



Rosendale Curriculum Map

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