



Curriculum Map 2019 – The Learning Challenge Curriculum Components

Subject	Science	Computing - click for program of study	History Geography and History Map 2019-1 [Autosaved].ppt	Geography Geography and History Map 2019-1 [Autosaved].ppt	Art & Design Art LCC Units 201920.pdf	DT DT LCC Units 201920.pdf
Year 1	Parts of Animals Changing Seasons Plants Comparing Materials Types of Animals Identifying Materials	Programming: Sequences of instructions using Beebots Multimedia skills: Use IT to create art about the ocean Digital Literacy: Computers in the home Basic search skills to find types of animals	Changes in their own lives and the way of life of their family or others around them. Events from beyond living memory from the history of Britain and the wider world.	Identify seasonal and daily weather patterns. Name continents and five oceans Know UK countries and capitals Study hot and cold areas of the world Study the human and physical geography of a small area of UK (ie Bowerhill or Melksham) and compare with a small area in a non-European country.	How do you feel in this picture? (Drawing) Paint a Firework Display? Print a meadow? Where will our flying carpet take us? (Textiles) Creepy crawly creature? (3D) Underwater World (Collage)	Design chairs for the 3 bears? Make a picture move What can our toys eat their dinner on? Design a hat for a bear in any weather. Fruit Salad What can three pigs build houses from?
Year 2	Uses of Materials Living Things	Programming: Advanced Beebot skills using sequencing Multimedia skills:	Significant historical events, people or places in their own locality.	NB Use geographical vocabulary to describe physical	What is a still life? (Drawing) Photo to painting.	Shake, pluck and hit your instrument. Bedroom Door Signs



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	<p>Growing Plants</p> <p>Changing Shape</p> <p>Habitats</p> <p>Feeding and Exercise</p>	<p>Word processing and stop frame animation based on beach scenes</p> <p>Digital Literacy: Computers in the workplace and researching habitats</p>	<p>Lives of significant individuals responsible for national or international achievements</p>	<p>and human features of regions studied.</p>	<p>Printing wallpaper.</p> <p>Where will we fly the class flag? What will go inside and outside our pots? (3D)</p> <p>What does (Geography study area) look like? (Collage)</p>	<p>Why might our monsters/ dinosaurs bite?</p> <p>Finger Puppet show Sandwiches</p> <p>Float our boats.</p>
Year 3	<p>Movement and Feeding</p> <p>Light and Shadows</p> <p>What Plants Need</p> <p>Rocks and Soils</p> <p>Parts of Plants</p> <p>Magnets and Forces</p>	<p>Programming: Block based coding – using loops and repetition</p> <p>Multimedia skills: Music making using a virtual piano</p> <p>Digital Literacy: Identifying parts of networks and advanced search skills on the Roman Empire</p>	<p>Changes in Britain from Stone Age to Iron Age</p> <p>Impact of Roman Empire on Britain</p>	<p>Europe and the Mediterranean</p> <p>Volcanoes (esp Vesuvius)</p> <p>8 points of compass & basic OS maps/ symbols</p>	<p>Could we be Book Illustrators? (Drawing)</p> <p>What's that coming over the hill? (landscape painting)</p> <p>String printing</p> <p>How cosy is our quilt? (Textiles)</p> <p>What is in front of the mask? (3D)</p> <p>A collage book for younger children.</p>	<p>Bridge that gap. (construction)</p> <p>Make a container for small jewellery. (Mouldable materials)</p> <p>Make an interactive book. (Mechanisms)</p> <p>How comfy is your cushion? (textiles)</p> <p>Favourite pizza (Food and nutrition)</p> <p>Pizza transport (materials)</p>



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Year 4	Electricity	Programming: Block based code using loops and functions	Settlement by Anglo-Saxons after Roman withdrawal	Measuring the weather & the water cycle	How can we bring our drawings to life? Greetings cards	Fly a kite (construction) Make tile stay on the roof. (mouldable materials)
	Dangers to Living Things	Multimedia skills: Graphic design – create Top Trumps based on Anglo Saxons	Achievements of Early Civilisations	Use OS symbols to represent physical features on map	Which famous artists lived near here? (painting)	Catch a thief (mechanisms)
	Human Nutrition		Egypt in depth	Knowledge of the UK	Change the colour of fabric (textiles)	'Bag for Life'? (Textiles)
Sound	Digital Literacy: Research using operators and online collaboration about the UK	Victorians – Villages & Cities	Compare cities and villages	Make a museum exhibit (3D) Mosaic	What would my dinner be back then? (food & nutrition) Protect and egg (Materials)	
Grouping Living Things						
Changes of State						
Year 5	Life Cycles	Programming: Simulating physical systems such as traffic lights, using block-based code	Viking and Anglo-Saxon struggle for the Kingdom of England up to 1066	Importance of Water (Why cities near rivers?)	Detail in pictures (drawing) How did great artists see themselves?	Why would birds hatch their eggs here? (construction) Maps in 3D (mouldable materials)
	Earth and Space	Multimedia skills: Presentation software based on artists that inspire us	Ancient Greece	World's mountains and rivers/ USA, Canada and South American countries	Screen print our posters Celebrate with a wall hanging.	Boat under the bridge (mechanisms) Handy gloves (Textiles)
	Separating Mixtures					
Types of Change						
Materials						
Forces	Digital Literacy:					



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		Recognize a range of network parts. Use a range of research skills to find out about Earth and Space		How have humans damaged or improved a place? Mapping in the field. Gathering information about a place.	Has thou slain the Jabberwock? What will make our rainforest stand out?	Bread Bake-off (food & nutrition) Model planes (materials)
Year 6	Light and Sight	Programming: build solutions to problems, choosing when to use sequences, functions, repetition, selection (if, then, else)	An aspect/ theme in British history that extends chronological knowledge beyond 1066 WW2	Describe a locality from maps, aerial photos, etc.	Spray that again (painting)	Keep your cat fit. (construction) Strawberry plants (Mouldable materials)
	Our Bodies			OS maps (using a range of scales)		
	Classifying Living Things	Multimedia skills: Advanced animation skills based on British History	A non-European society (circa AD900) that provides contrast with British History	Make a sketch map during field study.	Printing our leavers t-shirts	Model theatre (Mechanisms)
	Changing Circuits			What does our recycle banner say?	Design and make a soft toy (textiles)	
Evolution and Inheritance	Digital Literacy: Understand how search engines select and rank results when researching about Evolution and inheritance		Compare & contrast different places around the world (physical and human features)	Make a model Minecraft school.	Grow a salad (Food & Nutrition)	
Review and Celebration				What did buildings look like back then?	Shelter from the storm (Materials)	



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