

## Langtree Community School : Curriculum Map Two-Year Cycle

### KS1

	<b>Autumn A</b>	<b>Spring A</b>	<b>Summer A</b>
<b>Science</b>	The Seasons	Pushes and pulls	Minibeasts
<b>History / Geography</b>	Figures of the Past	Our Local Area/ Maps of the world	Transport (flight/railways – local)
<b>ICT</b>	Fix it and Find Out Debugging Algorithms	Animal Top Trumps Beebots and Branching Databases	Shapes and Safety Using programming to make objects move
Continuous Threads: Programming, Handling Data, E-Safety, Technology in our Lives, Digital Literacy			
<b>Art</b>	Self Portraits	Mother Nature, Designer (Artists inspired by nature)	Picture this
<b>D&amp;T</b>	Moving Pictures	Playground equipment	Winding up
<b>PE</b>	Games	Gymnastics	Dance Swimming
<b>RE</b>	Why are some stories special? Theme: Believing/story	Where do we belong? Theme: Belonging	Why are some symbols and places special? Theme: Symbols.
<b>Music</b>	Sounds Interesting - Exploring Sounds	Feel the Pulse – Exploring Pulse and Rhythm	What's the Score – Exploring Instruments and Symbols
	<b>Autumn B</b>	<b>Spring B</b>	<b>Summer B</b>
<b>Science</b>	Ourselves	Materials	Growing things
<b>History / Geography</b>	Australia	Buildings/ The Great Fire of London	The Seaside
<b>ICT</b>	Toys Creating and debugging simple programs	Let's Find Out About Film Beebots / Giving Instructions	Shadows and Stickmen Animation
Continuous Threads: Programming, Handling Data, E-Safety, Technology in our Lives, Digital Literacy			
<b>Art</b>	Aboriginal Art.	Investigating materials.	What is sculpture? (Using natural materials)
<b>D&amp;T</b>	Musical Instruments	A room in a shoebox	An outfit for the beach <b>or</b> A picnic for the beach
<b>PE</b>	Games	Dance	Gymnastics Swimming
<b>RE</b>	Who are we? Theme: Myself	Why are some times special? Theme: Celebrations	How should we live our lives? Theme: Leaders and Teachers.
<b>Music</b>	The Long and Short of it – Exploring Duration	Taking Off – Exploring Pitch	Rain, Rain Go Away – Exploring Timbre, Tempo and Dynamics

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### Lower KS2

	<b>Autumn A</b>	<b>Spring A</b>	<b>Summer A</b>
<b>Science</b>	Electricity Animals including humans [Skeletons and Muscles]	States of Matter Forces and Magnets	Living things and their habitats [i] Habits [ii]-Changing Environments
<b>History / Geography</b>	Changes in Britain from the stone age to the iron age	Investigating our Local Area	The Roman Empire and its impact on Britain Britain's settlement by Anglo Saxons and Scots
<b>ICT</b>	Bringing it to Life Scratch	Games in a New World Kodu	Move it and Sort it Databases
	Continuous Threads: Programming, Handling Data, E-Safety, Technology in our Lives, Digital Literacy		
<b>Art</b>	Investigating Pattern	Journeys	Changing Views
<b>D&amp;T</b>	Shelters	Pop-up books	Photograph Frames
<b>PE</b>	Gym (5 Weeks) Athletics (2 Weeks) Invasion Games (5 Weeks)	Invasion Games (2 Weeks) Net/Wall (4) Dance (6 Weeks)	Striking And Fielding (3 Weeks) Athletics (3 Weeks) Swimming / OAA (3 Weeks)
<b>RE</b>	What is the Bible and why is it important for Christians?	What do signs and symbols mean in religion?	What is worship?
<b>Music</b>	Environment Exploring Composition	Time Exploring Beat	The Human Body Exploring Structure
<b>MfL</b>	Spanish		
	<b>Autumn B</b>	<b>Spring B</b>	<b>Summer B</b>
<b>Science</b>	Light Sound	[i]Teeth and the digestive system [ii]Food chains- producers/predators/ prey	Plants Rocks
<b>History / Geography</b>	The Mountain Environment	The achievements of the earliest civilizations. A non-European society that provides contrasts with British history.	A Village in India
<b>ICT</b>	Comics Multimedia	Games and Information Scratch	Becoming a Games Designer Kodu Gamelab
	Continuous Threads: Programming, Handling Data, E-Safety, Technology in our Lives, Digital Literacy		
<b>Art</b>	Portraying Relationships	Take a Seat	Art from India
<b>D&amp;T</b>	Volcanoes	Board Games	Jewellery
<b>PE</b>	Gym (5 Weeks) Athletics (2 Weeks) Invasion Games (5 Weeks)	Invasion Games (2 Weeks) Net/Wall (4) Dance (6 Weeks)	Striking And Fielding (3 Weeks) Athletics (3 Weeks) Swimming 6 weeks /OAA (3 Weeks)
<b>RE</b>	Creation	Why would people want to go on a pilgrimage?	What can we learn from Christian religious buildings?
<b>Music</b>	Sounds Exploring Sounds	In the Past Exploring Pitch	Food and Drink Exploring Performance
<b>MfL</b>	Spanish		

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### Upper KS2

	<b>Autumn A</b>	<b>Spring A</b>	<b>Summer A</b>
<b>Science</b>	Living things and their habitats (5) Electricity	Properties and changes of materials	Animals, including humans (5)
<b>History / Geography</b>	Viking raids and invasion / Alfred the Great/ Anglo-Saxon laws / Edward the confessor - 1066	Fieldwork: use of atlases, globes, compass, symbols and keys	Theme in British history beyond 1066 Eg: Victorians (link to local history)
<b>ICT</b>	Ancient Civilisations Searching the Internet	Inside Your Insides Designing, writing and debugging programs	Understanding and Challenges / Go Control Logo
Continuous Threads: Programming, Handling Data, E-Safety, Technology in our Lives, Digital Literacy			
<b>Art</b>	What A Performance	Unit 5A Objects And Meanings (Still Life)	Unit 5C Talking Textiles
<b>D&amp;T</b>	Moving Toys (Link to electricity)	Controllable Vehicles	Shelters
<b>PE</b>	Gym (5 Weeks) Athletics (2 Weeks) Net/Wall (5 Weeks)	Invasion Games (6 Weeks) Dance (6 Weeks)	Striking And Fielding (3 Weeks) Athletics (3 Weeks) Swimming (6 weeks) / OAA (3 Weeks)
<b>RE</b>	How do we make moral choices?	World Religions... similarities and differences.	How and why do people express their beliefs in different ways?
<b>Music</b>	Our Community Exploring Performance	Life Cycles Exploring Structure	At the Movies Exploring Composition
<b>MfL</b>	Spanish		
	<b>Autumn B</b>	<b>Spring B</b>	<b>Summer B</b>
<b>Science</b>	Earth and space Evolution and inheritance	Forces Living things and their habitats (6)	Animals including humans (6) Light
<b>History / Geography</b>	Locate the world's countries (with a focus on Europe) Geographical similarities (UK/Europe)	Legacy of Ancient Greece	Identify the significance of latitude, longitude, Equator and hemispheres -Physical/Human
<b>ICT</b>	Sounds Algorithms	Shape and weather Extending Programs	Find Out and Share Design an algorithm for a specific outcome
Continuous Threads: Programming, Handling Data, E-Safety, Technology in our Lives, Digital Literacy			
<b>Art</b>	Unit 6A People In Action	Unit 6C A Sense Of Place	Unit 5B Containers (3D Including Clay)
<b>D&amp;T</b>	Y5 Bread	Y6 Fairground	Musical Instruments Biscuits
<b>PE</b>	Gym (5 Weeks) Athletics (2 Weeks) Invasion Games (5 Weeks)	Invasion Games(2 Weeks) Net/Wall (4) Dance (Victorians) (6 Weeks)	Striking And Fielding (3 Weeks) Athletics (3 Weeks) Swimming (6 weeks) /OAA (3 Weeks)
<b>RE</b>	What do people believe about life?	How should we live and who should inspire us?	What does it mean to belong to a religion or belief system? World Religions – similarities and differences
<b>Music</b>	The Solar System Exploring Listening	Keeping Healthy Exploring Beat	Celebration Exploring Performance
<b>MfL</b>	Spanish		