

St. James' Primary Academy Curriculum Map – This document gives an overview of the curriculum content for each year group

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<b>Year R</b>	<p><b>Me</b> RE - Creation UTW (Past and Present) – Lives of people around them EAD (Creating with Materials) – Drawing families and making Elmer milk cartons EAD (Being Imaginative and Expressive) – Nursery rhymes</p>	<p><b>Autumn/Help</b> RE - Incarnation UTW (The Natural World) – Exploring Autumn, Seasons UTW (People, Culture and Communities) – People who help us Computing – Exploring Purple Mash EAD (Creating with Materials) – Autumn Artwork and People who help us</p>	<p><b>Around the World</b> RE – Creation – New Life UTW (The Natural World) – Ice investigation UTW (People, Culture and Communities) – Our local area and countries of the world EAD (Creating with Materials) – Indian, Chinese and African artwork EAD (Being Imaginative and Expressive) – Music from different cultures</p>	<p><b>Beware</b> RE - Salvation UTW (The Natural World) – Hot and cold investigation, exploring Spring, Bear fact files Computing – Exploring Busy Things EAD (Being Imaginative and Expressive) – Bear Hunt retelling and performance, Goldilocks and the Three Bears Songs DT EAD (Creating with Materials) – Split pin bears</p>	<p><b>Gruffalo</b> RE –Hinduism Ganesh EAD (Being Imaginative and Expressive)- Retell Gruffalo Story and creating creature sounds Computing and EAD (Creating with Materials) – Crazy creatures artwork on tablets</p>	<p><b>Animals</b> RE – Hinduism Krishna's Birthday UTW (The Natural World) Minibeasts, farm animal and wild animals EAD (Creating with Materials) – Animal artwork EAD (Creating with Materials) – Making bug hotels EAD (Being Imaginative and Expressive) – Exploring musical movements and moving like different animals</p>
<b>Year 1</b>	<p><b>Dinosaurs</b> RE - Creation History – Past and present Computing – Exploring Purplemash Art – Imaginative drawing DT – Cutting and joining Music - Voice</p>	<p><b>Enchanted Woodland</b> Science – Seasons, weather, wildlife RE - Incarnation Geography – Weather patterns. Fieldwork (school grounds) Computing - Pictograms Art – Line drawing, pattern and texture DT – Where food comes from</p>	<p><b>Explorers</b> RE – Hinduism Water History – Lives of explorers Geography – Continents and map work. Hot and cold areas Computing – Lego builders and Maze explorers Art – Range of art materials DT – Product mockups</p>	<p><b>Muck, mess and mixtures</b> Science - Materials RE - Salvation Computing – Grouping and sorting and Spreadsheets Art – Form and space Music – Experiment with sound</p>	<p><b>Creatures</b> Science - Animals RE - God Computing - Coding Art - Sculpture DT – Cutting, shaping, joining. Build structures</p>	<p><b>Seaside</b> Science – Plants and trees RE – Hinduism Creation History – Events in living memory Geography – Devise a map, compass directions Computing – Animation Technology outside school Art – Van Goph. Explore colour Music - Listening</p>
<b>Year 2</b>	<p><b>Performance</b> Science - Human survival needs RE - Creation Geography - Directional vocabulary and map work Computing - Making Music Art - Imaginative painting. Key artist: Wassily Kandinsky DT - Levers and sliders Music - Play untuned instruments in a basic composition</p>	<p><b>Heroes</b> Science - Everyday materials RE - Incarnation (GD level) Computing - Coding Art - Pattern. Key artist: Andy Warhol Music - Listening skills and develop their use of voice</p>	<p><b>Roald Dahl</b> RE - Hinduism Maha Shivratri History – Comparing the lives of historical figures Comparing past and present Computing - Questioning Art - Shape DT - Cooking. Focus on ingredients and creating an appealing product</p>	<p><b>Fire</b> RE - Salvation (GD level) History - Key events within a historical period Geography - UK locational knowledge Computing - Spreadsheets and Effectiev Searching Art - Material and texture DT - Mechanisms (wheels and axles)</p>	<p><b>Non-European Country</b> Science - Plants RE - God Geography - Similarities and differences in human and physical geography between UK and non-European country. History - Compare British history to history of chosen country Computing - Creating Pictures</p>	<p><b>Sea VS Land</b> Science - Animals and living things RE - Hinduism Creation Stories Computing - Presenting Ideas Art - Explore sculpture and famous craft makers Music - Select and combine sounds</p>
<b>Year 3</b>	<p><b>Games</b> Science – Light, forces and magnets RE - Creation/Fall Computing - Touch Typing DT - Select materials appropriately according to their function Languages</p>	<p><b>Revolution</b> RE - Judaism Hannuka History - Aspect of British history (Victorians) Geography - Geography of our school (local study) Computing - Email Art - Drawing techniques (charcoal) DT - Significant individuals Music - Listening skills and history of music Languages</p>	<p><b>Food Around the World</b> Science - Nutrition, skeleton, muscles RE - Judaism and its Passover Computing - Branching Databases Art - Pastel Key artist: Giseppe Arcimboldo DT - Savoury cookery Languages</p>	<p><b>Empire</b> RE - Salvation History - Roman Empire and its impact on Britain (leading into AngloSaxons) Geography - Atlases and Globes Computing - Coding Art - Sculpture and pattern Languages</p>	<p><b>Sport</b> Science - Nutrition recap RE - Incarnation Geography - Compare a UK region with a region in a non-European country Computing - Graphing Art - Key artist: Roy Lichenstein DT - Understand a balanced diet Languages</p>	<p><b>Nature</b> Science - Rocks, fossils and soils RE - Gospel Geography - Physical geography (mountains, volcanoes, earthquakes) Computing - Simulations Art - Paint and colour Key artist: Claude Monet Music - Compose and perform Languages</p>
<b>Year 4</b>	<p><b>Survival</b> Science - Every day materials and the water cycle RE - People of God Geography - Settlements and land use Computing - Hardware Investigators DT – Savoury cooking Languages</p>	<p><b>Festivals</b> Science - Recap light from Year 3 RE - Incarnation Computing - Writing for different audiences Art - Sculpture and exploring colour and pattern DT - Investigate and analyse products Music – Listening to music from different cultures Languages</p>	<p><b>Climate</b> Science - Classifying living things, habitats and food chains RE - Judaism – The Torah Geography - Physical geography, climate zones Computing - Coding Art - Develop drawing skills. Key artist: Picasso DT - Seasonality and origin of ingredients Languages</p>	<p><b>Monarchy</b> Science - Digestive system and Teeth RE - Kingdom of God History - A local history study Computing - Logo Art – Sketching techniques linked to portraits (light and shade) Music - History of music from great composers Languages</p>	<p><b>Electronics</b> Science - Sound and electricity RE - Judiasm - Shavout Computing - Spreadsheets DT - Use electrical systems in their products Languages</p>	<p><b>Kingdoms</b> RE - Creation/Fall Computing - Effective Search History - The Viking/Anglo-Saxon struggle Art - Sculpture Key Artist: Andy Goldsworth Music - Perform with some control in an ensemble Languages</p>

