

School Curriculum 2023-24

EYFS Yr1 Yr2	Au1	Au2	Sp1	Sp2	Su1	Su2
Science	<ul style="list-style-type: none"> *Planting bulbs *Seasonal change (ongoing) *seasonal changes (ongoing) *plants *animals including humans 	<ul style="list-style-type: none"> *The natural world *materials *Plants (bulbs) *Materials: fire (Sc1) 	<ul style="list-style-type: none"> *Planting seeds *seasonal changes *plants *Materials *Living things & their habitats 	<ul style="list-style-type: none"> *Lifecycles (animals & plants) *materials *animals including humans (senses) *Plants (seeds) 	<ul style="list-style-type: none"> *Changes (within SCARF) *seasonal changes *plants *Materials 	<ul style="list-style-type: none"> *animals including humans *Living things & their habitats
History	<ul style="list-style-type: none"> *Yearly celebrations *Who am I and why am I remembered? Marvellous Medics (changes/events within & beyond living memory, lives of significant individuals) 	<ul style="list-style-type: none"> *Great Fire of London (events beyond living memory, lives of significant individuals) 	<ul style="list-style-type: none"> * How have I changed since I was a baby? *Kings & Queens (changes/events within & beyond living memory, lives of significant individuals) 	<ul style="list-style-type: none"> *Titanic (events beyond living memory, significant historical events in own locality) 	<ul style="list-style-type: none"> *Mary Anning (lives of significant individuals in the past, significant people in own locality) *The Bargate and City walls (significant places in their own locality, events beyond living memory,) 	
Geography	<ul style="list-style-type: none"> *Our classroom in our school *Our School (place knowledge, human & physical geography, geographical skills & fieldwork) *Our country and our world (location knowledge, human & physical geography, geographical skills & fieldwork) 	<ul style="list-style-type: none"> *Local area *Maps, routes, human and physical features 	<ul style="list-style-type: none"> *Our local area and our country (location knowledge, place knowledge, human & physical geography, geographical skills & fieldwork) 	<ul style="list-style-type: none"> *Local area *Hot country study: Australia, Sydney (place knowledge, location knowledge, human & physical geography, geographical skills & fieldwork) 	<ul style="list-style-type: none"> *Why do we wear different clothes at different times of the year? *Contrasting locations 	<ul style="list-style-type: none"> *Wonderful weather (location knowledge, place knowledge, human & physical geography, geographical skills & fieldwork) *Cold country study: Antarctica (place knowledge, location knowledge, human & physical geography, geographical skills & fieldwork)
Art	<ul style="list-style-type: none"> *Portraits: loose parts *Pencil skills *Pencil skills 	<ul style="list-style-type: none"> *Paint: colour mixing *Paint: hues & Printing 	<ul style="list-style-type: none"> *Portraits: fruit and vegetables *Printing: block printing, repeating patterns 	<ul style="list-style-type: none"> *Collage: Eric Carle, tiny seed *Paint: colour mixing *Paint: colour mixing 	<ul style="list-style-type: none"> *Paint: colour mixing, shades *Mixed media *Clay: thumb pots 	<ul style="list-style-type: none"> *Printing: pattern & colour *Clay: busts

			*Pencil skills & collage			
DT	*Play projects: construction (ongoing) *Food- Florence Nightingale's soup (make, evaluate, cooking & nutrition)	*Vehicles: axles (design, make, technical knowledge) *1666 Wooden houses (design, make, technical knowledge)	*Sewing: puppets (design, make, evaluate, technical knowledge) *Reuse & repurpose (design, make, evaluate)	*Moving pictures (design, make, evaluate technical knowledge) *Food-Anzac biscuits (make, evaluate, cooking & nutrition)	*Moving parts: levers, sliders, (design, make, evaluate, technical knowledge) *Bargate & Southampton castle, construction (design, make, evaluate, technical knowledge)	*Food: uk traditional food (make, evaluate, cooking & nutrition) *Sewing - pencil case (design, make, evaluate)
Music	*Exploring Sounds * Contrasting musical elements * Pitch (higher and lower)	*Dynamics - Louder and Quieter * Rhythm and Pulse * Rhythm and pulse	*Tempo - Faster and Slower * Instrumental activities * Instrumental activities	*Pitch - Higher and Lower * Rhythm building * Note values and rhythm building	*Let The Music Tell The Story * Singing games * Singing games	*Let The Music Tell The Story * Pitch * Timbre, tempo and pattern
RE	*Thankful - Harvest *Change - people Jesus met *Celebration - Harvest	*Celebration - Jesus' birthday *Journeys- Nativity journey *Light - Diwali, Hanukkah, Advent	*Special - special objects *Creation - Creation stories	*Signs of new life - eggs *Welcoming- Palm Sunday *Celebration - Holi *Love: Happy and Sad - Easter	*Precious - water *Belonging - Judaism * Special - books: Bible, Torah	*Change - transition *Special - special places * What do different religions believe?
Computing <small>Key Stage 1 (teachcomputing.org)</small>	*Ongoing opportunities to: take a photograph with a camera or tablet, search for information on the internet with an adult, play games on the interactive whiteboard or tablet, explore mechanical toys and technology from the past, use a Beebot, watch a video clip, listen to music					
	*Technology around us *Technology around us	*Creating media - digital painting *Creating media - digital photography	*Programming - moving a robot *Programming - robot algorithms	*Data and information *Data and information	*Creating media - digital writing *Creating media - digital music	*Programming - animations *Creating media - programming quizzes
RSHE <small>My SCARF (coramifeeducation.org.uk)</small>	* Me and my relationships *Me and my relationships * Me and my relationships	*Valuing difference *Valuing difference *Valuing difference	*Keeping safe *Keeping safe *Keeping safe	*Rights and respects *Rights and respects *Rights and respects	*Being my best *Being my best *Being my best	*Growing and changing *Growing and changing *Growing and changing ,

PE Account The PE Hub	<i>*Ongoing opportunities to: develop fine and gross motor skills, negotiate space and obstacles safely (with consideration for themselves and others); demonstrate strength, balance and coordination when playing; move energetically - running, jumping, dancing, hopping, skipping and climbing.</i>					
	*Gymnastics *Gymnastics	*Dance *Dance	*Attack, defend, shoot *Send and return	*Send and return *Attack, defend, shoot	*Hit, catch, run *Run, jump, throw	*Run, jump, throw *Hit, catch, run