











CURRICULUM MAP – KS1 – PATHWAY 2 - SUMMER 1 – 2020-21

<p>English</p> 	<p>Power Of Reading Text: Surprising Sharks Genre: Non-fiction</p> <ul style="list-style-type: none"> ▪ During this teaching sequence, the children will identify features of non-fiction texts and learn where to find information. They will use talk to give explanations and opinions and write for meaning and purpose in a variety of non-narrative forms. 	<p>Mathematics</p> 	<p>Maths Mastery Curriculum</p> <ul style="list-style-type: none"> ▪ Number (Number and Place Value): Count from a given number in 1s, 2s, 5s and 10s; represent, identify and estimate numbers; recognise place value. ▪ Number (Addition and Subtraction): Applying strategies and structures. Represent and use number bonds; read, write, interpret and solve one-step problems. ▪ Measurement (Money): Recognise and value coins and notes; solve one-step addition/subtraction problems.
<p>Science</p> 	<p>Living Things and their Habitats</p> <ul style="list-style-type: none"> ▪ Identify and name a variety of plants and animals in their habitats, including micro-habitats ▪ Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food. <p>Working Scientifically Skills</p> <ul style="list-style-type: none"> ▪ Identify and classify ▪ Ask simple questions and recognise that they can be answered in different ways 	<p>Computing</p> 	<p>Computer Science and Coding – Bluebots</p> <ul style="list-style-type: none"> ▪ Children will understand that they can control/program a programmable toy ▪ Children will follow and create algorithms to program a robot ▪ Children will understand that we control computers by giving them instructions ▪ Children will learn how to predict, debug and evaluate simple programmes.
<p>Humanities</p> 	<p>Updated soon</p>	<p>Art and Design</p> 	<p>The Formal Elements of Art: Shape and Pattern Students will develop their knowledge of geometric shape and pattern through cultural research and a range of media techniques, to develop their understanding and ability to:</p> <ul style="list-style-type: none"> ▪ Investigate geometric shapes through Islamic tile research ▪ Create a range of symmetrical designs using geometric shape stencils ▪ Explore the block printing process ▪ Create and present a series of tile prints inspired by cultural research
<p>PSHE</p> 	<p>Core Theme 1: Health and Wellbeing</p> <ul style="list-style-type: none"> ▪ Unit: Changing and Growing (Lesson – ‘Responsibility’) <p>Core Theme 2: Relationships</p> <ul style="list-style-type: none"> ▪ Unit: Bullying (Lesson – ‘Behaviour’) ▪ Unit: Fairness (Lessons – ‘Behaviour’; ‘Teasing’) <p>Core Theme 3: Living in the Wider World</p> <ul style="list-style-type: none"> ▪ Unit: Communities (Lessons – ‘Local Citizenship’) 	<p>Religious Education</p> 	<p>Judaism (PlanBee Unit: Why is the Torah special?) During this teaching sequence, the children will:</p> <ul style="list-style-type: none"> ▪ Find out about what Judaism is and what Jews believe; ▪ Find out how the Torah began on Mount Sinai; ▪ Find out how the Torah is used by Jews today; ▪ Explore some of the stories in the Torah and what they teach about God; ▪ Find out about some of the laws in the Torah; ▪ Find out what the Torah teaches Jews about helping others.
<p>Physical Education</p> 	<p>Dance</p> <ul style="list-style-type: none"> ▪ The children will perform dances using simple movement patterns. 	<p>Music</p> 	<p>Updated soon</p>