



Christ Church C of E Primary School
Overview of the whole school Curriculum

For more details of the objectives relating to the themes outlined in the school's curriculum please refer to the National Curriculum 2014

All year groups will be taught English and Mathematics which are taken directly from the National Curriculum 2014. For more details please see year group Long term plans for this current academic year.

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
History	<ul style="list-style-type: none"> Significant historical events people and places Key event nationally In the past living memory (adults in the past) 	<ul style="list-style-type: none"> Events in history and significant individuals 	<ul style="list-style-type: none"> Stoneage/Ironage Roman Empire and its impact on Britain (optional Neolithic as fits in with science rocks) 	<ul style="list-style-type: none"> Anglo Saxons and Scots settlements Vikings and Anglo Saxon struggle Ancient Greece on the Western World 	<ul style="list-style-type: none"> Ancient Civilizations with a focus on Ancient Egyptians. Non-European Society that has a contrast of British History - Bagdad, Mayan, Benin Changing power of British Monarchs. 	<ul style="list-style-type: none"> In depth study of a local history site, this is significant to the locality. Tudors - exploration and trade to fit in with geography
	Significant historical events, people and places in their own locality.		Historical and cultural development of art			
Geography	<ul style="list-style-type: none"> Location of countries and cities Location of UK seas Weather Simple fieldwork and observation - school grounds 	<ul style="list-style-type: none"> Seven continents, 5 Oceans An area in the UK contrasted and compared to Non-European. Compass points Simple maps to support field work 	<ul style="list-style-type: none"> Locate countries and major cities in Europe, Russia, North and South America. Earthquakes, mountains and volcanoes 8 point compass and OS symbols Fieldwork observe- measure and record 	<ul style="list-style-type: none"> Significance of Longitude, latitude, equator, hemispheres Physical Geography - climate zones and water cycle. Use mapping skills to locate countries and their features. 	<ul style="list-style-type: none"> Similarities and differences in human and physical geography of region of the UK, region of a European Country, Region of North or South America OS - 4 and 6 grid referencing Major Physical features, Vegetation belts and rivers.- source, mouth, impact, features. Fieldwork - evidence of a range of methods including digital technology. 	<ul style="list-style-type: none"> In depth study of the UK. Local study to support the history. Human geography of settlement and economic activity. Sustainability, Energy and Global warming. Fieldwork - evidence of a range of methods
	<p>key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather</p> <p>key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop</p> <p>use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage</p>					
Science	<ul style="list-style-type: none"> Plants Animals including humans Seasonal Changes Everyday materials 	<ul style="list-style-type: none"> Living things and their habitats Plants Animals, including humans. Use of everyday materials 	<ul style="list-style-type: none"> Plants Animals, including humans Rocks Light Forces and Magnets 	<ul style="list-style-type: none"> Living things and their Habitats Animals including humans States of matter Sound Electricity 	<ul style="list-style-type: none"> Living things and their habitats Animals including humans Properties and changes of materials Earth and Space Forces 	<ul style="list-style-type: none"> Living things and their habitats Animals including humans Evolution and inheritance Light Electricity
Extra bits of science		<ul style="list-style-type: none"> Forces- push pull, direction and movement, faster, slower, Sources of light and sound.- where does it come from? 			<ul style="list-style-type: none"> The effects of exercise How to measure forces and identify direction 	<ul style="list-style-type: none"> Impact of micro organisms Effect of exercises Temperature How to measure forces and identify direction
DT	<ul style="list-style-type: none"> Where does food come from using the garden? Moving parts Healthy sandwich Building structures 	<ul style="list-style-type: none"> Where does food come from using the garden? Fridge magnets Food from the continents Axels 	<ul style="list-style-type: none"> Mechanical systems (gears, pulleys, cams, linkages) Weaving textiles How to make a cool drink 	<ul style="list-style-type: none"> Electrical systems - (bulbs, switches buzzers, motors) Box and board game-linked to electrical systems. Cook an energy bar 	<ul style="list-style-type: none"> Textiles Moving Mechanisms and Fierce and Friendly Creatures (y6 Nuffield) Food - Salads 	<ul style="list-style-type: none"> Animated story/computer game link with computing. Enterprise Carry bag Cooking and nutrition for a group plus a guest.(Ongoing throughout the year)



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Art and Design	<ul style="list-style-type: none"> • Mark Making • Drawing materials • Famous artists, Architects, craft workers and designers • Explore, develop and evaluate work. • Clay • Painting • sculpture 	<ul style="list-style-type: none"> • Mark Making • Drawing materials • Famous artists, Architects, craft workers and designers • Explore, develop and evaluate work. • Clay • Painting • Texture and collage • Printing 	<ul style="list-style-type: none"> • Sketch Books • Mark Making • Drawing materials • Famous artists, Architects, craft workers and designers • Explore, develop and evaluate work. • Clay • Painting • sculpture 	<ul style="list-style-type: none"> • Mark Making • Drawing materials • Famous artists, Architects, craft workers and designers • Explore, develop and evaluate work. • Clay • Painting • Texture and collage • Printing • Sketch books 	<ul style="list-style-type: none"> • Sketch Books • Mark Making • Drawing materials • Famous artists, Architects, craft workers and designers • Explore, develop and evaluate work. • Clay • Painting • sculpture 	<ul style="list-style-type: none"> • Mark Making • Drawing materials • Famous artists, Architects, craft workers and designers • Explore, develop and evaluate work. • Clay • Painting • Texture and collage • Printing • Sketch books
	<ul style="list-style-type: none"> • Evaluate and analyse creative works using the language of art and design. • Know about great artists, craft-makers and designers (including architects). • Use of sketch books to answer questions - development use of. (await CPD) • Historical cultural development. 					
Music	<ul style="list-style-type: none"> • What is Music? Rhythm & Melody and Call-and-Response • Music & Nature Starting composition Repeated rhythms and exploring Tempo. • Music from Other Times • Medieval Music Fanfares (drum rhythms & melody) Singing rounds • Water Music Sea shanties Class composition - exploring Pitch. 	<ul style="list-style-type: none"> • Our Music How does Music make us feel? Rounds & Catches Repeated melodic lines & simple improvisation/composition • Music from Around the World How & why music changes in different places. Musical games from around the world • The Science of Music How do instruments make their sound? Recording sound. • Musical Tales How music can tell a story - 'Sorcerer's Apprentice'. Composing 'The Haunted House' • Music & Motion Exploring rhythm & tempo; first adventures with rhythmic notation. Composing a musical 	<ul style="list-style-type: none"> • Instruments & Timbre • Music for Christmas British songs for winter & Yuletide • Carnival of the Animals Focus on Saint-Saëns and the way the music shows animal movement. • Dynamics! The power of dynamics to surprise and spook us. Using Dynamics & Structure to create varied compositions. Using sticks, stones & chants to create two-part rhythms • Indian Music Exploring the sounds & instruments of India. Using drones for composition. 	<ul style="list-style-type: none"> • Music from the Amazon South American rhythms & songs • Music for Nativity Play Composing the soundtrack to a myth Using major & minor scales to convey mood • African Music Polyrhythms & pentatonic melodies. Call-and-Response rhythms. • Music for Adverts Jingles & how music can be used to deliver a message • Music & Poetry Rhythms and underlay music that can enhance & complement poems 	<ul style="list-style-type: none"> • Music of Celebration How music is used to celebrate different occasions. Focus on fanfares - why are they written? Composing our own 2-part fanfares. • The Planets Focus on Holst and the techniques used to evoke the planets' characters. Composing the Y5 Planets Suite • Samba! Discovering the percussion instruments and polyrhythms of Samba. Call-and-Response patterns. • Minimalism Focus on the music of Philip Glass. Composing using variation with repeated sequences • Protest Songs How music has been used as a force for change. Writing our own protest songs: "Say No To Bullying Now!" • Introduction to Music Technology Combining ideas we have learned in the Minimalism topic, with new skills we are learning about music technology. Writing film score sequences. 	<ul style="list-style-type: none"> • Pop Music vs Classical Music What are they? Which one is "better"? Crossover between the two through the ages. The 4-chord song and The Minuet. • The Blues The history of the Blues and its place in modern popular music. Improvising using the Blues scale. Writing our own Blues song, using the 12 bar chord progression. • Music from Tudor Times Focusing on Broadside Ballads - the 16th century propaganda & newsheets of the streets. Writing our own modern Broadside to a Tudor melody. • Reggae The music of Jamaica - the world's loudest island! Bass lines & off-beats. • Music from the Middle East Exploring sounds, scales, rhythms & instruments of the Arab world. Improvisation using the maqam Hejaz (oriental scale) & learning a dance tune from Yemen. • Songs & Incidental Music for the Year 6 Show
	MFL	<ul style="list-style-type: none"> • Numbers • Greetings • Asking and answering questions • Responding to classroom phases 	<ul style="list-style-type: none"> • Numbers • Days of the week • Family words • Food 	<ul style="list-style-type: none"> • Questions, answers and sentence building, • Masculine nouns • Feminine nouns • Numbers • Questions and answers • Months and date 	<ul style="list-style-type: none"> • Masculine nouns • Adverbs of place • Telling the time • Stories • Expressions of annoyance, impatience, disappointment, frustration, disbelief, joy, disagreement 	<ul style="list-style-type: none"> • Nouns • Adverbs of place • Adjectives that precede the noun • Healthy food • Expression opinion • Immediate future tense • Asking Questions • Numbers
PE		<ul style="list-style-type: none"> • Basic movements - running jumping, throwing catching, balance agility and coordination in a range of activities. • Participate in team games, developing simple tactics for attacking and defending. • Perform dances using simple movement patterns 	<ul style="list-style-type: none"> • Basic movements - running jumping, throwing catching, balance agility and coordination in a range of activities. • Participate in team games, developing simple tactics for attacking and defending. • Perform dances using simple movement patterns 	<ul style="list-style-type: none"> • Dance • Gym • Swimming • Athletics • Striking and Fielding • Net and Wall • Invasion games 	<ul style="list-style-type: none"> • Dance • Gym • Athletics • Striking and Fielding • Net and Wall • Invasion games 	<ul style="list-style-type: none"> • Dance • Gym • Athletics • Striking and Fielding • Net and Wall • Invasion games



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Computing	<ul style="list-style-type: none"> Bee bots Programming bee bots Finding things out E safety ICT in and out of school Word processing Sound and Music Graphics 	<ul style="list-style-type: none"> Move the turtle Daisy Dino App Finding things out Email Handling data E safety ICT in and out of school Sound recording Video Animation Video 	<ul style="list-style-type: none"> Logo Probots Hopscotch app Internet research Branching tree Data - bar charts and pictogram E safety Digital society The internet E book Graphics 	<ul style="list-style-type: none"> Logo/probot Data loggers Scratch Internet research Email Branching tree Data bases E safety The school Network Powerpoint Tour guide Video animation 	<ul style="list-style-type: none"> Cargo bot app Scratch- Internet research Spreadsheets and graphs E safety Cloud computing E books Sound recording 	<ul style="list-style-type: none"> Data loggers Scratch- gaming Python Blogging Data collections E safety Digital society Video Animation E book - comic
RE	<ul style="list-style-type: none"> Christianity Judaism 	<ul style="list-style-type: none"> Christianity Islam 	<ul style="list-style-type: none"> Hinduism Christianity 	<ul style="list-style-type: none"> Christianity Judaism 	<ul style="list-style-type: none"> Christianity Sikhism 	<ul style="list-style-type: none"> Christianity Islam
PSHEE	<ul style="list-style-type: none"> Our Happy School (New Beginnings) Out and About (Getting On & Falling Out / Say No to Bullying) Looking Forward (Going for Goals) My Friends and Family (Relationships) Healthy Bodies, Healthy Minds (Good to be Me) Ready, Steady, Go (Changes) 	<ul style="list-style-type: none"> Our Happy School (New Beginnings) Out and About (Getting On & Falling Out / Say No to Bullying) Looking Forward (Going for Goals) My Friends and Family (Relationships) Healthy Bodies, Healthy Minds (Good to be Me) Ready, Steady, Go (Changes) 	<ul style="list-style-type: none"> Our Happy School (New Beginnings) Out and About (Getting On & Falling Out / Say No to Bullying) Looking Forward (Going for Goals) My Friends and Family (Relationships) Healthy Bodies, Healthy Minds (Good to be Me) Ready, Steady, Go (Changes) 	<ul style="list-style-type: none"> Our Happy School (New Beginnings) Out and About (Getting On & Falling Out / Say No to Bullying) Looking Forward (Going for Goals) My Friends and Family (Relationships) Healthy Bodies, Healthy Minds (Good to be Me) Ready, Steady, Go (Changes) 	<ul style="list-style-type: none"> Our Happy School (New Beginnings) Out and About (Getting On & Falling Out / Say No to Bullying) Looking Forward (Going for Goals) My Friends and Family (Relationships) Healthy Bodies, Healthy Minds (Good to be Me) Ready, Steady, Go (Changes) 	<ul style="list-style-type: none"> Our Happy School (New Beginnings) Out and About (Getting On & Falling Out / Say No to Bullying) Looking Forward (Going for Goals) My Friends and Family (Relationships) Healthy Bodies, Healthy Minds (Good to be Me) Ready, Steady, Go (Changes)