

Dobcroft Junior School- Whole School Curriculum Map 2020 - 2021



Please note maths & English have separate curriculum maps as they are taught continuously throughout the year

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	<p>Art & design: drawing (portraits)</p> <p>Computing: text & images (poster making and introductions)</p> <p>History: Stone Age</p> <p>MFL: Greetings, Numbers 1-20</p> <p>Music: Song structure for musical stories (Volcano theme)</p> <p>PE: Team building ball skills,</p> <p>RE: beliefs & questions (Hinduism & Christianity)</p> <p>Science: Rocks</p> <p>PSHE: Being Me</p>	<p>Computing: Media (winter music)</p> <p>DT: Textiles – Culture (advent calendars)</p> <p>Geography: Cities and Counties</p> <p>MFL: Greetings, Numbers 1-20</p> <p>Music: Rhythmic patterns (Stone Age theme)</p> <p>PE: Gymnastics – Pathways</p> <p>RE: beliefs & questions (Hinduism & Christianity)</p> <p>Science: Forces & Magnets</p> <p>PSHE: Celebrating Differences</p>	<p>Art & design: Sculpture (Greek Vases & Greek Architecture)</p> <p>Computing: Understanding and sharing data (Databases – Greek Gods)</p> <p>History: Ancient Greeks</p> <p>MFL: Colours, “Toutes les Couleurs”</p> <p>Music: Signature sounds and sound effects (Ancient Greeks theme)</p> <p>PE: Dance – Ancient Greeks Basketball</p> <p>RE: Islam and Hindu Prayer</p> <p>PSHE: Dreams and Goals</p>	<p>Computing: Programming A (How do I use repetition programme)</p> <p>DT: Food – leisure (healthy snacks – grating, spreading, cutting & peeling)</p> <p>Geography: Physical Geography of the UK (Topographical features)</p> <p>MFL: Colours, “Toutes les Couleurs”</p> <p>Music: Syncopated rhythmic patterns, glockenspiels</p> <p>PE: Gymnastics – Bridges and Arches</p> <p>RE: Islam and Hindu Prayer</p> <p>Science: Animals including Humans</p> <p>PSHE: Healthy Me</p>	<p>Art & design: Printing and Painting (William Morris and Colour Wheel)</p> <p>MFL: Pencil Case items, Ice creams</p> <p>Music: Instrument timbre and graphic scores (Plants and Growing theme)</p> <p>PE: Athletics (Long Jump)</p> <p>RE: Journey of life and death</p> <p>Science: Plants and light</p> <p>PSHE:</p>	<p>Art & design:</p> <p>Computing: Programming B (How do I use forever loops)</p> <p>DT: Industry (make a water wheel)</p> <p>Geography: Human characteristics and land use patterns – change over time.</p> <p>History: A local history study</p> <p>MFL: Pencil Case items, Ice creams</p> <p>Music: Composer focus (Vivaldi), graphic scores and timbre</p> <p>PE: Rounders</p> <p>RE: Journey of life and death</p> <p>PSHE: Changes</p>
Year 4	<p>Art & design: Sculpture/ Collage of Roman mosaic tile.</p> <p>Computing: Multimedia story.</p> <p>DT: Pizza making</p> <p>History: Romans</p> <p>MFL: Body parts, Monsters</p> <p>Music: Graphic scores (Roman theme) and boomwhackers</p> <p>PE: Roman dance workshop.</p> <p>RE: Inspirational people from the past (Islam and Christianity).</p> <p>Science: Sound</p>	<p>Geography: Europe and Rome.</p> <p>MFL: Body parts, Monsters</p> <p>Music: Glockenspiels and singing Y4 play songs</p> <p>PE: Balance and roll.</p> <p>Y4 performance.</p>	<p>Computing: Programming A</p> <p>DT: Electricity night lights.</p> <p>History: Anglo Saxons.</p> <p>MFL: Sports- likes and dislikes</p> <p>Music: Singing in rounds and fanfares (Anglo-Saxon theme)</p> <p>PE: Travelling.</p> <p>RE: Inspirational people in today`s world (Hinduism and Christianity).</p> <p>Science: Electricity.</p>	<p>Art & design: Sheffield Artists.</p> <p>Computing: Communicating text and images.</p> <p>MFL: Sports- likes and dislikes</p> <p>Music: Pitch</p> <p>PE: Rain routine (dance).</p> <p>RE:</p> <p>Science: Digestive system.</p>	<p>Art & design: Pencil drawing of minibests</p> <p>Computing: Understanding data.</p> <p>DT: Nutritionist visit.</p> <p>MFL: Le Carnaval des Animaux</p> <p>Music: The orchestra, instrument families and timbre</p> <p>PE: Athletics and long jump.</p> <p>RE: Symbols and expression (Islam and Christianity).</p> <p>Science: States of matter.</p>	<p>Computing: Programming B.</p> <p>DT: Bug hotels and felt bugs.</p> <p>Geography: Arctic and Antarctic biomes.</p> <p>MFL: Le Carnaval des Animaux</p> <p>Music: Composer focus (Mozart and Beethoven)</p> <p>PE: Rounders.</p> <p>RE:</p> <p>Science: Habitats.</p>

<p>Year 5</p>	<p>Computing: Communicating – text and images DT: Construction materials - CAMs Geography: Volcanoes and Earthquakes MFL: The Solar System Music: Dynamics, texture, pitch and tempo (Space theme) PE: Gymnastics – Flight Ball skills. Multi-skills, target games Science: Space</p>	<p>Art & design: Painting and Printing (Arthur Rackham) Computing: Programming A – Program physical systems History: Ancient Maya MFL: The Solar System Music: Motifs and coda (Grieg) PE: Gymnastics - Balance RE: Christianity Science: Change in materials</p>	<p>Computing: Communicating Media – Radio advert DT: Food - Bread History: Ancient Egypt MFL: Egypt, My Town Music: Pitch, notation and chants (Egyptian theme) PE: Orienteering Hockey and basketball RE: Hinduism and Islam</p>	<p>Art & design: Sculpture and Collage MFL: Egypt, My Town Music: Glockenspiels PE: Traditional Dance Science: Animals Including Humans – the Body</p>	<p>Art & design: Drawing Computing: Understanding and sharing data Geography: Physical geography of N or S America MFL: Robin Hood Music: Graphic scores, texture, Garageband and Incredibox (Sheffield bands theme) PE: Rounders Athletics/striking and fielding Science: Living things and their habitats</p>	<p>Computing: Programming B – Using variables in programs DT: Textiles - Cushions Geography: Human geography of N or S America MFL: Robin Hood Music: Character of music (folk heroes), graphic scores (rivers) and composer focus (Anna Clyne) PE: Athletics/Long Jump RE: Places of Worship Science: Animals including humans</p>
<p>Year 6</p>	<p>Computing: Understanding & sharing data DT: Textiles Geography: Global Biomes MFL: Family Music: Pulse, rhythm and timbre (rainforest theme) PE: Gymnastics - Matching & Mirroring Games: Ball skills RE: Teachings, wisdom & authority Science: Living things and their habitats</p>	<p>Art & design: Sculptures Computing: Programming A Geography: Global Biomes MFL: Family Music: Composer focus (Handel) and Cup Song rhythms PE: Gymnastics – Counter Balance Games: Target Games Science: Evolution & inheritance</p>	<p>Computing: Communicating: text and images DT: Healthy Soup History: Anglo Saxons & Vikings MFL: Clothes Music: Ostinatos and graphic scores (Harry Potter theme) PE: Dance – Rhythmic Gymnastics Games: Hockey skills RE: Religion, family & community Science: Forces</p>	<p>Art & design: Painting Geography: Water Cycle & Natural Resources History: Anglo Saxons & Vikings MFL: Clothes Music: Composer focus (Bernstein) PE: Dance – Rhythmic Gymnastics Games: Basketball skills</p>	<p>Computing: Communicating: Media DT: Mechanical Systems History: WW2 MFL: Sports, Café Conversations Music: Singing, poetry and drama (WW2 theme) PE: Long Jump Skills Games: Athletics RE: Beliefs in action in the world Science: Light</p>	<p>Art & design: Drawing Computing: Programming B Geography: Natural Resources MFL: Sports, Café Conversations Music: Notation (glockenspiels and boomwhackers) Dance: Electricity Science: Electricity PE: Rounders Skills Games: Striking and fielding - cricket</p>