



Years 1 and 2 Curriculum Coverage 2017 -18 (Foundation Subjects)

	Term 1 We're WORTH it! <i>Art week</i> <i>Living History Day</i>	Term 2 The Magic Toymaker <i>PANTO TRIP</i>	Term 3 Super Safari	Term 4 Famous People	Term 5 It's a Wonderful World	Term 6 Let's Go on Holiday!
ART & DESIGN	Use a range of materials creatively to design and make products Use drawing, painting and sculpture to develop and share ideas, experiences and imagination Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	Use a range of materials creatively to design and make products	Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	Use drawing, painting and sculpture to develop and share ideas, experiences and imagination Investigate the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to own work	Use drawing, painting and sculpture to develop and share ideas, experiences and imagination	Investigate the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to own work
COMPUTING	Recognise common uses of information technology beyond school	Understand what algorithms are; how they are implemented as	Use technology safely and respectfully; identify where to go	Create and debug simple programs	Use logical reasoning to predict the behaviour of simple programs	Use technology purposefully to create, organise, store, manipulate

	Use technology safely and respectfully; identify where to go for help and support	programs on digital devices; and that programs follow precise instructions	for help and support			and retrieve digital content
DESIGN & TECHNOLOGY	Select from and use a range of tools and equipment to perform practical tasks Select from and use a wide range of materials and components including construction materials and textiles Build structures exploring how they can be made stronger, stiffer and more stable	Design purposeful, functional, appealing products for themselves and other users based on design criteria Generate, develop, model and communicate ideas through talking, drawing templates, mock-ups and, where appropriate information and communication technology	Select from and use a range of tools and equipment to perform practical tasks Select from and use a wide range of materials and components including construction materials and textiles	Explore and evaluate a range of existing products	Build structures exploring how they can be made stronger, stiffer and more stable Evaluate ideas and products against design criteria Understand where food comes from	Explore and use mechanisms in products Use the basic principles of a healthy and varied diet to prepare dishes
GEOGRAPHY	Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment Use basic geographical vocabulary		Use simple compass directions and locational and directional language		Use basic geographical vocabulary Use world maps, atlases and globes to identify the UK and its countries as well as continents and oceans Name and locate the world's seven continents and five oceans	Use basic geographical vocabulary Identify seasonal and daily weather patterns in the UK and the ;location of hot and cold areas of the world in relation to the Equator and the North and South Poles

					Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map and se and construct symbols in a key	
HISTORY	Significant historical events, people and places in their own locality Changes within living memory	Changes within living memory		The lives of significant individuals in the past who have contributed to national and international achievements Events beyond living memory		