

Year 1 and Year 2 - Curriculum Map



	Planned Half Term	Year 1 and Year 2 ILP Title	Subject Focus	Possible Memorable Experience	Innovate Challenge	English *Topic Links to Writing	Art & Design	Computing	D&T	Geography	History	*Mathematics linked to Topic	Music *in addition to Music'sCool	PE	PSHE	Science	RE (Brent SACRE)
YEAR A	1A	Memory Box	History	Teddy Bear's Picnic	Special Memories Box	Recounts; Diary Writing; Rhymes and Mnemonics; Descriptions; Information Books	Drawing and Painting; Collage; Family Portraits	e-Safety	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; Writing a Class Song	Dance Sequences; Traditional Games	Caring for Babies and Toddlers; Sharing Memories; Playing and Working Co-operatively; Feeling Positive	Animals, including Humans - Parts and Senses; Working Scientifically; Human Life cycles	Light
	2A	Moon Zoom!	D&T	Alien Crash Scene Investigation	Help the Alien Home	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	Light
	3A	Dinosaur Planet	History	Visit a Natural History Museum/ Dinosaur Hunt	Dinosaur Museum	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	x	Plants and Animals	Celebrations & Festivals
	4A	The Enchanted Woodland	Science	Visit a Local Woodland	A Woodland Party for Mr Fox	Recounts; Information Books and Letters; Lists and Instructions; Narratives	Working with Natural Materials; Drawing and Painting	Sending an Email	Building Structures; Making Party Food	Making Maps	x	Measuring Length and Height; Using Money	Creating Sound Effects	Team Games	Feeling Positive; Looking after the Environment	Plants and Animals; Identifying and Classifying + all other plant objectives	Celebrations & Festivals
	5A	Beachcombers	Science	A Trip to the Seaside	Create a Sea Creature	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	x	Measures (Mass)	Seaside Songs	Striking Games	Caring for the Environment	Habitats; Living and Non-living Things; Food Chains; Basic Needs of Animals; Working Scientifically	Caring for our World
	6A	Rio de Vida	Music	Brazilian Carnival Day	Class Carnival	Poetry, Myths and Legends; Information Texts; Instructions; Postcards	Carnival Masks and Headresses; Collage	Digital Animations	Carnival Instruments; Flag Making; Recipes	Locating Countries and Cities; Comparing Areas of UK with Rio	History of Notting Hill Carnival	Recognising 2-D Shapes	Carnival Music; Percussion; Song Lyrics	Dance; Football; Athletics	Special Times; Understanding Differences; What is Fair and Unfair?	Materials	Caring for our World
YEAR B	1B	Street Detectives	History	Walk Around the Local Community	Improve the Local Area	Recounts and Captions; Nursery Rhymes; Instructions; Adverts; Diary Writing	Famous Local Artists; Drawing, Painting or Collaging Views from the Local Area	Photo Stories; Algorithms	Selecting Tools and Materials; Baking; Sign Making; Designing Buildings	Fieldwork in the Local Area; Human and Physical Features; Using and Making Maps with Keys; Looking at Aerial Images	Changes Within Living Memory; Significant People, Places and Events in Local Area	Time; Data Handling	x	Keeping Fit	Belonging to a Community; Improving the Local Area	Identifying and Comparing Everyday Materials; Identifying Plants in the Local Area	Caring for Each Other
	2B	Superheroes	PE	Superhero Hunt	Save the School from Professor Slime	Descriptive Sentences; Comic Strips; Narrative; Fact Files; Labels and Captions	Drawing and Modelling Superheroes	Downloading Photographs and Images; E-Safety; Animation	Superfoods; Mask-making	x	Historical Heroes/Heroines	x	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; Exercise / diet; Working Scientifically	Caring for Each Other
	3B	Muck, Mess and Mixtures	Art & Design	Messy Mixtures Day	Messy Art Exhibition	Labels, Lists and Captions; Recipes; Poetry; Narrative; Leaflets	Printing; Food Landscapes; Mixed Media Pictures and Collages; Colour Mixing; Using Clay	Stop Motion Animation; Digital Photography and Presentations	Food Tasting; Origins of Food; Healthy Meals; Following Recipes; Designing an Outdoor Kitchen	x	x	Measurement (Capacity and Mass)	Singing	Gymnastics	Safety around Medicines and Household Products	Everyday Materials; Working Scientifically	Food
	4B	Wriggle and Crawl	Science	Visit a Woodland, Grassland, Heath, Fen or Wetland	Minibeast Life Cycle Animation	Lists and Leaflets; Instructions; Reviews and Information Books; Poetry; Writing for Different Purposes	Observational Drawing; Model Making	Creating and Debugging Programs; Uses of ICT Beyond School; Stop Motion Animation; Logical Reasoning; Digital Presentations	Origins of Food; Selecting Natural Materials	Fieldwork	x	Symmetry	Play Tuned and Untuned Instruments	Dance	Feeling Positive	Living Things and their Habitats; Animals, including Humans; Working Scientifically	Food
	6B	Bright Lights, Big City	Geography	Afternoon Tea with the Queen	Marley the Meerkat's Trip to London	Recounts, Labels and Captions; Adventure Narrative; Instructions; Emails; Character Study	London Landscapes using ICT	Searching the Web; Digital Images; Algorithms; Logical Reasoning; Creating and Debugging Programs; Common Uses of Information Technology; Communication; E-Safety; Stop Motion Animation	Exploring Mechanisms; Constructing Moving Models; Understanding Where Food Comes From; Design and Make Souvenirs; Models of London Landmarks	Countries and Capital Cities of the UK (London Focus); Using Locational Language; Using Maps; Geographical Similarities and Differences	The Great Fire of London	Sequencing Events	Traditional Songs and Nursery Rhymes	Athletics	Active Citizens	Everyday Materials; Working Scientifically	Water
	6B	Land Ahoy!	Geography	Visit a Marina/Boat Yard/ RNLI Station/ Boating Lake	Find Pirate Treasure	Narrative; Information Books; Descriptions; Poetry; Postcards	Observational Drawing; Printing	Programming; Using Presentation Software	Mechanisms; Structures	Using and Making Maps; Location Knowledge; Using and Giving Directions	Significant Historical People - Captain James Cook, Grace Darling; Famous Pirates	Mass; Position; Direction and Movement	Sea Shanties	Striking Games - Tennis	Feeling Positive about Themselves	Everyday Materials; Working Scientifically	Water