

Foundation Subjects Curriculum Map – KS1 and 2 2024-25

Year group	Topic	History	Geography	Science	Art	DT	PE	RE	Music	Computing
Year 1	1: Superheroes 2: Who are we?	2: Personal history	1: Local area	1: Animals including humans 2: Materials	1: Drawing – self portraits	2: Mechanisms – levers and sliders	1: Multi-skills 2: Dance	Celebrations and Festivals: 'Who celebrates what and why?'	1: Pitch and tempo 2: Pulse and rhythm	1: Creating Media A - Digital Writing 2: Computing Systems - Technology Around Us
	1: How do we know about dinosaurs? 2: What is it like to live in Great Britain?	2: Mary Anning	1: Exploring Great Britain	1: Weather and seasonal changes 2: Plants	1: Painting and printing	2: Cooking – fruit kebabs	1: Gymnastics 2: Invasion games	1: Myself and caring for others: How do we show we care for others? 2: Beliefs and Teachings: Stories of Jesus: What can we learn from them?	Timbre and rhythmic patterns	1: Handling Data - Grouping Data 2: Programming A - Moving A Robot
	Seaside	2: Holidays in the past	1: Contrasting locality - Skegness	1: Plants 2: Animals including humans	1: 3D sculpture	2: Structures: beach huts	1: Athletics 2: Striking and fielding	Symbols in religious worship and practice: In what ways are churches / synagogues important to believers?	Musical vocab	1: Creating Media B - Digital Painting 2: Programming B - Programming Animations

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Year 2	1: Marvellous medicines 2: Our local environment	1: Local history – Jesse Boot	2: The environment and local area	Uses of everyday materials	1: 3D sculpture: recycled materials	2: Cooking: making soup	1: Invasion games - benchball 2: Dance	1: Believing: What do Jewish people believe about God, creation, humanity, and the natural world? 2: Leaders: What makes some people inspiring to others?	Nativity songs	1: Creating Media A - Digital Photographs 2: Computing Systems - IT Around Us
	Great Fire of London	Great Fire of London		Living things and their habitats	1: Collage: Great Fire of London	2: Mechanisms: wheels and axles – fire engines	1: Gymnastics 2: Orienteering	Belonging: What does it mean to belong? What is it like to belong to the Christian religion in Nottingham today?	1: Orchestral instruments 2: Musical me	1: Handling Data - Pictograms 2: Programming A - Robot Algorithms
	1: All around the world 2: Intrepid explorers	2: Mount Everest	1: Contrasting non-European locality	1: Plants 2: Animals including humans	1: Painting: colour mixing	2: Templates and joining: hand puppets	1: Athletics 2: Striking and fielding	Story: Jewish and Christian Stories: How and why are some stories important in religions?	1: West African call and response 2: Myths and legends	1: Creating Media B - Digital Music 2: Programming B - Programming Quizzes

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Year 3	Stone Age	Stone Age to Iron Age		1: Forces and magnets 2: Rocks and soils	1: Painting: landscapes	2: Shell structures – artefact boxes	1: Invasion games - handball 2: Dance – line dance	Beliefs and Questions: What difference does it make to be a Christian?	Ballads	1: Creating Media A - Desktop Publishing 2: Computing Systems - Connecting Computers
	1: North America 2: Caribbean		Study of North America	1: Animals including humans 2: Plants	2: Collage: Caribbean scene	1: Healthy and varied diet: pitta pockets	1: Gymnastics 2: Net and wall skills	1: Religion, family and community: Prayer How do religious families and communities practice their faith? 2: Worship and Sacred Places: Where, how and why do people worship?	1: Pentatonic melodies 2: Developing singing technique	1: Handling Data - Branching Databases 2: Programming A - Sequencing Sounds
	Romans	Ancient Rome		Light and shadows	1: Drawing: Roman buildings	2: Levers and linkages: make an information book	Swimming and athletics	Inspirational people from the past: What can we learn from inspiring people in sacred texts and in the history of religions?	Traditional instruments and improvisation	1: Creating Media B - Stop-frame Animation 2: Programming B - Events & Actions in Programs

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Year 4	Journeys	2: Anglo-Saxons	1: Antarctica	1: Electricity 2: Sound	2: 3D modelling – clay jewellery	1: Electrical systems - torches	1: Invasion games - basketball 2: Dance – bhangra	The journey of life and death: What do different people think about life after death?	Guitar lessons	1: Creating Media A - Photo Editing 2: Computing Systems - The Internet
	1: Crime and punishment 2: The United Kingdom	1: Crime and punishment	2: What is our country like including rivers?	States of matter	1: Drawing-street art - Banksy	2: Textiles – recycled pencil cases	1: Gymnastics 2: Net and wall – table tennis	Symbols and religious expression: How do people express their religious and spiritual ideas on pilgrimages?	Guitar lessons	1: Handling Data - Data Logging 2: Programming A - Repetition in Shapes
	Ancient Egypt	Ancient Egypt		1: Animals including humans 2: Living things and their habitats	1: Printing – William Morris	2: Healthy and varied diet - bread	1: Athletics 2: Striking and fielding – kick ball	1: Spiritual expression: Christianity, music and worship: what can we learn? 2: Religion, family, community, worship, celebration, ways of living: How do Hindu families practise their faith?	Guitar lessons	1: Creating Media B - Audio Production 2: Programming B - Repetition in Games

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Year 5	Ancient Greece	Ancient Greece		Forces	1: 3D sculpture: Greek pots	2: Celebrating culture and seasonality - scones	1: Net and wall - tennis 2: Dance – soca	1: Inspirational people in today’s world 2: Religion and the individual: what matters to Christians?	1: Composition notation 2: South and West Africa	1: Creating Media A - Introduction to Vector Graphics 2: Computing Systems - Systems and Searching
	1: Refugees 2: Vikings	2: Vikings	1: Europe	Properties and changes of materials	1: Printing: batik	2: Textiles: worry monsters	1: Gymnastics 2: Orienteering	Beliefs and questions- How do people’s beliefs about God, the world and others have impact on their lives?	Composition to represent the festival of colour	1: Handling Data - Flat-file Databases 2: Programming A - Repetition in Shapes
	Rainforests		South America	1: Earth and Space 2: Animals including humans	1: Painting: Elizabeth Blachrie Blackwell	2: Mechanical systems: gears and pulleys	1: Athletics 2: Striking and fielding - cricket	Beliefs in action: Religion expressed through arts, architecture and charity	Blues	1: Creating Media B - Video Production 2: Programming B - Selection in Quizzes

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Year 6	World War II	World War II		1: Animals including humans 2: Evolution and Inheritance	1: 3D sculpture: lanterns	2: Structures - bridges	1: Invasion games - Tag Rugby 2: Dance – hip-hop	Beliefs in action: Holocaust	Advanced rhythms	1: Creating Media A - Web Page Creation 2: Computing Systems - Communication and Collaboration
	1: Ancient Maya 2: Eyam and the Plague	1: Ancient Maya 2: Eyam and the Plague		1: Light 2: Electricity	1: Self portraits: Frida Kahlo	2: Mechanisms: fairgrounds	1: Gymnastics 2: Orienteering	1: Wisdom and Authority: What can we learn by reflecting on words of wisdom from religions and worldviews? 2: Religion, world views, family and community in Nottingham	1: Dynamics, pitch and tempo 2: Theme and variations	Handling Data - Introduction to Spreadsheets
	Volcanoes and Earthquakes		Volcanoes and Earthquakes	Living things and their habitats	1: Drawing and pastels: David Hockney	2: Investigative and evaluative project	1: Athletics 2: Striking and fielding - rounders	Beliefs in action in the world: How do religions and beliefs respond to global issues of social justice and the importance of the environment?	Leavers' songs and production	1: Programming A - Repetition in Shapes 2: Programming B - Sensing Movement