

## Hawkesbury CEVC Curriculum Map – Year A

### Robin Class – Year 1/2

Year A	Term 1		Term 2	Term 3	Term 4		Term 5	Term 6
Enquiry	What is home?	How are schools the same?	How can we help?	What did Brunel do for Great Britain?	How do we live a healthy life?	How do plants grow near me?	How will we get around in the future?	What could my classroom be made of?
Author Text	The Dragon Machine Real Dragons		Beegu	Rosie Revere, Engineer	Recipes	The Tiny Seed	Lights on Cotton Rock	3 Little Pigs
Author coverage Fiction/non-fiction	Narrative: Characterisation		Narrative: Description	Narrative: Openings and Endings	Narrative: Settings		Narrative: Suspense	Fairy tale: Dialogue
	Non-Chronological Report:		Instructions	Letter	Instructions		Diary Entry	Explanation
Working Scientifically runs through all scientist enquiries								
Scientist	Living things and their habitats. Animals, including humans  Asking simple questions	Asking simple questions		-Performing simple tests	Living things and their habitats. Animals, including humans  Performing simple tests	Plants  Performing simple tests  Using observation and ideas to suggest answers to questions	Use observations and ideas to suggest answers to questions	Everyday Materials  Identifying and classifying Gathering and recording data
Historian				Learn about the life of Isambard Kingdom Brunel and his achievements.			Develop an awareness of the past.	Develop an awareness of the past.
Geographer	Use maps, atlases and globes. Devise a simple map. Study the geography of the school.	Use simple fieldwork and observational skills to study the geography of their school.				Name and locate the world's 7 continents and 5 oceans. Identify seasonal and daily weather patterns.	-Name and locate the 4 countries of the UK. - Use basic geographical vocabulary to refer to physical and human features.	
Artist	Use drawing, painting and sculpture to develop and	Develop a wide range of art and design techniques using	Use a range of materials creatively to design and make products		Take inspiration from and use art to	Use drawing, painting and		Use a range of materials creatively to design and make products. Take inspiration from and use art to develop and share ideas

	share their ideas, experiences and imagination	colour, pattern, texture, line, shape, form and space.			develop and share ideas	sculpture to develop and share their ideas, experiences and imagination.		
<b>Engineer: DT</b>				Bridge building day: Design, make and build a bridge.	Cookery	Explore and use mechanisms (levers and joints) in their products.		Select from and use a range of tools and equipment to perform practical tasks.
<b>PSHE</b>	Being Me in My World	Celebrating difference	Dreams & Goals	Healthy Me	Relationships	Changing Me		
<b>Musician</b>	Hey You!	Rhythm in The Way We Walk and Banana Rap	In The Groove	Round and Round	Your Imagination	Reflect, Rewind and Replay		
	<b>Online Safety runs through all computing lessons</b>							
<b>Computing</b>	What is the World Wide Web?		What tools are useful?			What is coding?		
<b>RE</b>	Who made the world?	Why does Christmas matter to Christians?	Who is a Muslim and what do they believe?		What is the good news that Jesus brings?	How and why do we celebrate special and sacred times?		
<b>PE</b>	Cricket Fundamentals	Gymnastics Fundamentals	Dance Invasion Games	Fitness Target Games	Striking and Fielding Sending and Receiving	Athletics Net and Wall		
<b>Trips &amp; visitors</b>			<b>SS Great Britain</b>	<b>Travelling Kitchen</b>				