends. Historical narrative.	Patterns and print making. Sketchbooks.	Animation and digital images.	Jewellery and weapon making. Models of Anglo-saxon homes. Clay rune stones.	Using maps, settlements and countries of Europe.	Anglo-saxons and Vikings.	Using money.	Singing and composing lyrics.	Competitive games and attack and defence skills.		
<b>Term 2 3 &amp; 4</b>	Mighty Metals	Science	Visit a local playground with a wide range of equipment; think about how it works.	To make a companion for the Iron Man.	Iron Man.		Non-chronological reports, explanation, instructions and list poetry.	Embossed pattern and pictures making jewellery.	Creating spreadsheets using a data logger to measure speed of objects.	Product evaluation, using research to inform design, making vehicles, building and Iron Man and electrical circuits.			Measuring length. Weight and force.	Performing using metal objects for instruments.	Exploring forces using P.E equipment. Gymnastics/battling and fielding games.		Forces and magnites.

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<b>Term 3 3 &amp; 4</b>	Burps Bottoms and Bile	Science	Visit local dentist surgery to talk to them about their work. Look at a range of real teeth.	To create a 'giganta-gut'			Factfiles, explanatory texts using idioms, fantasy narrative, slogans, persuasive texts.		Digital images and video.	Healthy foods, textiles and working models.			Measures(we ight) Presenting data	Composi ng lyrics.		Healthy Bodies. Looking after your teeth.	Teeth types, tooth decay and hygiene. The digestive system.
<b>Term 4 3 &amp; 4</b>	Flow	Geography	Visit a local river, dip nets and jars into the water to catch water based creatures.	Investigat e pollution in local rivers.	Swallows and Amazons		Newspaper reports, journals, debate, instructions.	Painting landscapes using watercolours..	Online research and communication.	Mechanical systems and structures. Hydro power-make your won water wheel.	Using maps fieldwork, water cycle, human and physical features, rivers of the world, counties and cities of the UK.		Using data, measures (volume/capa city) calculating water speed.	Handel's water music.	Team challen ges.	Express ing opinions .	Soil and aquatic plants.

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<b>Term 5 3 &amp; 4</b>	1066	History	Act out the challenge to Harold's claim to the throne.	Design a castle to live in.			Job applications, kennings, diaries, playscripts and letters.	The Bayeux Tapestry, drawing and embroidery.	Searching the web, online maps and creating presentations.	Making Norman helmets, designing drawbridges and castles, make a Domesday Book.	Human and physical features in the local area.	1066 The Norman Conquest.	Data handling.		Target Games and attacking and defending games.	Dealing with conflict.	
<b>Term 6 3 &amp; 4</b>	Blue Abyss	Art and Design	Visit an aquarium.	Create a 3D art exhibition about the intriguing phenomenon of bioluminescence.	Treasure Island		Poetry; personification, dilemma stories, biography- Jacques Coustau.	Observational drawing, 3D models, clay sculpture, Anthony Gormley. Printing and Famous seascapes.	Programming, video editing and multi-media presentations.	Make a submarine.	Seas and oceans of the world. The Great Barrier Reef environmental issues.	19 <sup>th</sup> Century ocean exploration.					Living things and their habitats. Threats to its survival.

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### Years 5 and 6.

### Terms 1 and 2.

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<b>Term 1 5 &amp; 6</b>	Scream Machine	Science	Take the children to a fairground theme or adventure park. Explore the rides, the atmosphere and forces at work.	Create an exciting new ride for 'Scream Towers'.			Poetry, short narrative with dialogue, signage and emails; adverts.	Photography and image editing.	Digital photography, creating digital maps, effective online research, safe and respectful use of technology, digital posters.	Ride design, programming models, mechanical systems, working models and evaluation.	Theme parks in the UK and overseas.		Measures, money and forces.			Discussion and debate.	Forces, properties of everyday materials, mechanisms.
<b>Term 2 5 &amp; 6</b>	A Child's War	History	Imagine leaving home; evacuation.	Prepare a 'V.E.Day' street Party.	Private Peaceful The Silver sword		Letters, diary writing, persuasive writing, narrative dialogue and speeches.		Using search technology and presentation software.	Following wartime recipes. Building structures; Anderson shelters.	Human geography cities of the UK. New towns and bombed cities.	WWII.		Listening performing and composing.	Games and dance.	Empathising with people in difficult times.	

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<b>Term 3 5 &amp; 6</b>	Frozen Kingdom	Geography	Make a giant iceberg.	Devise a rescue plan to save a holiday cruiser 'sub zero'.	Call of the Wild		Chronological report, short narrative, diaries, Haiku poetry, letter writing.	Photography painting and block printing.	Collecting, evaluating and presenting information.	Building an igloo.	Features of the Polar Regions.	Emigration and exploration in the early 1900's.	Measurement, temperature and negative numbers.	Soundscapes.	Outdoor adventure and orienteering.	Care of the environment.	Living things and their habitats.
<b>Term 4 5 &amp; 6</b>	ID	Science	Meet John Doe!	A teaching Assistants handbag has been stolen from the staffroom look at the report and decide what you would do?	Bills New Frock		Descriptions/narrative, non-chronological reports, adverts, facts and opinions/tributes. Caligrams.	Portraiture and figurines.	Select use and combine a variety of software. Photostories and safety.	Design or remake an item of simple clothing that says something about you. 3D finger print.	Local community where I live.	Social reformers.	Ratio and percentages; data and statistics.	Appraising; listening to voices.	Physical challenges.	Identity, personal views and opinions, my place, recognising strengths.	Classification, families and inheritance.

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<b>Term 5 5 &amp; 6</b>	Tomorrow's World	Computing	Invite a web designer, blogger or podcaster into school as a guest speaker. Interview the visitor about communication in the 21 <sup>st</sup> century.	Create a website for spyschool.	Stormbreaker		Emails and blogs, news[af]er reports and websites. Thriller narratives and podcasts.	Logo Design	Key individuals in design and technology; programming etc.	Website header design and product design.		History of computing..				Jobs of the future; explaining opinions.	Light and electricity.
<b>Term 6 5 &amp; 6</b>	Time Traveller	Art and Design	Meet people from different generations and compare young and old.	Design your own and travel in your own time travel machine.	Tom's Midnight Garden.		Character sudy, narrative adventure, leaflets, free verse poetry.	Photgraphy, great artists; Andy Warhol, Salvador Dali, collage.	Digital portraits, data logging, and online research.	Selecting materials.	Changes in the local community.	Changes over the last century.	Time; interpreting data.		Time; Athletics, physical activity.	Body changes approaching puberty, reflecting on SMSC, personal targets.	Animals, including humans, reproduction in some plants and animals. Stage so0f human development.