



Lion Class - Curriculum map



Planned half term	ILP	Year group	Subject focus	Memorable experience	Innovate challenge	Love to Read	Love to Investigate	English	Art & design	Computing	Design & technology	Geography	History	Mathematics	Music	PE	PSHE	Science
1	Memory Box	Year 1	History	Teddy bears' picnic	Special memories box	N/A	Why do we have two eyes? What can you remember?	Recounts; Diary writing; Rhymes and mnemonics; Descriptions; Information books	Drawing and painting; Collage; Family portraits	Discrete	Making picnic foods; Celebration cards; Making a memory box	Fieldwork in the local area	Changes within living memory	Number and shape patterns; Using calendars	Songs that help us remember; Writing a class song	Dance sequences; Traditional games	Caring for babies and toddlers; Sharing memories; Playing and working co-operatively; Feeling positive	Animals, including humans – parts and senses; Working scientifically
2	Beat Band Boogie!	Year 2	Music	Watch a drumming band	Join the Duke's marching band	N/A	Can water make music?	Instructions, labels and captions; Newspaper reports; Narrative; Lyrics; Invitations	Large-scale painting	Audio recording	Making percussion instruments	Making sketch maps	Discrete	Songs to recall number facts	Percussion; Listening; Improvising; Using voices	Dance	Discrete	Sound; Working scientifically
3	Dinosaur Planet	Year 1	History	Visit a natural history museum/Dinosaur hunt	Dinosaur museum	N/A	Whose poo? Why do we have teeth?	Fact files; Poetry and riddles; Non-chronological reports; Narrative; Writing for different purposes	Large and small-scale modelling	Programming a floor robot; Stop-frame animation	Designing and making	Locating continents and oceans	Events beyond living memory; Significant individuals - Mary Anning	Measurement	Percussion	Dance; Tactical games	Discrete	Plants and animals
4	Towers, Tunnels and Turrets	Year 2	Design & technology	Visit a local castle	Make a fortress for the Three Little Pigs	N/A	Can you make a paper bridge? Where do worms like to live?	Recounts; Reported speech; Narrative; Letters; Posters	Sculpture using natural materials	Create castles using drawing software	Making models of towers, bridges and tunnels	Amazing structures around the world; Towers and bridges in the local area	Castles and castle life; Significant individuals - Isambard Kingdom Brunel	Measures (height)	Discrete	Defend and attack games; Balance and co-ordination	Dilemmas	Living things and their habitats; Use of everyday materials; Working scientifically
5	Beachcombers	Year 2	Science	A trip to the seaside	Create a sea creature	N/A	How many arms does an octopus have? Will it degrade?	Labels, lists and captions; Tongue twisters; Narrative; Letters; Non-fiction books	Sketchbooks; 3-D modelling; Sand art; Seascapes	Web searches; Common uses of ICT; Digital presentations	Finger puppets	Coastal features	Discrete	Measures (mass)	Discrete	Discrete	Caring for the environment	Habitats; Living and non-living things; Food chains; Basic needs of animals; Working scientifically
6	Land Ahoy!	Year 2	Geography	Visit a marina/boat yard/RNLI station/boating lake	Find pirate treasure	N/A	Why do boats float? Can you find the treasure?	Narrative; Information books; Descriptions; Poetry; Postcards	Observational drawing; Printing	Programming; Using presentation software	Mechanisms; Structures	Using and making maps; Location knowledge; Using and giving directions	Significant historical people - Captain James Cook, Grace Darling; Famous pirates	Mass; Position; Direction and movement	Sea shanties	Discrete	Feeling positive about themselves	Everyday materials; Working scientifically
7	The Enchanted Woodland	Year 1	Science	Visit a local woodland	A woodland party for Mr Fox	N/A	Are all leaves the same? Do pine cones know it's raining? What's in a bud? How do leaves change?	Recounts; Information books and letters; Lists and instructions; Narratives	Working with natural materials; Drawing and painting	Sending an email	Building structures; Making party food	Making maps	Discrete	Measuring length and height; Using money	Discrete	Team games	Feeling positive; Looking after the environment	Plants and animals; Identifying and classifying
8	Splendid Skies	Year 1	Science	Nature's treasure walk	Windy day balloon launch	N/A	How big is a raindrop? How wild is the wind? Does it snow in summer?	Recounts; Poetry; Lists and instructions; Postcards; Non-chronological reports	Collage and painting	Discrete	Discrete	Seasonal and daily weather patterns	Significant individuals - Sir Francis Beaufort	Measurement	Weather sounds and songs	Dance	Discrete	Seasonal changes
9	Bright Lights, Big City	Year 1	Geography	Afternoon tea with the Queen	Marley the Meerkat's trip to London	N/A	How do you make bread? How do things move?	Recounts, labels and captions; Adventure narrative; Instructions; Emails; Character study	Discrete	Searching the web; Digital images; Algorithms; Logical reasoning; Creating and debugging programs; Common uses of information technology; Communication; E-safety; Stop-motion animation	Exploring mechanisms; Constructing moving models; Understanding where food comes from; Design and make souvenirs; Models of London landmarks	Countries and capital cities of the UK (London focus); Using locational language; Using maps; Geographical similarities	The Great Fire of London	Sequencing events	Traditional songs and nursery rhymes	Discrete	Active citizens	Everyday materials; Working scientifically
10	Wriggle and Crawl	Year 2	Science	Visit a woodland, grassland, heath, fen or wetland	Minibeast life cycle animation	N/A	Do insects have a favourite colour? Do snails have noses? What is the life cycle of the ladybird? Where do snails live?	Lists and leaflets; Instructions; Reviews and information books; Poetry; Writing for different purposes	Observational drawing; Model making	Creating and debugging programs; Algorithms; Uses of ICT beyond school; Stop motion animation; Logical reasoning; Digital presentations	Origins of food; Selecting natural materials	Fieldwork	Discrete	Symmetry	Play tuned and untuned instruments	Dance	Feeling positive	Living things and their habitats; Animals, including humans; Working scientifically
11	Rio de Vida	Year 1	Music	Brazilian carnival day	carnival	Class	N/A	Poetry; Myths and legends; Information texts; Instructions; Postcards	Carnival masks and headresses; Collage	Digital animations	Carnival instruments; Flag making; Recipes	Locating countries and cities; Comparing areas of UK with Rio	Discrete	Recognising 2-D shapes	Carnival music; Percussion; Song lyrics	Dance; Football; Athletics	Special times; Understanding differences; What is fair and unfair?	Discrete
12	Bounce	Year 2	PE	Visit a soft play area/Session with a local sports team	Organise a sports day for grown ups	N/A	Do all balls bounce? Why should I exercise? How do germs spread?	Recounts; Information books; Instructions; Narratives; Poetry	Sculpture	Digital photography	Materials and mechanisms	Discrete	Significant individuals - Sporting heroes	Measurement; Properties of shapes	Chants and rhymes	Throwing and catching	Teamwork; Health and well-being	Everyday materials; Forces; The importance of exercise
	Paws, Claws and Whiskers	Year 1	Art & design	Visit from an animal owner/Visit a zoo, wildlife park or rescue centre	Look after a mystery animal	N/A	Can you leap like a frog? What is camouflage for? What can worms sense?	Recounts; Fables; Booklets and lists; Instructions; Nursery rhymes and poems	Talking about art; Drawing; Collage; Model making; Painting; Sculpture; Animal masks and products	Retrieving images; Photography; Using presentation software	Designing labels; Designing and making animal enclosures	Using and making maps; Describing physical features	Discrete	Discrete	Animal songs	Animal movement and dance	Caring for animals	Animals (including humans); Working scientifically
	Superheroes	Year 1	PE	Superhero hunt	Save the school from Professor Slime	N/A	What can our hands do? Can you be a superhero?	Descriptive sentences; Comic strips; Narrative; Fact files; Labels and captions	Drawing and modelling superheroes	Downloading photographs and images; E-safety; Animation	Superfoods; Mask-making	Discrete	Historical heroes/heroines	Discrete	Creating digital superhero sounds	Superhero action movements; Dance; Agility and strength	Recognising good and bad choices; Keeping safe; Making a positive contribution	Human body-parts and senses; Eating healthily; Working scientifically
	Moon Zoom!	Year 1	Design & technology	Alien crash scene investigation	Help the alien home	N/A	What keeps us dry? How does it feel?	Posters; Character profiles; Non-chronological reports; Adverts; Science fiction	Models of the Solar System	Drawing software; Algorithms; Email; Photo stories	Design and make space-themed vehicles; Evaluating toys; Using mechanisms	Satellite images	Significant people - Astronauts; Changes within living memory	Position and direction	Space sounds; Space-themed songs	Dance	Aspirations and goal setting	Properties of everyday materials; Working scientifically

	The Scented Garden	Year 2	Science	Visit a garden centre or florist	Make a fragranced gift	N/A	What's on your wellies? Can seeds grow anywhere? How does grass grow?	Recounts; Non-chronological reports; Instructions; Narrative; Information books	Observational drawing; Sculpture; Flower-pressing	Present information	Making fragrant products	Plants in the local environment; Plants of the world	Discrete	Measurement	Action rhymes	Discrete	Discrete	Plants
	Street Detectives	Year 2	History	Walk around the local community	Improve the local area	N/A	How do plants grow in winter?	Recounts and captions; Nursery rhymes; Instructions; Adverts; Diary writing	Famous local artists; Drawing, painting or collaging views from the local area	Photo stories; Algorithms	Selecting tools and materials; Baking; Sign making; Designing buildings	Fieldwork in the local area; Human and physical features; Using and making maps with keys; Looking at aerial images	Changes within living memory; Significant people, places and events in local area	Time; Data handling	Discrete	Keeping fit	Belonging to a community; Improving the local area	Identifying and comparing everyday materials; Identifying plants in the local area
	Muck, Mess and Mixtures	Year 2	Art & design	Messy mixtures morning	Messy art exhibition	N/A	Which stuff is stickier? How is mud made? What shape is a bubble?	Labels, lists and captions; Recipes; Poetry; Narrative; Leaflets	Printing; Food landscapes; Mixed media pictures and collages; Colour mixing; Using clay	Stop motion animation; Digital photography and presentations	Food tasting; Origins of food; Healthy meals; Following recipes; Designing an outdoor kitchen	Discrete	Discrete	Measurement (capacity and mass)	Discrete	Discrete	Safety around medicines and household products	Everyday materials; Working scientifically

These materials are protected by copyright law. Reproducing them, either in whole or in part, in print or in digital form (sharing electronically or posting online), is strictly prohibited without the written consent of Cornerstones Education Limited.