

Kapow Curriculum Overview

Yr	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
R	History: All about me Science: Animal Adventures (Changing seasons)	Geography: Exploring maps Science: Animal Adventures (Changing seasons)	History: Peak into the past Science: I am a scientist (Changing seasons)	Geography: Outdoor adventures (weather/ seasons) Science: I am a scientist (Changing seasons)	History: Adventures through time Science: Our beautiful planet. (Changing seasons)	Geography: Around the world Science: Our beautiful planet (Changing seasons)
1	All About Me (and my friends)	Materials / Clean and Green / Recycling / Our School environment /	Toys	What is the weather like?	Superheroes? / Explorers	Our Wonderful World
	History: How am I making history? Science: Seasonal changes D.T: Structures- windmills Music: Keeping the pulse- my favourite things. PHSE: Setting ground rules / families and relationships.. Computing (Teach Computing): Computing (Teach Computing) systems and networks – Technology around us	Geography: What is it like here? Science: Everyday materials Art - drawing, Exploring line and shape Music: Tempo- snail and mouse / fast and slow PHSE: Health and Wellbeing Computing (Teach Computing): Creating media – Digital painting	History: How have toys changed? Science: Sensitive bodies D.T: Textiles- puppets Music: Dynamics- the seaside / environmental sound - soft and loud. PHSE: Safety and changing body Computing (Teach Computing): Programming A – Moving a robot	Geography: What is the weather like? Science: Comparing animals Art - sculptures and 3D- paper play Music: Sound patterns- fairy tales PHSE: Citizenship Computing (Teach Computing): Data and information – Grouping data	History: How have explorers changed the world? Science: Introduction to plants D.T: smoothies Music: pitch- superheroes PHSE: Economic Well Being Computing (Teach Computing): Creating media – Digital writing	Geography: What is it like to live in Shanghai? Science: Investigating science through stories Art - painting and mixed media/ colour splash Music: musical symbols- under the sea PHSE: Transition Computing (Teach Computing): Programming B - Programming animations
2	Map it Out	School Days	This Island	Flight	Tales with a Twist	Kings, Queens, Castles and Monsters
	Geography: Would you prefer to live in a hot or cold place? Science: Habitats Art: craft and design- map it out Music: call and response- animals PHSE: Setting ground rules. Computing (Teach Computing): Computing (Teach Computing) systems and networks – IT around us	History: How was school different in the past? Science: Microhabitats D.T: Structures- baby bear's chair Music: instruments- story telling PHSE: Health and Wellbeing Computing (Teach Computing): Creating media – Digital photography	Geography: Why is our world wonderful? Science: Uses of everyday materials Art: painting and mixed media colour mixing Music: singing on this island PHSE: Safety and changing body Computing (Teach Computing): Programming A – Robot algorithms	History: How did we learn to fly? Science: Life cycles and health D.T: mechanisms- fairground wheel Music: contrasting dynamics- space PHSE: Citizenship Computing (Teach Computing): Data and information – Pictograms	Geography: What is it like to live by the coast? Science: Plant growth Art: sculpture and 3D- clay houses Music: structure myths and legends PHSE: Economic Well Being Computing (Teach Computing): Creating media - Digital music	History: What is a monarch Science: Plant-based materials D.T: mechanisms- making a moving monster Music: pitch- musical me PHSE: Transition Computing (Teach Computing): Programming B - programming quizzes
3	Stone Age, Iron Age, Bronze Age	Mountains, Volcanoes and Earthquakes	Romans	Frozen Worlds	Egyptians	Settlements Living Here?
	History: Stone Age, Iron age, Bronze age Science: Movement and nutrition D.T: cooking- eating seasonally Music: ballads PHSE: Ground rules / Families & relationships Computing (Teach Computing)	Geography: Volcanoes Science: Forces and magnets Art: drawing- Developing drawing skills Music: composition - mountains PHSE: Health and Wellbeing Computing (Teach Computing): Creating media - Stop-frame animation	History: Roman Invasion and settlement in Britain Science: Rock and soil D.T: Digital world- wearable technology Music: singing- Vikings OR Instrumental Scheme: South Africa PHSE: Safety and changing body	Geography: Antarctica Science: Light and shadows Art : sculpture and 3D- abstract shape and space Music: melodies- chinese new year PHSE: Citizenship Computing (Teach Computing): Data and information – Branching	History: Egyptians Science: Plant reproduction Art : craft and design - ancient Egyptian scrolls Music: Jazz OR Instrumental Scheme: Caribbean PHSE: Economic Well Being Computing (Teach Computing)	Geography: settlements Science: Does hand span affect grip strength? D.T: structures- castles Music: traditional instruments- india PHSE: Transition Computing (Teach Computing): Programming B -

	Computing): Computing (Teach Computing) systems and networks – Connecting computers French: greetings	French: adjectives of colour, size and shape	Computing (Teach Computing): Programming A - Sequencing sounds French: numbers and age	databases French: the classroom	Computing): Creating media – Desktop publishing French: transport	Events and actions in programs French: circle of life
4	The Rainforest	How have Children’s Lives Changed?	Food	Invaders and Settlers	Rivers (Pollution)	Electricity (DT and Science)
	Geography: What are rainforests important for us? Science: Animals inc Humans: Digestion Art - craft and design- fabric of nature Music- percussion rainforests PHSE: Ground rules / Families & relationships Computing (Teach Computing): Computing (Teach Computing) systems and networks – The Internet French: describing people	History: How have Children’s Lives Changed? Science: Energy: Electricity D.T: Structure- pavillions Music: rock n roll- changes PHSE: Health and Wellbeing Computing (Teach Computing): Creating media - Audio production French: weather	Geography: Where does our food come from? Science: Materials: States of matter Art - painting mixed media light and dark Music: samba, carnival music PHSE: Safety and changing body Computing (Teach Computing): Programming A – Repetition in shapes French: French:food	History: How hard was it to invade and settle in Britain? Science: Energy: Sound / vibration D.T: Slingshot car/ mechanical car Music- haiku, performance, Haname PHSE: Citizenship Computing (Teach Computing): Data and information – Data logging French: clothes	Geography: What are rivers and how are they used? Science: Living Things: Classification / habitats Art - drawing- Exploring tone, texture and line Music: Rivers PHSE: Economic Wellbeing Computing (Teach Computing): Creating media – Photo editing French: numbers	History: Mayans Science: Making Connections: Liquids - flow D.T: electrical systems, torches Music: adapting and transposing. PHSE: Transition Computing (Teach Computing): Programming B – Repetition in games French: music
5	The Vikings	Mountains	Tudor Britain	Ocean Life / Eco	The Greeks	Deserts Or Literacy lead?
	History: Were the Vikings raiders, traders or something else? Science: Mixtures and separation D.T: Electrical systems- doodlrs Music: Composition PHSE: Ground rules / Families & relationships Computing (Teach Computing): Computing (Teach Computing) systems and networks - systems and searching French: adjectives for description (monsters)	Geography: What is life like in the Alps? Science: Properties and changes Art - sculpture- interactive installation Music: Blues PHSE: Health and Wellbeing Computing (Teach Computing): Creating media - Video production French: adjective/ verb agreement (space)	History: What was life like in Tudor Britain Science: Earth and space D.T: mechanical systems- gears and pulleys/ pop up book Music: south and west Africa PHSE: Safety and changing body Computing (Teach Computing): Programming A – Selection in physical Computing (Teach Computing) French: shopping	Geography: Why do oceans matter? Science: Life cycles and reproduction Art: drawing - Depth, emotion and movement Music: composition- festival of colour- Holi PHSE: Citizenship Computing (Teach Computing): Data and information – Flat-file databases French: directional language	History: What is the legacy of the Greek civilisation? Science: Unbalanced forces D.T: develop a recipe Music: Looping and remixing PHSE: Economic Wellbeing Computing (Teach Computing): Creating media - Introduction to vector graphics French: verbs	Geography: Would you like to live in the desert? Science: Human timeline/Does the size of an asteroid affect its impact strength? Art: painting and mixed media- portraits Music: musical theatre PHSE: Transition Computing (Teach Computing): Programming B – Selection in quizzes French: describing family
6	Who do we think we are?	Our Place In Time	WWII	Energy	Literacy / SATs Challenge	Moving On
	Geography: Why does population change? Science: Circulation and health Art: Craft/ design- photo opportunity Music: dynamic/ pitch- fingals cave PHSE: Ground rules / Families	History: What can the census tell us about the local area? Science: Light and reflection D.T: Textiles- waistcoats Music: film music PHSE: Health and Wellbeing Computing (Teach Computing): Creating media – Web page creation	History: What was the impact of WWII on Britain and its people? Science: Evolution and inheritance Art : Drawing- Expressing ideas Music: songs of WWI PHSE: Safety and changing	Geography: Where does our energy come from? Science: Circuits, batteries and switches Music: theme and variations- pop art D.T: structure- playgrounds PHSE: Citizenship	Geography: Independent fieldwork enquiry Science: Classifying big and small Art: sculpture- making memories Music: baroque PHSE: Economic Wellbeing Computing (Teach	History: UNheard history: banknotes Science: Are some sunglasses safer than others? D.T: digital world, navigating the world Music: composing a leavers song PHSE: Transition

	& relationships Computing (Teach Computing):Computing (Teach Computing) systems and networks - Communication and collaboration French: Olympics (verbs)	French: describing homes	body Computing (Teach Computing):Programming A – Variables in games French: Football (verbs/ descriptions/ directional language)	Computing (Teach Computing):Data and information - Introduction to Spreadsheets French: Planning holidays (future tense)	Computing):Creating media – 3D Modelling French:	Computing (Teach Computing):Programming B - Sensing movement French: travel in France
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