Key Stage One Curriculum Plan

Year 1				
Theme number	**Theme name**	**Subject focus**	**Content summary**	**Link to overview**
1	Blast from the Past	History	Pupils learn about: • memories beyond living memory • aspects of change in natural life, e.g. people • chronology of past events • similarities and differences between now and the past / school life • weather	• Blast from the Past: theme overview
	We are publishers	Computing	Pupils learn to: • plan a small multimedia eBook • choose and import images • record audio commentary • add and format titles and other text • think carefully about protecting their privacy • respect other people's copyright • revise and improve their work	• We are publishers: Teacher notes
	Celebrations	Science	Pupils learn to: • say which part of the body is associated with each sense • distinguish between an object and the material from which it is made • describe the simple physical properties of a variety of everyday materials • identify and describe the basic structure of a variety of common flowering plants	• Celebrations: Teacher notes
2	Twist and Shout	Music	Pupils learn: • to listen with concentration • about musical genres such as Rock and Roll • about steady beats and rhythm • about percussion instruments	• Twist and Shout: theme overview
	We are rhythmic	Computing	Pupils learn to: • record audio on an iPad • program sprites to playback recorded audio in ScratchJr • program ScratchJr to create repeating rhythms using recorded audio explore different effects that can be applied to audio • create a repeating percussion pattern using a virtual drum machine • experiment with a range of virtual instruments	• We are rhythmic: Teacher notes
	Holiday	Science	Pupils learn to: • distinguish between an object and the material from which it is made • compare and group together a variety of everyday materials on the basis of their simple physical properties • describe the simple physical properties of a variety of everyday materials • identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals. • describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets) • identify and name a variety of everyday materials including wood, plastic, glass, metal, water and rock	• Holiday: Teacher notes
3	United	History	Pupils learn about: • British values	• United: theme overview

		PSHE	• cities/places of the UK • key geographical features of the UK • The Great Fire of London	
	We are TV chefs	Computing	Pupils learn to: • break down a process into simple, clear steps (an algorithm) • use different features of a video camera use a video camera to capture moving images • edit a video to include an audio commentary • develop collaboration skills • discuss their work and think about how it could be improved	• We are TV chefs: Teacher notes
	Who am I?	Science	Pupils learn to: • identify, name, draw and label the basic parts of the human body • say which part of the body is associated with each sense	• Who am I?: Teacher notes
4	Amazon	Geography	Pupils learn: • about rainforests of the world • to compare a South American country and the UK • to listen with concentration • about musical genres, such as music used at the carnival	• Amazon: theme overview
	We are treasure hunters	Computing	Pupils learn: • that a programmable robot can be controlled by inputting a sequence of instructions • to develop and record sequences of instructions as an algorithm to program a robot to follow their algorithm • to debug programs • to predict how their programs will work	• We are treasure hunters: Teacher notes
	Plants and animals where we live	Science	Pupils learn to: • identify and name a variety of common wild and garden plants, including deciduous and evergreen trees • identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals • identify and describe the basic structure of a variety of common flowering plants, including trees • describe and compare the structure of a variety of common animals including fish, amphibians, reptiles, birds and mammals • identify and name a variety of common animals that are carnivores, herbivores and omnivores	• Plants and animals where we live: Teacher notes
5	Amazing Animals	Art	Pupils learn about: • wild animals and their habitats • world continents • nature artists, such as Henri Rousseau • carnivores, omnivores and herbivores	• Amazing Animals: theme overview
	We are photographers	Computing	Pupils learn to: • consider the technical and artistic merits of photographs • use the iPad camera app • take digital photographs • review, reject or pick the images they take • edit and enhance their photographs	• We are photographers: Teacher notes
	Polar places	Science	Pupils learn to: • describe the simple physical properties of a variety of everyday materials • compare and group together a variety of everyday materials on the basis of their simple properties	• Polar Places: Teacher notes

			• identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals. • describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets) • identify and name a variety of common animals that are carnivores, herbivores and omnivores	
6	Dinosaur Discovery	Science	Pupils learn about: • dinosaurs, including fossils and Mary Anning • herbivores, carnivores, omnivores • everyday materials and their sources	• [Dinosaur discovery: theme overview](#)
	We are detectives	Computing	Pupils learn: • how data can be structured as records with fields for information • how data can be organised into groups and subgroups • how data can be structured as a tree • how data can be organised into a table • how data in a table can be filtered and searched	• [We are detectives: Teacher notes](#)
	Little Masterchefs	Science	Pupils: • find out about, and describe the basic needs of animals, including humans, for survival (water, food and air) • describe the importance for humans of exercise, eating the right amounts of different types of food and hygiene • identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses	• [Little Masterchefs: Teacher notes](#)

Year 2				
Theme number	Theme name	Subject coverage	Content summary	Link to overview (where available)
1	Then and Now	History	Pupils learn about: • Victorian school life • Local History study, including significant events, people and places • Local industry • Local landmarks	
	We are safe researchers	Computing	Pupils learn to: • develop collaboration skills through working as part of a group • develop research skills through searching for information on the Internet • think through privacy implications of their use of search engines • be more discerning in evaluating online information • improve note-taking skills through the use of mind mapping • develop presentation skills through creating and • delivering a short multimedia presentation	• We are safe researchers: Teacher notes
	Our local environment	Science	Pupils: • identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other • identify and name a variety of plants and animals in their habitats, including micro-habitats • identify and name a variety of plants and animals in their habitats, including microhabitats. Gather and record data to help in answering questions • describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name the different sources of food	• Our local environment: Teacher notes
2	Worth repeating	Art	Pupils learn about: • Geographical features in the environment, e.g. patterns • Reflection in line symmetry • Range of artists who use pattern, such as Klimt, Hurst, Brunt, Kandinsky • Range of techniques using pattern and colour	• Worth Repeating: theme overview
	We are digital artists	Computing	Pupils learn: • how to select and set brushes and colours • to create artwork in a range of styles on iPads • to use the undo function if they make mistakes, and to encourage experimentation • to use multiple layers in their art • to transform layers • to paint on top of photographs	• We are digital artists: Teacher notes
	Young gardeners	Science	Pupils: • identify and name a variety of plants and animals in their habitats, including microhabitats • observe and describe how seeds and bulbs grow into mature plants • find out and describe how plants need water, light and a suitable temperature to grow and stay healthy • compare the suitability of a variety of materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses	• Young gardeners: Teacher notes

3	Roll up, roll up!	Design and technology	Pupils learn about: • Circus and fairgrounds including rides, mechanisms etc. • Structures • Musical genres associated with fairgrounds, including organs and carousels	• Roll Up, Roll Up: theme overview (PDF)
	We are games testers	Computing	Pupils learn to: • observe and describe carefully what happens in computer games • use logical reasoning to make predictions of what a program will do and test these predictions • think critically about computer games and their use • create sequences of instructions for a virtual robot to solve a problem • work out strategies for playing a game well • be aware of how to use games safely and in balance with other activities	• We are games testers: Teacher notes
	Squash, bend, twist and stretch	Science	Pupils: • find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching	• Squash, bend, twist, stretch: Teacher notes
4	Creepy crawlies	Science	Pupils learn about: • Minibeasts and their habitats • Identification of plants and animals • Differences between things that are living, dead and never been alive • Basic algorithms • Simple food chains	• Creepy Crawlies: theme overview
	We are zoologists	Computing	Pupils learn to: • sort and classify a group of items by answering questions • collect data using tick charts or tally charts • take, edit and enhance photographs • use Google Sheets or Microsoft Excel to produce basic charts • record information on a digital map • summarise what they have learned in a presentation	• We are zoologists: Teacher notes
	On safari	Science	Pupils: • identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals • describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets)	• On safari: Teacher notes
5	Brilliant bodies	Science	Pupils learn about: • Basic principles of a healthy and varied diet including nutrition and hygiene • Parts of the body • Importance of exercise for humans	• Brilliant Bodies: theme overview
	We are animators	Computing	Pupils learn to: • understand how animation works • use storyboards to plan an animation • create their own original characters, props and backgrounds for an animation • film, review and edit a stop-motion animation • record audio to accompany their animation • provide constructively critical feedback to their peers	• We are animators: Teacher notes

	Healthy me	Science	Pupils: • find out about and describe the basic needs of animals, including humans, for survival (water, food and air) • describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene • identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses	• Healthy me: Teacher notes
6	Shipwreck	History	Pupils learn about: • Location of the UK, and its counties, capital cities and seas • The world's oceans and continents • Significant explorers, such as Sir Walter Raleigh, Henry Hudson, Sir Francis Drake, Ibn Battuta, Electa Johnson, Christopher Columbus • Geographical features such as coastlines and cliff • People who help us	• Shipwreck: theme overview
	We are astronauts	Computing	Pupils learn to: • plan a sequence of instructions to move sprites in ScratchJr • create, test and debug programs for sprites in ScratchJr • work with input and output in ScratchJr • use repetition in their programs • design costumes for sprites	• We are astronauts: Teacher notes
	Material monster	Science	Pupils: • identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses • find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching	• Materials monster: Teacher notes