

## **Key Stage 1 Full Curriculum Map**

Stage Year	Term	History/ Geography	Art/ D & T	Science	Computing	PE	PSHE	Islamic	English	Maths
	1a	Wonderful Weather	Let's Sculpt	Animals including Humans: Ourselves	Computing systems and networks – Technology around us	Gymnastics: Animals	Who am I?	5 Pillars: Prayer	Poems: Senses (R\Y) Fiction: Familiar Settings: Family stories Non-Fiction: Command & Request: What you shouldn't do at school	Number to 10 Part-whole within 10 Addition and subtraction within 10 Addition and subtraction within 10 2D and 3D shapes Numbers to 20
	1b	Nurturing Nurses	Moving Picture Traditional Tales	Animals and Humans: Our Pets	Creating media – Digital painting	Dance/ Movement: Seasons		Etiquettes: Character development	<b>Fiction:</b> Repeating Patterns: Mrs Armitage on wheels	
									<b>Non-Fiction:</b> Information Texts: Big Machines	
1	2a	Our Local Area	Landscapes and Cityscapes	Everyday Materials: <b>Let's</b> <b>Build</b>	Programming A – <b>Moving a robot</b>	Gymnastics: Traditional Tales	Choices	World Religions: Celebrations	Fiction: Traditional Tales and Fables: Sharing and Retelling Non-Fiction: Letters and Postcards:	Addition within 20 Subtraction within 20
Year 1	2b	Travel and Transport	Fabric Bunting	Everyday Materials: Marvellous Materials	Data and information – <b>Grouping data</b>	Throwing & Catching	Feeling and relationships	Seerah: Pre-hijrah	Letters in different context  Fiction: Stories on a Theme: Funny Stories  Non-Fiction: Information Texts: Night Time Animals	Numbers to 50 Introducing length and height Introducing weight and volume
	3a	Our Country	LS Lowry	Seasonal Changes: Wonderful Weather	Creating media – Digital writing	Multi Skills: Sports Day	Right and wrong	Prophets: Adam, Idrees and Uzair	Poems: Animals	Multiplication Division Halves and quarters Position and direction Numbers to 100
		The Great Fire of	Dips and Dippers	Plants: What's Growing in our Gardens?	Programming B - Programming animations	Invasion Games: At the Fair		The 4 Khalifahs	<b>Fiction:</b> Stories on a Theme: Superheroes	
Key Stage 1	3b	London							Non-Fiction: Letters and Postcards: Dear Greenpeace	Time Money
Key		History/ Geography	Art/ D & T	Science	Computing	PE	PSHE	Islamic	English	Maths
	1a	Magical Mapping	Miro	Animal Life Cycles: Healthy Animals	Computing systems and networks –	Gymnastics: Landscapes & Cityscapes	_ Communities	5 Pillars: Prayer	<b>Fiction:</b> Familiar Settings: Imaginary Creatures	Numbers to 100 Addition and subtraction Money Multiplication and division
					IT around us				Non-Fiction: Information Text: Pets	
	1b	The Gunpowder Plot	Our Fabric Faces	Animal Life Cycles: Habitats	Creating media – <b>Digital</b>	Circuit Training		Etiquettes: Character development	Fiction: Traditional Tales and Fables: Explore Brilliant Fables	
					photography				Classic Poems: Edward Lear	
	2 2a 2 2a	Sensational Safari	Colour Chaos	Uses of Everyday Materials: <b>Materials Matter</b>	Programming A – Robot algorithms	Gymnastics: Under the Sea	Rights, respect & responsibilities	W Religions: Places of worship	Fiction: Traditional Tales and Fables: From other cultures	<ul> <li>Multiplication and division</li> <li>Statistics</li> <li>Length and height</li> </ul>
Year 2									Non-Fiction: Information Texts: Animal Diaries and Recounts	
<b>\</b>		Cignificant	Pirate Paddy's	Uses of everyday Materials:	Data and information – Pictograms	Running and Jumping	Feeling and relationships		Fiction: Fantasy stories of Dragons	Properties of shapes
	2b	Significant Explorers	Packed Lunch Problems	Squash, bend, twist, stretch				Seerah: Pre-hijrah	Poems: On a Theme: Happy poems	fractions
	3a	Beside the Seaside	Nature Sculptures	Plants: Ready, Steady, Grow!	Creating media – Digital music	Multiskills: Sports Day	Rules	Prophets: Nuh, Hud, Saalih and Lut	Non-Fiction: Persuasive Writing	Position and direction Problem solving and efficient methods
	3b	Kings and Queens	Sensational Salads	Habitats: Gardens and Allotments	Programming B – Programming quizzes	Invasion Games	Health and hygiene	The Promised 10	Fiction: Fantasy Quest stories  Non-Fiction: Information Text:  Dinosaurs	Time Weight, volume and temperature

First Aid

**Year 1 =** What is First Aid and Calling 999

**Year 2 =** Coping Skills and Calling 999











## **Lower Key Stage 2 Full Curriculum Map**

Stage Year	Term	History/ Geography	Art/ D & T	Science	Computing	PE	PSHE	Islamic	English	Maths
	1a	Extreme Earth	Autumn	Animals including Humans: <b>Keeping</b> <b>Healthy</b>	Computing systems and networks – Connecting computers	Dance/ Movement: Extreme Earth	Who am I?	5 Pillars: Prayer/ Beliefs	Poems on a Theme: Courage Fiction: Stories by the same Author: Michael Foreman Non-Fiction: Recounts: Newspaper	Place value within 1000 Addition and subtraction Multiplication and division
	1b	Ancient Egypt The Great Bread Bake Off		Light: Light and Shadows	Creating media – Stop-frame animation	Gymnastics: Movement		Etiquettes:	Roman Record  Fiction: Adventure Stories: Wild Robot	
								Character development	Non-Fiction Reports: Non-chronological Reports: Sports	
	ი 2a	Rainforests		Rocks: Rocks	Programming A – Sequencing sounds	Gymnastics: Shape	Health and hygiene	W Religions:	Fiction: Classic Fiction: Fantastic Mr Fox	
7			Insects	and Fossils				Prominent people	Classic Poems: A Childs Garden of verse	Multiplication and division Money
Year 3	2b	The Romans	Juggling Balls	Forces & Magnets: Amazing Magnets	Data and information – Branching databases	Striking and Fielding: Fundamentals	Feeling and relationships	Seerah: Hijrah (migration)	Fiction: Myths and Legends: Arthurian Legends Non-Fiction: Diaries and Recounts: Swapped dad for 2 goldfish	Statistics Length Fractions
	3a	The UK	British Art & Artists	Plants: Roots and Shoots	Creating media –  Desktop  publishing	Athletics	Communities	Prophets: Ibrahim, Ismail & Yusuf	<b>Fiction:</b> Stories on a theme: Sea stories Dolphin Boy	Fractions Time Angles and properties and shapes Mass Capacity
	3b	Crime and Punishment	Let's Go Fly a Kite	Plants: Artful flowers, fruits and seeds	Programming B - Events and actions in programs	Invasion Games		The Umayyads & Abbasids	Poems: Humorous: I can make you laugh	
tage 2									Non-Fiction: Persuasive Writing: Advertising	
Ś		History/ Geography	Art/ D & T	Science	Computing	PE	PSHE	Islamic	English	Maths
Lower Key	1a	Somewhere to Settle	Bodies	Electricity: It's Electric!	Computing systems and networks – <b>The internet</b>	Dance/ Movement: Carnivals of the Animals	Rules and laws	5 Pillars: Fasting	Fiction: Fantasy: How to train your dragon Non-Fiction: Reports: Amazing Architecture	Place value- 4 digit numbers Addition and subtraction Measure- perimeter Multiplication and division
	1b	Anglo-Saxons and Scots	Battery Operated Lights	States of Matter: States of Matter Scientists	Creating media – Audio production	Gymnastics: Movement		Etiquettes: Character development	Fiction: Traditional tales and Fables: Aesop Fables Non-Fiction: Recounts: Little mouse big book of fears Poetry: Performance off by heart	
5	2a	All Around the World	Fruit & Vegetables	Sound: Listen Up!	Programming A – Repetition in shapes	Dance/ Movement: Water	Choices	W Religions: Core beliefs	Fiction: Fairy Tales and Playscripts Poems by the same poet: Cloud busting	Multiplication and division
Year 4	2b	Vikings and Anglo- Saxons	Mechanical Posters	Living Things and their Habitats: Name that living thing!	Data and information – Data logging	Invasion Games	Feeling and relationships	Seerah: Post- hijrah	Fiction: Stories that raise issues: Rainforest Story Non-Fiction: Persuasive Writing: Save the Rainforest	Measure- area Fractions Decimals
	3a	What's it like in Sheffield	European Art & Artists	Animals, including humans: Excuse me, are these your teeth?	Creating media – Photo editing	Athletics	Mental health and emotional well- being	Prophets: Yunus, Ayyub, Daawood & Sulayman	Non-Fiction: Reports: Narratives of Liberation  Poems on a theme: Nature poems	Decimals Money Time
				Living things and	Programming B -	Outdoor			Fiction: Stories from other cultures	Statistics
	3b	Riotous Royalty	Edible Garden	their habitats: Help our Habitats!	Repetition in games	Adventurous Activities		Islam in Europe	Fiction: Fantasy: The Butterfly Lion	Geometry- angles and 2D shapes Geometry- position and direction

First Aid

**Year 3 =** Bites & Stings and Calling 999

**Year 4 =** Asthma and Calling 999











## **Upper Key Stage 2 Full Curriculum Map**

Stage Year	Term	History/ Geography	Art/ D & T	Science	Computing	PE	PSHE	Islamic	English	Maths
	1a	Magnificent Mountains	The Seaside	Earth & Space: Space!	Computing systems and networks – Systems and searching	Dance/ Movement: World War II	Right and wrong	5 Pillars: Charity	Classic Fiction: Stories by Rudyard Kipling Non-Fiction: Blogs and Reports: Travel Writing	Place value within 100000 Addition and subtraction Graphs and tables Multiplication and division Measure- area and perimeter  Multiplication and division Fractions Decimals and percentages
	1b	World War II	Marbulous Structures	Forces: May the forces be with you	Creating media – Video Production	Gymnastics: Movement	Life in Britain	Etiquettes: Character development	Modern Fiction: No Ballet shoes in Syria Non-Fiction: Recounts: Reports and journalism	
Year 5	2a	Marvellous Maps	Wildlife	Properties & changes of materials: Music festival materials	Programming A – Selection in physical	Invasion Games	,	W Religions: Different faiths & beliefs	Fiction: Spooky short stories  Non-Fiction: Information Text: Reference texts	
<b>&gt;</b>	2b	Stone Age to the Iron Age	Super Seasonal Cooking	Properties and changes of materials: Changing materials	Data and information — Flat file databases	Striking and Fielding: Rounders	Feelings and relationships	Seerah: Final days	Fiction: Stories on a Theme: Faraway places  Non-Fiction: Letters: Historical and modern letters	
	3a	Exploring Eastern Europe	North America Art	Living Things and their Habitats The art of living	Creating media – Vector drawing	Athletics	Living in a global	Prophets: Musa and Eesa	Poems: Poetic form: Japanese poetry  Fiction: Fantasy: Stories by Shaun Tan	Decimals Geometry- properties of shapes
Stage 2	3b	The Ottomans	Programming Adventures	Animals (including humans) Life Explorers	Programming B - Selection in quizzes	Swimming	Living in a global community	Islam in India	Poems: On a theme: Migration  Non-Fiction: Persuasive Writing: Persuasion and Argument	Geometry- position and direction Measure- converting units Measure- volume and capacity
(ey Si		History/ Geography	Art/ D & T	Science	Computing	PE	PSHE	Islamic	English	Maths
Upper Key	1a	Our Changing World	South America Art	Light: Crime lab investigations	Computing systems and networks – Communication and collaboration	Gymnastics: Movement	Rights, respect & responsibilities	5 Pillars: Pilgrimage	Poems Fiction: Stories that raise issues: Outsiders Non-Fiction: Blogs and Reports: Reading and writing blogs	Place value within 10000000 Four operations Fractions
	1b	Ancient Greece	Automata Animals	Electricity: Electric celebrations	Creating media – Web page creation	Dance: Electricity	Democracy Feelings and relationships	Etiquettes: Character development	Fiction: Historical: War Horse and war game  Non-Fiction: Recounts: Day of Ahmeds secret	Decimals Percentages Algebra Measure- imperial and metric measures Measure- perimeter, area and volume Ratio and proportion
Year 6	2a	The Amazing Americas	Plants and Flowers	Living Things and their Habitats: Classification Connoisseurs	Programming A – Variables in games	Striking and Fielding		W Religions: Practicing religion in modern Britain	Fiction: Harry Potter and the Philosopher's Stone	
	2b	The Seljuq Dynasty	Felt Phone Cases	Evolution and Inheritance: Game of Survival	Data and information – Introduction to Spreadsheets	Invasion Games		Prophets and Messengers: Shamaail	Fiction: Harry Potter and the Philosopher's Stone	
	3a	Trading and Economic Activity	Ancient Egypt	Animals including humans: The Art of being Human	Creating media – 3D Modelling	Athletics	Building a future: the world of work Building a future: money management	Prophets and Messengers: Shamaail	Non-Fiction: Kings and Queens	Geometry- properties of shapes
				Second-look	Programming B -				Fiction: For Transition	Problem solving Statistics

First Aid

**Year 5** = Bleeding and Calling 999

**Year 6 =** Choking, Basic Life Support and Calling 999











	Term 1 a	Term 1b	Term 2a	Term 2b	Term 3a	Term 3b
Key Events / Assemblies	New beginnings Jeans for Genes Week Fair Trade Fortnight Intl Day of Peace School Council Elections Black History month World Teacher's Day World Mental Health Day	Bonfire Night Diwali Parliament Week Remembrance Day Anti-bullying Week Road Safety Week Christmas	MLK Day Holocaust Memorial Day Hind Rajab Day World Braille Day National Story Telling Week Chinese New Year Safer Internet Day	World Book Day International Women's Day World Maths Day World Water Day Mother's Day Ramadhan	Autism Awareness Day Deir Yasin Eid al Fitr SATS KS1 and KS2	World Asthma Day Deaf Awareness Week Walk to School Week Child Safety Week Healthy Eating Week World Environment Day World Refugee Day Anniversary of the launch of the NHS Eid Al Adha







