

Curriculum Map – 1/2
Kingswood and Leeds & Broomfield



Year B 2024/25

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Length 24-25	35 days 7 weeks	34 days 7 weeks (1 inset)	29 days 6 weeks (1BH)	29 days 6 weeks (1 inset)	29 days 6 weeks (1BH)	34 days 7 weeks (1 inset)
Suggested Texts	Jolly Postman (POR)	(L&B - The Emperor's Egg? POR)	Wild (POR) One day, on our blue planet (POR)	Look Up (LS+)	The Disgusting Sandwich (LS+)	
Writing outcome (genre)	Narrative: Letter	Non-fiction: Fact File	Recount/diary entry	Poem/information text	Instructions	
Science KW	Year 1 - Everyday Materials Year 2 - Uses of Everyday Materials	Year 1 - Animals inc. humans (ALL OBJECTIVES)	Year 2 - Living Things and their Habitats	Working Scientifically	Year 2 - Animals inc. Humans (growth and survival)	Year 1&2 - Plants
Science L&B	Year 2 - Uses of Everyday Materials	Year 2 - Living Things and their Habitats	Year 2 - Living Things (food chains)	Working Scientifically	Year 2 - Animals inc. Humans (growth and survival)	Year 2 - Plants
History		Significant individual TBC		Local History A local building of Historical significance e.g.The local church		Significant Event TBC
Geography	Local Geography Local geography My Local area (inc. mapping)		The UK <i>How is life on a farm different to life in the city?</i> PlanBee: At the Farm Additional Texts		The world <i>Where does food come from?</i> (continent and countries)	
DT	Structures Kapow Y1: Constructing a windmill		Mechanisms Kapow Y1: Wheels & Axles		Cooking & Nutrition Kapow Y2: Balanced Diet	
Art		Drawing Kapow Y2: Tell a story		Craft & Design Kapow Y1: Woven Wonders		Painting & Mixed Media Kapow Y2: Life in Colour
Music	Listening & Performing Kapow Y1: Pulse & rhythm (All About Me)	Rehearsal & Performance Linked to Nativity	Tempo Kapow Y1: Snail & Mouse	Soundscapes Kapow Y2: On this island (British Songs & Sounds)	Instrumental Kapow Y2: Orchestral Instruments	Myths & Legends Kapow Y2
Computing	Teach Computing Y2 - Computing Systems and Networks - IT around us	Teach Computing Y1 - Creating media - digital writing	Teach Computing Y1 - Programming A - Moving a robot	Teach Computing Y2 - Programming A - Robot algorithms	Teach Computing Y2 - Creating media - Making Music	Teach Computing Y2 - Data and Information - Pictograms
RE	See Individual School Guidance					
Life Skills Kapow	Yr 1/2 Family & Relationships Cycle A Lessons 1-8	Yr 1/2 Health & Wellbeing Cycle A Lessons 1-8	Yr 1/2 Safety & the Changing Body - Cycle A Lessons 1-8	Yr 1/2 Citizenship Cycle A Lessons 1-8	Yr 1/2 - Economic Wellbeing Cycle A Lessons 1-5	Year ½ - Any flow-over/ 'catch-up' lessons Transition - Cycle A - Lesson 1
PE						
Memorable Experience/ Trips	Walk around the local area, using maps and points of interest	Local artist visit for drawing workshop	All children make a basic vehicle and come together at Kingswood for a race/success test Farm Trip - Kent Life	Visit to area of Local history	Musical performance? Visit theatre?	Relate to science - perhaps a trip to gardens for a plant investigation