



New Hartley First School

KS1 & KS2 – Annual Curriculum Overview						
Year 1	<u>AUTUMN TERM 1</u>	<u>AUTUMN TERM 2</u>	<u>SPRING TERM 1</u>	<u>SPRING TERM 2</u>	<u>SUMMER TERM 1</u>	<u>SUMMER TERM 2</u>
History	Homes and buildings		Changes in living memory - Toys		Changes in living memory - Seaside holidays	
Geography	Four countries and capitals				Vocabulary of local and familiar features Compass directions	
Science	Identify roots and leaves Observe weather associated with seasons	Identify and compare common animals Name basic body parts Senses	Observe weather associated with seasons	Identify basic plants, plant parts etc.	Observe weather associated with seasons	Distinguish between objects and materials Identify/name common materials and their properties. Compare and classify
ICT Computer Science Information Technology	BBC Bitesize Computer Science: What is an algorithm? What is code? J2Code: Outer Space, Traditional Tales, Rockets Use technology purposefully to create - text, graphics, chart sound and animation packages		Daisy the Dinosaur Jumbo, Bee-Bot Use technology purposefully to organise, store and retrieve - save and load work and use folders to store information		Scratch Junior: Module 1 Making a Scratch Jr collage Use technology purposefully to create - edit refine and publish work.	
Art	Collage - Autumn pictures Straw houses Clay pots	Christmas cards and calendars Self portraits Painting - colour mixing using primary colours	Paper sculpture - Penguins Yarn wrappings - exploring the work of designers and making own winter woolies	Mother's Day cards Easter cards Painting seasonal pictures Pastel drawings of daffodils Observational drawings - trees and plants	Printing from objects and creating pattern 3D Victorian seaside display	Exploring the work of Picasso - Collage faces and painting with different shades of red and blue
DT			Puppets		Healthy food - Fruit salad	
Music Music Express	Exploring sounds - Drumming	Exploring duration Singing	Exploring pulse and rhythm	Exploring pitch	Instruments and symbols	Timbre, tempo and dynamics
PE	Games Skills- Netball Gymnastics	Games Skills- Netball Gymnastics	Games Skills - Football Dance	Games Skills -Football Dance	Games Skills - Rounders Multi-skills Athletics	Games Skills - Rounders Multi-skills Athletics
PSHCE	New beginnings	Getting on and falling out	Going for goals	Good to be me	Say no to bullying	Relationships
RE	Unit 1 - God - dependent on God for life Harvest Islam -Eid-ul-Adha/Hajj	Unit 5 - Festivals and Celebrations Presents that the 3 kings brought and Jesus as a gift to the world Judaism - aspects of Hannukah	Unit 2 - Jesus Events in Jesus life Hinduism - Holi	Unit 5 - Festivals and Celebrations Easter traditions and New life, Jesus' crucifixion	Unit 3 - Communities Belonging to different groups - Baptism	Unit 4 - Lifestyles Valuing diversity Importance of how we think and behave
Visits/Visitors		Visiting doctor Zoo Lab (visitor)	Garden Centre Discovery Museum			Lighthouse visit

Year 2	<u>AUTUMN TERM 1</u>	<u>AUTUMN TERM 2</u>	<u>SPRING TERM 1</u>	<u>SPRING TERM 2</u>	<u>SUMMER TERM 1</u>	<u>SUMMER TERM 2</u>
History	Guy Fawkes and the Gunpowder plot		Significant people - Florence Nightingale and Mary Seacole SAT's preparation		Events beyond living memory - The Great Fire of London	
Geography	Place knowledge - contrasting non EU country - Mexico 7 continents and 5 oceans. Hot and cold places			Use aerial images and other models to create simple plans and maps using symbols. Local area		
Science	Living and non living	Basic needs of animals and their offspring	Plants - growing	Simple food chains Habitats		Compare the uses of different materials - Friction
ICT Computer Science Information Technology	BBC Bitesize Computer Science: What are computer bugs? How do you program a robot? How do computer games work? Use technology purposefully to create - text, graphics, chart sound and animation packages		Human Crane, Light Bot Scratch Junior: Module 2 Making a Scratch Jr story Use technology purposefully to organise, store and retrieve - save and load work and use folders to store information		Scratch Junior: Module 3 Making a Scratch Jr game Use technology purposefully to create - edit refine and publish work.	
Art	Collage - Fireworks pictures Drawing skills Observation and imagination (Van Gogh/ Seurat	Christmas cards and calendars Printmaking - animals (Andy Warhol)	Textiles - Collage using paper and fabric link to plants	Easter cards 3D - clay work and range of decorative techniques - Easter eggs	3D - junk modelling Great Fire	Painting - Colour matching
DT				Food - where does it come from? Bread making		Build and improve structures and mechanisms
Music Music Express	Duration, Pulse and Rhythm	Singing	Pitch	Timbre, Tempo and Dynamics	Drumming - playing drums Rhythm and performing	
PE	Games Skills- Netball Dance	Games Skills- Netball Dance	Games Skills - Football Gymnastics	Games Skills -Football Gymnastics	Games Skills - Rounders Multi-skills Athletics	Games Skills - Rounders Multi-skills Athletics
PSHCE	New beginnings	Getting on and falling out	Going for goals	Good to be me	Say no to bullying	Relationships
RE	Unit 1 - God God as the creator Harvest	Unit 5 - Festivals and Celebrations Identifying Christmas traditions Significance of candles - Christingle	Unit 2 - Jesus Jesus' friends and stories told by and about him	Unit 5 - Festivals and celebrations Significance of Lent, Shrove Tuesday and Holy Week/40 days after resurrection	Judaism - Ways in which Torah shapes Jewish lifestyle Aspects of Hindu lifestyle and what makes it distinctive and same for Islam	Unit 4 - Lifestyles Importance for Christians of love, forgiveness and of loving both God and one's neighbours
Visits/Visitors	Laing Art Gallery		Garden Centre or Rising Sun Country Park		Pizza Express or Greggs bakery	

Year 3	<u>AUTUMN TERM 1</u>	<u>AUTUMN TERM 2</u>	<u>SPRING TERM 1</u>	<u>SPRING TERM 2</u>	<u>SUMMER TERM 1</u>	<u>SUMMER TERM 2</u>
History	Stone age to the Iron Age Developing a chronology, changes in Britain		Ancient Egypt The achievements of the earliest civilisations - indepth study		Romans Impact on Britain and local history	
Geography	Settlements Points of a compass		Locating key physical and human features. Describe and understand rivers and climate		Locate European countries, symbols and keys, volcanoes and earthquakes, trade links and fieldwork	
Science	Rocks and Fossils	Forces and magnets	Plants	Light	Animals including nutrition; humans, skeletons, muscles and movement	
ICT Computer Science Information Technology	BBC Bitesize: Computer Science: What is an algorithm? What is decomposition? Independently select and use a variety of desktop and tablet based software to design and produce outcomes for specific purpose and audiences		J2Code: Pacman, Catch a Spider, Outer Space Co- ordinates Sandwich Bot Human Robot Refine and edit work independently		Scratch: Getting started, Music Machine, Dressing up Search the internet safely and evaluate the results.	
Art	Painting - Cave paintings Douglas Mazonowicz/Mondrain	Christmas cards and calendars	Printmaking - Hieroglyphics Warhol/Matisse		Sculpture and sketching - Henry Moore Inc. Roman pottery	
DT		Materials - Textiles Felt baubles and bunting eg. Vivian Westwood		3D Design Egyptian Shaduf		Healthy eating - Roman diet, Understand seasonality/savoury dishes
Music Music Express	Descriptive sounds	Rhythm patterns	Pentatonic scales, Exploring arrangement, Instrumental project		Exploring sound colours	Singing games
PE	Games Skills - Rugby Gymnastics	Games Skills - Rugby Gymnastics	Games Skills - Football Dance	Games Skills - Football Dance	Games Skills - Tennis Athletics	Games Skills - Cricket Athletics
PSHCE	New beginnings	Getting on and falling out	Going for goals	Good to be me	Say no to bullying	Relationships
RE	Unit 1 God - Stories told by Jesus about character of God	Unit 5 - Festivals and Celebrations - Aspects of the festival of Christmas - Advent traditions	Unit 2 - Jesus - Stories explaining how Jesus helped people and effect on people who met him.	Unit 5 - Festivals and celebrations Easter: Lent and Crucifixion	Unit 3 - Communities Aspects of practice that reveal that Christians belong to communities - pilgrimages/artefacts used in worship	Judaism. Hinduism, Islam How lifestyle is shaped Jewish -Torah, Muslim - Qu'ran, Hindu belief and practice
French	Bonjour Numbers to 10, Greetings Classroom objects, La nativite/Noel		Je me presente Numbers to 20, Where we live, Days of the week, Weather		Ma famille Numbers to 30, Family members, Colour	
Visits/Visitors	Archaeologist visit		Museum trip - Hancock		Roman trip - Segedunum, Housesteads etc	

Year 4	AUTUMN TERM 1		AUTUMN TERM 2	SPRING TERM 1	SPRING TERM 2	SUMMER TERM 1	SUMMER TERM 2
History	Fiver Challenge	Anglo Saxons - Invaders and settlers Britain's settlement by Anglo Saxons/Celts/Picts - Vikings - Edward the Confessor	Tudors Study of an aspect or theme of British history that extends knowledge beyond 1066	Victorians Elizabeth 1 - Study of an aspect or theme of British history that extends chronological knowledge beyond 1066 Local History - New Hartley pit disaster		Fiver Challenge	
Geography	Fiver Challenge	Locate countries - Europe Compare key physical and human features Study and Anglo Saxon region (not NE) Maps and mapping - locational knowledge	Sustainability - school survey (cross-curricular science)	Local area - link to pit disaster Describe trade links (industrial revolution) Spain (Europe) Greenwich?		Fiver Challenge	
Science	States of matter - changes of state and the water cycle All living things - classify Digestive system and teeth		Animals including humans, habitats and food chains		Sound	Electricity	
ICT Computer Science Information Technology	BBC Bitesize: Computer Science: How do computer programs use variables? Controlling physical systems Independently select and use a variety of desktop and tablet based software to design and produce outcomes for specific purpose and audiences		Logo: Getting started Robo Boogie Hour of Code-Angry Birds Refine and edit work independently		Scratch: Basic Conversation Maths Quiz, Slug Trail Game Search the internet safely and evaluate the results.		
Art	3D - products	Drawing -Sketching Anglo Saxon artefacts	Painting and 3D - Han Holbein - Portraits Sketches and collages		Printmaking and textiles William Morris - wallpaper designs		
DT	Toy design - Fiver Challenge	Christmas mobile Christmas cards and calendars	Tudor feast - Food		Proggy Mats	Product design and manufacture - Fiver Challenge	
Music Music Express	Descriptive sounds Combine sources	Singing Composition description	Rhythm pattern	Exploring arrangement	Pentatonic scales Simple melodies, compose, words and melodies		
PE	Games Skills - Football Dance	Games Skills - Football Dance	Games Skills - Rugby Gymnastics	Games Skills - Rugby Gymnastics	Games Skills - Tennis Athletics	Games Skills - Cricket Athletics	
PSHCE	New beginnings	Getting on and falling out	Going for goals	Good to be me	Say no to bullying	Changes	
RE	Unit 1 - God Old testament stories God as the Holy spirit	Unit 5 - Festivals and Celebrations Christmas: Journeys, Herod's jealousy, Magi/Epiphany Jesus- God's gift to world	Unit 2 - Jesus Jesus as the son of God and referred to as Christ.	Unit 5 - Festivals and Celebrations Easter: Last Supper Events of Holy Week, Easter traditions Resurrection	Unit 4 - Lifestyles Beliefs and practices Christian teaching Saints, saintliness and sainthood	Judasim Torah Hinduism Ramayana Islam Qu'ran Importance of scriptures Why some stories are important.	
French	Les Animaux Numbers to 40, Pet animal names, Likes and dislikes, Adjectives, La Nativite/Noel		Mon Anniversaire Numbers to 50, Telling the time, Daily activities, Months of the year, Seasons, Weather		Mon Jour Numbers to 60, Drinks, Snacks, Likes and dislikes, School subjects, Revision of time and days of the week		
Visits/Visitors	Bede's World		Washington Old Hall/Bessy Surtees		Beamish		