



Rosendale Curriculum Map 2017-18

	Science Within each year group there are opportunities to develop scientific enquiry skills	One World Curriculum (includes history, geography, RE, PHSE and citizenship)	ICT Each year group will do a computer science project, a creative project and develop their core skills.	Art Each year group experiment with six core skills: Drawing, colour, texture, form, printing and pattern.	PE
Year 1	<p><i>Plants-naming plants and trees, growing plants from seeds and observing growth</i></p> <p><i>Animals, including humans-naming common animals, naming parts of the body</i></p> <p><i>Everyday Materials-name materials and their properties</i></p>	<p><i>Chronology - use of timelines to support understanding of chronology</i></p> <p><i>Changes- to the school over time, changes in transport, changes in the local area.</i></p> <p><i>The lives of significant individuals in the past-Florence Nightingale</i></p>	<p><i>Computer Science-Follow and write instructions using Beebots</i></p> <p><i>Creativity and communication-Create animations, take photos, record a film, record audio.</i></p> <p><i>Core skills development-Logon using username and password, open and close a programme, save and retrieve a document, develop mouse skills.</i></p>	<p><i>Experiment with mark making.</i></p> <p><i>Apply colour with a range of tools.</i></p> <p><i>Use materials to make collages.</i></p> <p><i>Make known objects for a purpose.</i></p> <p><i>Create patterns by printing from objects.</i></p>	<p><i>Fundamental movement skills (split into locomotion, stability and object control)</i></p> <p><i>Multi-skills games (locomotion, stability and object control movements which are non sport specific)</i></p> <p><i>Real PE</i></p>

	Seasonal changes - <i>observe and describe weather and the seasons</i>	Weather- <i>Identify and observe seasonal and daily weather patterns</i> Compare <i>countryside and cities</i> Compare <i>two rivers, Thames and one not in Europe.</i> RE- <i>Customs and rituals of the major faiths including food, culture and dance</i>	E Safety <i>Ongoing and stand alone lessons</i>		<i>(covering physical, social, personal, creative and healthy living aspects of PE)</i> Dance Gymnastics Athletics
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Year 2	Plants- <i>how seeds and plants grow</i> Animals including Humans- <i>what animals need to survive and be healthy</i> Uses of everyday materials - <i>compare the suitability for different uses</i>	Significant historical individuals - <i>Explorers (Neil Armstrong, Francis Drake and Christopher Columbus)</i> Local area- <i>What do we want Herne Hill to look like?</i> Climate change - <i>impact on environment</i>	Computer science - <i>design a game using BeeBots</i> Creativity and communication- <i>create animations, take photos, record audio, make short films</i> Core skills development- <i>Logon using username and password, close down a programme and log off, type, retrieve saved</i>	Close observation drawings. Make tones and mix colours. Develop skills of overlapping and overlaying.	Fundamental movement skills <i>(split into locomotion, stability and object control)</i> Multi-skills games <i>(locomotion, stability and object control movements which are non sport specific)</i>

	Living things and their habitats - <i>animals' habitats and how they get food</i>	RE- <i>Customs and rituals of the major faiths including food, culture and dance</i>	<i>work, edit and resave, print work</i> E Safety <i>Ongoing and stand alone lessons</i>	Replicate patterns and textures in 3-D form.	Real PE <i>(covering physical, social, personal, creative and healthy living aspects of PE)</i> Dance Gymnastics Athletics
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Year 3	Plants- <i>identify parts and their functions, lifecycles of plants</i> Animals including humans- <i>nutrition, skeletons and muscles</i>	The Roman Empire and its impact on Britain Changes in Britain from Stone Age to Iron Age Local area- <i>What do we want Herne Hill to look like?</i>	Computer science- <i>Write programmes with Robots, design computer game</i> Creativity and communication- <i>Create digital artwork, including photos and collage</i>	Experiment with pencils to show tone, texture. Close observation of objects. Make patterns on a range of surfaces.	Multi-skills games <i>(locomotion, stability and object control movements which are non sport specific)</i> Tag rugby

	<p>Rocks- <i>compare and group, fossil formation and soil.</i></p> <p>Light- <i>light, dark and shadows</i></p> <p>Forces and Magnets- <i>movement of different surfaces, magnetic materials, attract and repel.</i></p>	<p>Migration and refugees</p> <p>RE- <i>Customs and rituals of the major faiths including food, culture and dance</i></p>	<p>Core skills development- <i>create a multipage document with images</i></p> <p>E Safety</p> <p><i>Ongoing and stand alone lessons</i></p> <p>F</p>	<p>Apply colour using dotting, scratching and splashing.</p>	<p>Dance</p> <p>Games- <i>A different game each week from some less common games from archery, table tennis, golf</i></p> <p>Gymnastics</p> <p>Real PE (<i>covering physical, social, personal, creative and healthy living</i>)</p> <p>Hockey</p> <p>Cricket</p> <p>Short tennis</p> <p>Athletics</p> <p>Swimming</p>
	<p>Science</p> <p>Within each year group there are opportunities to develop scientific enquiry skills</p>	<p>One World Curriculum (includes history, geography, RE, PHSE and citizenship)</p>	<p>ICT</p> <p>Each year group will do a computer science project, a creative project and develop their core skills.</p>	<p>Art</p> <p>Each year group experiment with six core skills: Drawing, colour, texture, form, printing and pattern.</p>	<p>PE</p>

<p>Year 4</p>	<p>Animals, including humans- <i>teeth, food chains, digestive system</i></p> <p>All living things and their habitats- <i>Grouping, classification keys, impact of environment.</i></p> <p>States of matter- <i>solids, liquids, gases and changing states. Water cycle</i></p> <p>Sound- <i>How sounds are made and altered</i></p> <p>Electricity- <i>Simple circuits, switches, insulators and conductors</i></p>	<p>Ancient Greece- <i>stories and daily life</i></p> <p>Britain's settlement by Anglosaxon and Vikings- <i>struggle for kingdom</i></p> <p>Physical geography- <i>Rivers</i></p> <p>RE- <i>Customs and rituals of the major faiths including food, culture and dance</i></p> <p>Introduction to ways of thinking and living in China - comparing Eastern and Western thought</p>	<p>Computer science <i>Create a simple game with a range of functions using Scratch</i></p> <p>Creativity and communication- <i>Make a visual presentation to share with the class, including hyperlinks</i></p> <p>Core skills development- <i>Spreadsheets: Enter data into a spreadsheet, use simple formulae, produce charts and graphs</i> <i>Word documents on Google Drive</i></p> <p>E Safety <i>Ongoing and stand alone lessons</i></p>	<p>Introduce perspective.</p> <p>Mix and match colours to those in a work of art.</p> <p>Consider different types of mark making to make patterns.</p>	<p>Handball</p> <p>Multiskills (<i>locomotion, stability and object control movements which are non sport specific</i>)</p> <p>Real PE (<i>covering physical, social, personal, creative and healthy living aspects of PE</i>)</p> <p>Dance</p> <p>Other games selection (<i>A different game each week from some less common games from archery, table tennis, golf, curling, fencing</i>)</p> <p>Gymnastics</p> <p>Basketball</p> <p>Rounders</p> <p>Athletics</p>
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Year 5	<p>Animals including humans- <i>changes as humans develop including puberty</i></p> <p>Living things and their habitats- <i>life cycles and reproduction</i></p> <p>Properties and Changes of materials- <i>Compare and group, separating materials, Reversible and irreversible changes</i></p> <p>Earth and Space- <i>movement of planets</i></p> <p>Forces- <i>gravity, air resistance, levers and pulleys</i></p>	<p>Depth study of Early Civilisation achievements: <i>Ancient Egypt</i></p> <p>RE- Customs and rituals of the major faiths including food, culture and dance</p> <p>Angry Earth: Introduction to physical geography of the Earth and focus on climate change</p> <p>Introduction to history and geography of China</p> <p>Local area study</p>	<p>Computer science- <i>create a multi-scene game using scratch</i></p> <p>Creativity and communication- <i>make a multimedia presentation, including hyperlinks, video and audio</i></p> <p>Core skills development- <i>create a document with Google Docs or word, using a range of formatting techniques. Develop typing skills.</i></p> <p>E Safety <i>Ongoing and stand alone lessons</i></p>	<p>Produce detailed preparatory sketches for painting and other work.</p> <p>Develop the concept of perspective.</p> <p>Work on a variety of scales.</p> <p>Select and use materials to achieve a specific outcome.</p>	<p>Hockey</p> <p>Healthy living (<i>includes fitness training, healthy living tips, understanding the body, basic first aid training</i>)</p> <p>Real PE (<i>covering physical, social, personal, creative and healthy living aspects of PE</i>)</p> <p>Dance</p> <p>Gymnastics</p> <p>Target and other games (<i>Includes bowls, golf, curling, archery, fencing, lacrosse</i>)</p> <p>Tennis</p>

					Cricket Athletics
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<p>Year 6</p>	<p>Humans - <i>Circulatory system and Staying Healthy</i></p> <p>Living things and their habitats - <i>Microorganisms and classification.</i></p> <p>Evolution and Inheritance- <i>Changes over time. Adapting to environment.</i></p> <p>Electricity- <i>Varying a circuit, using symbol.s</i></p>	<p>Turning point in British history - <i>Windrush, migration.</i></p> <p>World War II</p> <p>RE - <i>Customs and rituals of the major faiths including food, culture and dance.</i></p> <p>China/One World</p> <p>Equality and human rights - <i>focus on gender equality and feminism.</i></p>	<p>E Safety - <i>staying safe and working responsibly online.</i></p> <p>Computer science - <i>learning about the history of computers and programming.</i></p> <p>Creativity and communication- <i>use iMovie or animation tools to make information videos using clips, still images, music and captions.</i></p> <p>Core skills development- <i>create a document with Google Docs or word, using a range of formatting techniques. Develop typing skills. Create, save and organise work independently.</i></p>	<p>Discuss own and artists' work, drawing comparisons and reflecting on their own creations.</p> <p>Work collaboratively on a larger scale.</p>	<p>Rugby</p> <p>Healthy living (<i>includes fitness training, healthy living tips, understanding the body, basic first aid training</i>)</p> <p>Real PE (<i>covering physical, social, personal, creative and healthy living aspects of PE</i>)</p> <p>Dance</p> <p>Gymnastics</p> <p>Basketball</p>

					Rounders Athletics Team games and OAA <i>(Outdoor adventurous activities, includes team challenges (scooter boards) and orienteering)</i>
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