

Woodsetton School



Whole School Curriculum

2016 - 17

Whole School Overview

		Science	PSHE	History	Geog	Art	DT	IT	PE	Music	MFL	RE
Year 1	Aut	Animals incl. humans; seasonal changes	Relationships – family	EYFS – All about me	EYFS – All about me	EYFS	EYFS	Computer science, Information technology, Digital Literacy	Games - ball skills Gym – jumping and landing Dance			EYFS
	Spr	Everyday materials; plants	Living in the wider world – looking after school environment	Story sequencing	Early mapping	Eric Hill	Growth and change – eat more fruit and vegetables	Computer science, Information technology, Digital Literacy	Games - Throwing and catching / Bat/ball skills Gym – balances Dance	Match sounds of instruments to movements Play musical instruments in different ways. Loud and quiet, fast and slow. Sing songs related to animals and plants.		I am Special Emotions: What makes me happy? Sad?
	Sum	Living things and habitats; Light and sound sources	Health and wellbeing – food and exercise	Change	Habitats Our school and its features	David McKee	Playgrounds – out and about	Computer science, Information technology, Digital Literacy	Games - partner work Athletics Gym - rolling	Playing musical instruments to match the way animals move. Listen to sounds in and outside. What do you hear?		Special pets and animals Noah's Ark Nature is all around us How can we look after animals?
Year 2	Aut	Animals incl. humans; sound	Relationships - friends	People who help us – past and present History of the telephone and steam train	People who help us – location and transport	Alan and Janet Ahlberg	Moving pictures	Computer science, Information technology, Digital Literacy	Games - Throwing and catching Gym Dance – size, levels, speed, directions, and shape	Listening and group songs, Laughing Policeman, Miss Polly, London's Burning Percussion instruments Matching sounds, Choir Christmas songs Loud and quiet sounds		Special me Special people Special times Harvest festival The Christmas Story
	Spr	Materials at school; plants	Living in the wider world – caring for each other	Pirates; Days and seasons	Pirate – Land and Sea New life	Nick Sharratt	Puppets	Computer science, Information technology, Digital Literacy	Games - Dribbling, kicking and hitting Gym – Pathways Dance - Partner work	Choir Singing Copying actions Musical instruments Repetitive songs Shakers Body sounds		Making people feel special Special Times The Easter Story
	Sum	Living things and habitats; seasonal changes	Health and wellbeing – people who help us to be healthy	Chronological order; Seaside – past and present	Seasonal changes, habitats and features of the seaside	Eric Carle Ronda and David Armitage	Picnics (seaside)	Computer science, Information technology, Digital Literacy	Games - team games Athletics Gym – turns, spins, linking movements	Choir Repetitive songs Percussion instruments. Seaside songs		People who help us Stories of Jesus and hymns/songs about the world around us Creation story Saying thank you.

Whole School Overview – continued

		Science	PSHE	History	Geog	Art	DT	IT	PE	Music	MFL	RE
Year 3	Aut	Electricity in environment; light	Relationships – happy and sad emotions	Houses and homes; Shops and shopping	Houses and homes; Shops and shopping	Pointillism (Georges-Pierre Seurat)	Homes (houses and homes)	Computer science, Information technology, Digital Literacy	Invasion games Gym - shapes Dance - Rhythmic, dynamic and expressive	Songs linked to Houses and Homes, Percussion instruments, The role of the conductor, choir session, Shops and shopping related songs. Christmas songs		New beginnings: Our world The Christmas Story: birth of Jesus Diwali
	Spr	Animals incl. humans; plants	Living in the wider world – respect	Important people and places	Important people and places	Mondrian	Moving monsters	Computer science, Information technology, Digital Literacy	Games - Net/court/wall/ Striking and fielding Gym - Pathways Dance	Music from different parts of the world looked at in Geography Famous people in music: UK: The Beatles, Queen USA: Elvis (Rock 'n' Roll)		Awe and wonder of our world, Respect for all and the world around us, Important people and places
	Sum	Living things in habitats; forces and magnets	Health and wellbeing – what makes us healthy and well	Food and Transport through the ages	Where does food come from?; Journeys, maps and directions	Pop art (Andy Worhol)	Sandwich snacks	Computer science, Information technology, Digital Literacy	Athletics Dance Improvisation Gym - travel with change of direction	Musical stories Instruments used in an orchestra Music through the ages, Tudor, 30s, 50s, 60s, 70s, 80s		Our changing world Celebration of life; Story of creation Ramadan
Year 4	Aut	Sound; Earth in Space	Relationships - emotions	Tudors; History of Space travel	Maps and map making; Our community	Kandinsky	Biscuits	Computer science, Information technology, Digital Literacy	Games - Net court / wall/ inventing and problem solving Gym- Link movements and balance Swimming	Percussion Beats and rhythms. Performance Choir, singing, practise. Christmas songs, hymns and carols. Performing to an audience.		Special places Special times Features of a church The birth of Jesus Features of a Temple Diwali
	Spr	Everyday materials; plants	Living in the wider world – my role in the community	Ancient Greeks	Weather and water cycle	Cubism (Pablo Picasso)	Joseph's coat	Computer science, Information technology, Digital Literacy	Invasion / striking and fielding games Gym - Body Weight Dance Swimming	Oriental Music - Listen to traditional Chinese music. Use instruments to create and record a Chinese piece Djembe drumming Beats and rhythms		Gods Being Thankful The Lords Prayers Concept of one God – many characteristics
	Sum	Animals incl. humans; living things in the environment	Health and wellbeing – managing health and wellbeing	History of seaside holidays – past and present; History of transport – past and present	Comparing places	Van Gough	Vehicles	Computer science, Information technology, Digital Literacy	Athletics Dance Gym - Rolling Swimming	Seaside songs Making seaside sounds Water and waves music Transport songs and dances Traffic noises		Ways of life Family Values Ceremonies Celebrations

Whole School Overview – continued

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Year 5	Aut	Animals incl. humans; Light	Relationships – differences and similarities	Victorians	Local environment issues	William Morris	Photo frames	Computer science, Information technology, Digital Literacy	Games - Net/court/wall / Invasion and target games Gym bridges balances / Rhythmic gym Dance	Skipping and clapping songs, Group songs Edward Elgar Name and recognise sound of instruments	French – Greetings, name, where do I live? Colours, family, 1 - 10	Family life and customs Beliefs Customs Guru Nanak's birthday The birth of Jesus
	Spr	Everyday materials; Properties and changes of materials	Living in the wider world – caring for our world	Aztec/Tudor exploration	Environmental issues – climate change, rainforest; Mexico	Paul Signac	Musical instruments (rainforests)	Computer science, Information technology, Digital Literacy	Games - Invasion / Striking and fielding games Gym – Flight Dance	Respond to music, Name and recognise percussion instruments Compose and perform	Food Pets Parts of the body	Places of Worship Features of a church Features of a Gurdwara Special books
	Sum	Forces and magnets; Living things and habitats	Health and wellbeing – keeping safe	Ancient Egypt	Rivers	Andrew Goldsworthy	Bread	Computer science, Information technology, Digital Literacy	Athletics Dance Gym - Spinning and Turning	Opposites and Moods, Stories through Music Compose and perform	Animals Activities. hobbies	Stories and story tellers - Aesop's fables Guru Nanak's mysterious encounter with God
Year 6	Aut	Earth in space; rocks; electricity	Relationships – anti bullying	Local history	Local area	Julie Dudley	Shelters	Computer science, Information technology, Digital Literacy	Games – net/wall / Invasion games Gym Matching, Mirroring and Contrasting Dance	Piggy back songs- making your own songs and music Sound and music pictures Sound stories	French – 1 – 20 Classroom equipment Names of lessons	Celebrations Jewish and Christian Festivals: Rosh Hashannah Yom Kippur, Sukkot Advent, Nativity, Christmas
	Spr	States of matter; living things in habitats	Living in the wider world – Money	Ancient Rome; Romans in Britain	India	Mosaics	Roman Costumes	Computer science, Information technology, Digital Literacy	Games - Striking and fielding / invasion games Gym Dance	Sound Pictures Sound stories	Days of the week Months of the year Seasons Weather	Communities Jewish and Christian Festivals: Purim, Pesach, Lent, Easter
	Sum	Properties and changes of materials; Classification and variation	Health and wellbeing - changes	WW2	Europe - Germany	Poster art	Food technology	Computer science, Information technology, Digital Literacy	Athletics Dance Gym - Counter Balance	Music Pre and during WW2 Vera Lynn .Glenn Miller	Transport and travel Directions Shops	Special stories How Moses led people to freedom Judaism – places of worship, signs and symbols, customs and beliefs, Kosher food, Bar Mitzvah and Bat Mitzvah, Shabbat

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