

Dobcroft Junior School- Whole School Curriculum Map 2019-2020

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) Computing: text & images (poster making and introductions) DT: Geography: History: Stone Age MFL: greetings & numbers Music: Song structure for musical stories (Volcano theme) PE: Team building ball skills, RE: beliefs & questions (Hinduism & Christianity) Science: Rocks PSHE: Being Me</p>	<p>Art & design: Computing: Media (winter music) DT: Textiles – Culture (advent calendars) Geography: Cities and Counties History: MFL: Music: Rhythmic patterns (Stone Age theme) PE: Gymnastics – Pathways RE: beliefs & questions (Hinduism & Christianity) Science: Forces & Magnets PSHE: Celebrating Differences</p>	<p>Art & design: Sculpture (Greek Vases & Greek Architecture) Computing: Understanding and sharing data (Databases – Greek Gods) DT: Geography: History: Ancient Greeks MFL: Music: Signature sounds and sound effects (Ancient Greeks theme) PE: Dance – Ancient Greeks Basketball RE: Islam and Hindu Prayer Science: PSHE: Dreams and Goals</p>	<p>Art & design: Computing: Programming A (How do I use repetition programme) DT: Ingredients – leisure (healthy snacks – grating, spreading, cutting & peeling) Geography: Physical Geography of the UK (Topographical features) History: MFL: Music: Syncopated rhythmic patterns, glockenspiels PE: Gymnastics – Bridges and Arches RE: Islam and Hindu Prayer Science: Animals including Humans PSHE: Healthy Me</p>	<p>Art & design: Printing and Painting (William Morris and Colour Wheel) Computing: DT: Geography: History: MFL: Music: Instrument timbre and graphic scores (Plants and Growing theme) PE: Athletics (Long Jump) RE: Journey of life and death Science: Plants and light PSHE: RESIDENTIAL AT THE START</p>	<p>Art & design: Computing: Programming B (How do I use forever loops) DT: Construction - make a water wheel Geography: Human characteristics and land use patterns – change over time. History: A local history study MFL: Music: Composer focus (Vivaldi), graphic scores and timbre PE: Rounders RE: Journey of life and death Science: PSHE: Changes Y2 TRANSITION</p>
Year 4	<p>Art & design: Sculpture/ Collage of Roman mosaic tile. Computing: Multimedia story. DT: Ingredients - Soup Geography: History: Romans MFL: Music: Graphic scores (Roman theme) and boomwhackers PE: Roman dance workshop. RE: Inspirational people from the past (Islam and Christianity). Science: Sound</p>	<p>Art & design: Computing: DT: Geography: Europe and Rome. History: MFL: Music: Glockenspiels and singing Y4 play songs PE: Balance and roll. RE: Science: Y4 performance.</p>	<p>Art & design: Computing: Programming A DT: Construction – make lights using electricity. Geography: History: Anglo Saxons. MFL: Music: Singing in rounds and fanfares (Anglo-Saxon theme) PE: Travelling. RE: Inspirational people in today's world (Hinduism and Christianity). Science: Electricity.</p>	<p>Art & design: Sheffield Artists. Computing: Communicating text and images. DT: Geography: History: MFL: Music: Pitch PE: Rain routine (dance). RE: Science: Digestive system.</p>	<p>Art & design: Pencil drawing of minibests Computing: Understanding data. DT: Textiles – felt bugs Geography: History: MFL: Music: The orchestra, instrument families and timbre PE: Athletics and long jump. RE: Symbols and expression (Islam and Christianity). Science: States of matter.</p>	<p>Art & design: Computing: Programming B. DT: Bug hotels and felt bugs. Geography: Arctic and Antarctic biomes. History: MFL: Music: Composer focus (Mozart and Beethoven) PE: Rounders. RE: Science: Habitats.</p>

Year 5	<p>Art & design: Computing: Communicating – text and images DT: Construction materials - CAMs Geography: Volcanoes and Earthquakes History: MFL: Music: Dynamics, texture, pitch and tempo (Space theme) PE: Gymnastics – Flight Ball skills. Multi-skills, target games RE: Science: Space</p>	<p>Art & design: Painting and Printing (Arthur Rackham) Computing: Programming A – Program physical systems DT: Geography: History: Ancient Maya MFL: Music: Motifs and coda (Grieg) PE: Gymnastics - Balance RE: Christianity Science: Change in materials</p>	<p>Art & design: Computing: Communicating Media – Radio advert DT: Ingredients - Bread Geography: History: Ancient Egypt MFL: Music: Pitch, notation and chants (Egyptian theme) PE: Orienteering Hockey and basketball RE: Hinduism and Islam Science:</p>	<p>Art & design: Sculpture and Collage Computing: DT: Geography: History: MFL: Music: Glockenspiels PE: Traditional Dance RE: Science: Animals Including Humans – the Body</p>	<p>Art & design: Drawing Computing: Understanding and sharing data DT: Geography: Physical geography of N or S America History: MFL: Music: Graphic scores, texture, Garageband and Incredibox (Sheffield bands theme) PE: Rounders Athletics/striking and fielding RE: Science: Living things and their habitats</p>	<p>Art & design: Computing: Programming B – Using variables in programs DT: Textiles - Cushions Geography: Human geography of N or S America History: MFL: 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>
Year 6	<p>Art & design: Computing: Understanding & sharing data DT: Textiles - Geography: Global Biomes History: MFL: 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 DT: Geography: Global Biomes History: MFL: Music: Composer focus (Handel) and Cup Song rhythms PE: Gymnastics – Counter Balance Games: Target Games RE: Science: Evolution & inheritance</p>	<p>Art & design: Computing: Communicating: text and images DT: ingredients - Healthy Soup Geography: History: Anglo Saxons & Vikings MFL: Music: Ostinatos and graphic scores (Harry Potter theme) PE: Dance – Rhythmic Gymnastics Games: Hockey skills Rhythmic Gymnastics RE: Religion, family & community Science: Forces</p>	<p>Art & design: Painting Computing: DT: Geography: Water Cycle & Natural Resources History: Anglo Saxons & Vikings MFL: Music: Composer focus (Bernstein) PE: Dance – Rhythmic Gymnastics Games: Basketball skills RE: Science:</p>	<p>Art & design: Computing: Communicating: Media DT: Construction - Mechanical Systems Geography: History: WW2 MFL: 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 DT: Geography: Natural Resources History: MFL: Music: Notation (glockenspiels and boomwhackers) Dance: Electricity RE: Science: Electricity PE: Rounders’ Skills Games: Striking and fielding - cricket</p>