

Curriculum with Unity Schools Partnership

evidenced informed education



EXAMPLE of WEEKLY TEACHING

- English = Success for All
- Maths = White Rose Maths

EXAMPLE of SEQUENCED TEACHING

(what this curriculum map shows)

- Science UNITY
- Geography UNITY
- History UNITY
- Art and Design KAPOW
- Computing KAPOW
- Design and Technology KAPOW
- Music KAPOW (KS2)
- R.E. Cambs syllabus (KS2)



EXAMPLE of WEEKLY WIDER CURRICULUM PROVISION

- PSHE and SMSC Cambs PSHE
- P.E. Cambs syllabus
- KS2 Languages UNITY (specialist teacher)
- KS1 Music KAPOW ½ termly alternating with RE Cambs syllabus



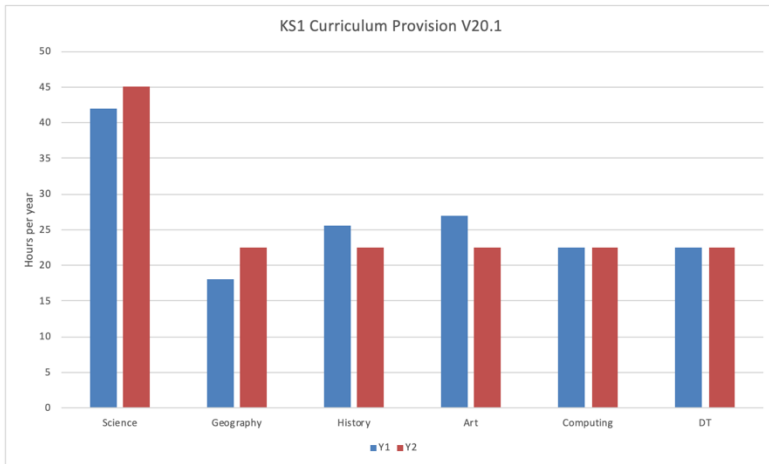
September 2020 – July 2021

Updates July 2020

Year 1 Autumn Term w/b 19/10	= Continue Plants.
Year 1 Spring Term w/b 4/1	= Introduce Animals, including humans.
Year 5 Autumn Term w/b 1/9	= 4 and 6 figure grid ref to support lat and long.
Year 6 Autumn Term w/b 1/9	= local history study can be replaced by migration study

2020 – 2021 provision check and balance.
A broad and equitable curriculum

Key Stage 1

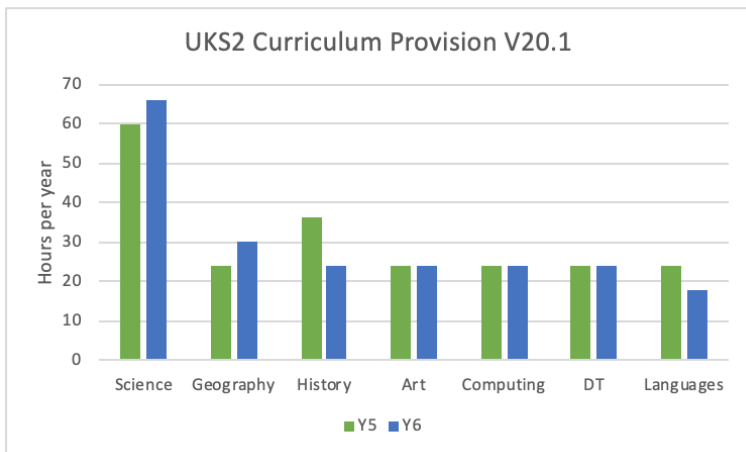
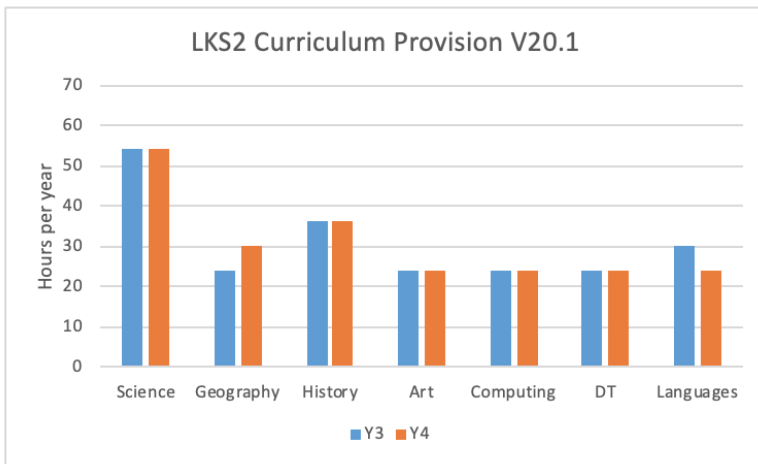


Each school's provision and timing will be unique. These are approximate guidelines that we have calculated.


Each weekly KS1 block represents 3 afternoons per week; with each afternoon lasting about 1.5 hours.

Each weekly KS2 block represents 3 afternoons per week; with each afternoon lasting about 2 hours.

These are guidelines only. Each school should check their provision balance for the National and School Curriculum offer



Key to curriculum map

 Revisit and builds on previous content



Introduce new knowledge and skill

This document should be read with 2020 – 2021 Unity KS1 and KS2 Curriculum Coverage Maps

Curriculum Map

Year 1

2020 - 2021

Autumn 2020		Spring 2021		Summer 2021	
1/9	School planned introduction expectations / behaviour	4/1	Science Introduce Animals, including humans	12/4	Art & Design Revisit and apply Collage Kapow Y1
7/9	Design and Technology Introduce Mechanisms - Making a moving story book. Kapow Y1	11/1		19/4	Science Introduce Materials (Y1) Unity Y1
14/9	Science Introduce Seasonal changes / daily weather	18/1	Design and Technology Introduce Structures Constructing a windmill Kapow Y1	26/4	
21/9	Art & Design Introduce Art skills Formal elements - shape, line and colour Kapow Y1	25/1	History Introduce Lives of significant individuals David Attenborough and Mary Anning Unity Y1	3/5	Computing Introduce Data Kapow Y1
28/9	Science Introduce Plants (Y1) Unity Y1	1/2		10/5	Design and Technology Introduce Mechanisms: Wheels and axles
5/10	History Introduce Changes within living memory Unity Y1	8/2	Art & Design Revisit Art skills	17/5	Geography Builds on UK countries / continents Introduce Location of hot and cold climates in relation to the Equator Unity Y1
12/10		15/2	Half term	24/5	
19/10	Science Continue Plants (Y1) Unity Y1	22/2	NEW Flexible block for revisiting and retrieval	31/5	Half term
26/10	Half term	1/3	Design and Technology Introduce Food technology Kapow Y1	7/6	Design and Technology Introduce Textiles Puppets Kapow Y1
2/11	Computing Introduce 'Getting started'	8/3	Art Introduce Sculpture and Collage Kapow Y1	14/6	History Build on lives of significant individuals Introduce more lives of significant individuals Unity Y1
9/11	Geography Introduce continents and oceans Introduce UK countries / capital cities	15/3	Science Revisit and retrieve Animals, including Humans Unity Y1	21/6	Science Revisit and retrieve Plants, Animals including Humans Unity Y1 Science Seasonal changes / daily weather
16/11	Enhanced provision to support retention - Geography meeting	22/3	Computing Revisit Programming Introduce algorithms Kapow Y1	28/6	Computing Build on programming Introduce Rocket to the moon - Debugging and sequencing. Kapow Y1
23/11	Art Introduce Art and Design Skills Drawing, painting, craft and art appreciation Kapow Y1	29/3	Easter break	5/7	NEW Flexible block for revisiting and retrieval
30/11	Computing Introduce Programming Kapow Y1 OUT			12/7	Art Introduce landscapes and different media Kapow Seaside Y1
7/12	Science Revisit and retrieve Plants Y1 Unity Y1 History Revisit and retrieve changes within living memory Unity Y1			19/7	Break up for summer 20/7
14/12	NEW Flexible block for revisiting and retrieval				
21/12	Christmas break				



Autumn 2020		Spring 2021		Summer 2021	
1/9	School planned introduction expectations / behaviour	4/1	Geography Builds on human and physical features	12/4	Science Builds on types of animals Introduce Animals ,including humans
7/9	Geography Builds on UK knowledge Introduce human and physical features , maps and directions	11/1	Introduce comparison of small part of UK and a small part of non-European location Unity Y2	19/4	
14/9	Art Builds on drawing, painting, craft & art appreciation Kapow Y1 Introduce Formal elements pattern, texture and tone Kapow Y2	18/1	Art Introduce Sculpture and Mixed Media Example theme: Superheroes Kapow Y2	26/4	Computing Introduce International Space Station – data and interpretation
21/9	Science Builds on Animals and living things / Plants	25/1 NEW	Flexible block for revisiting and retrieval	3/5	History Introduce Significant local people, places and events Unity Y2
28/9	Introduce Living things and habitats Unity Y2	1/2	Design and Technology Builds on structures Baby bear's chair Kapow Y2	10/5	
5/10	History Introduce Events beyond living memory Unity Y2	8/2	Computing Builds on Programming Introduce Scratch junior Kapow Y2	17/5	Flexible block for revisiting and retrieval
12/10		15/2	Half term	24/5	Design and Technology Builds on healthy diet Introduce Balanced diet
19/10	Design and Technology Builds on Textiles Introduce Making a pouch Kapow Y2	22/2	Art Builds on design, drawing, craft, painting and art appreciation Kapow Y2 Introduce Human form, portraits and sculpture Kapow Y2	31/5	Half term
26/10	Half Term	1/3	Computing Revisit and apply Algorithms and debugging Kapow Y2	7/6	Geography Builds on human and physical features, UK and capital cities Where we live Map work , compass directions, human and physical features, fieldwork skills
2/11	Science Builds on Materials	8/3	Design and Technology Builds on mechanisms Introduce Fairground wheel	14/6	
9/11	Introduce Everyday materials and their properties Unity Y2	15/3	Science Revisit and apply Y1 plants Introduce Plants and bulbs Unity Y2	21/6	Science Revisit plants and bulbs, animals including humans
16/11	Computing Introduce - What is a computer? Kapow Y2	22/3		28/6	Computing Introduce Stop motion Kapow Y2
23/11	Art Introduce Art and Design Skills Design, drawing, craft, painting and art appreciation Kapow Y2	29/3	Easter break	5/7	Art Revisit human form through collage, portraits and sculpture Kapow Y2
30/11	Design and Technology Builds on mechanisms Y1 Introduce Mechanisms Making a moving monster Kapow Y2			12/7	History Revisit and retrieve Events beyond living memory Unity Y2
7/12	Science Revisit Living things and habitats / materials			19/7	Break up for summer 20/7
14/12 NEW	Flexible block for revisiting and retrieval				
21/12	Christmas break				

Autumn 2020		Spring 2021		Summer 2021	
1/9	Art Builds on human form ☺ Introduce skills design, drawing, craft, painting and art appreciation Kapow Y3	4/1	Geography Builds on map skills, fieldwork, name of countries / capitals of UK ☺ Introduce UK study	12/4	History Builds on Iron Age ☺ Introduce Rome and the Impact on Britain – Roman Empire and invasion.
7/9	Computing ☺ Introduce e-safety and email Kapow Y3	11/1	Unity Y3	19/4	History ☺ Introduce Celt / Roman resistance and baffle lines
14/9	Science Builds on materials Y2 ☺	18/1	Art ☺ Introduce Formal Elements	26/4	History ☺ Introduce Romanisation of Britain and decline of Roman Empire.
21/9	☺ Introduce Rocks Unity Y3	25/1	Science Builds on properties of materials ☺ Introduce Forces and magnets	3/5	Design and Technology Builds on Y2 construction ☺ Introduce construction (Colchester castle) Kapow Y3
28/9	RE ☺	1/2	RE ☺	10/5	RE ☺
5/10	Science Builds on animals, including humans and living things ☺ Introduce Animals, including humans	8/2	Design and Technology ☺ Introduce Y3 electrical systems (static electricity) Kapow Y3	17/5	Music ☺
12/10	History ☺ Introduce Stone Age Unity Y3	15/2	Half Term	24/5	Computing Builds on Programming ☺ Introduce Scratch Kapow Y3
19/10	Art ☺ Introduce Prehistoric art Kapow Y3	22/2	Science ☺ Continue Forces and magnets Unity Y3	31/5	Half term
26/10	Half Term	1/3	Design Technology Builds on mechanisms ☺ Introduce mechanisms –Pneumatic toy	7/6	Science Builds on Plants ☺ Introduce Y3 Plants
2/11	History ☺ Introduce Bronze Age Unity Y3	8/3 NEW	Science Builds on properties of materials ☺ Introduce Light	14/6	Unity Y3
9/11	History ☺ Introduce Iron Age Compare Stone, Bronze and Iron Ages Unity Y3	15/3	RE ☺	21/6	Art and Design ☺ Craft Materials: tie-dye, weave and sew Kapow Y3
16/11	Geography ☺ Fieldwork to record human and physical features Unity Y3	22/3	Music ☺	28/6	Computing Builds on e-safety ☺ Introduce Networks and info share Kapow Y3
23/11	RE ☺	29/3	Easter break	5/7	Design Technology Builds on healthy diet Y2 ☺ Introduce Eating seasonally Kapow Y3
30/11	Science Revisit & retrieve Rocks Unity Y3 ☺			12/7	Geography Revisit and retrieve physical / human features and UK study Unity Y3 ☺
7/12	Computing Builds on - What's a computer? ☺ Introduce journey inside a computer. Kapow Y3			19/7	Break up for summer 20/7
14/12	Music ☺				
21/12	Christmas break				

Autumn 2020		Spring 2021		Summer 2021	
1/9	Art and Design Builds on texture and pattern Introduce formal elements Kapow Y4	4/1	Every Picture Tells a Story Analysing famous artists' work Kapow Y4	12/4	Geography Builds on Rivers Elaborates on Rivers: Nile and Amazon
7/9	Science Builds on Living things Introduce Habitats Unity Y4	11/1	Science Builds on Animals incl. humans (nutrition) Introduce Animals, including humans - human digestion	19/4	History Builds on Bronze Age Achievements of Ancient Egyptians Introduce people, place and kingdoms
14/9		18/1	Introduce Animals, including humans - teeth and functions Unity Y4	26/4	History Achievements of Ancient Egyptians Introduce old, middle, new, Greek and Romanised kingdoms and their achievements
21/9	Design and Technology Builds on seasonal food Introduce adapting a recipe Kapow Y4	25/1	Design and Technology Builds on mechanisms Introduce J – slingshot car Kapow Y4	3/5	History Achievements of Ancient Egyptians Introduce archaeologists and Turankhamun Unity Y4
28/9	History Builds on Roman departure Introduce people and places - Anglo-Saxons Kingdoms and way of life	1/2	Science Builds on teeth and functions Introduce Animals, including humans - food chains, producer, predators and prey Unity Y4	10/5	Computing Introduce HTML Kapow Y4
5/10		8/2	RE	17/5	Science Builds on water cycle Introduce States of matter Unity Y4
12/10	Introduce Vikings , invasions and struggle for England – 1066	15/2	Half term	24/5	
19/10	RE	22/2	Geography Builds on UK study	31/5	Half Term
26/10	Half term	1/3	Introduce Latitude and Longitude Identify World countries including Egypt or Greece Unity Y4	7/6	Music
2/11	Design Technology Introduce Torches	8/3	Music	14/6	Design and Technology Builds on structures Introduce pavilions
9/11	Geography Builds on physical geography Introduce Rivers	15/3	Computing Introduce How the internet works	21/6	Art and Design Builds on famous artists Introduce Sculpture - working with recycled materials Kapow Y4
16/11	RE	22/3	Geography Builds on physical geography Introduce water cycle Unity Y4	28/6	RE
23/11	Art and Design Introduce Art and Design Skills - design, drawing, craft, painting and appreciation Kapow Y4	29/3	Easter break	5/7	Science Builds on Light Introduce and investigate sound Unity Y4
30/11	Computing Investigating weather - data Kapow Y4			12/7	Computing Builds on programming Computational thinking
7/12	Science Introduce electricity Unity Y4			19/7	Break up for summer 20/7
14/12	Music				
21/12	Christmas break				

Autumn 2020		Spring 2021		Summer 2021	
1/9	Art and Design Builds on Formal Elements : Architecture Colour, line, shape and form Kapow Y5	4/1	Science Introduce Earth and space Unity Y5	12/4	Design and Technology Builds on textiles Introduce stuffed toys textiles Kapow Y5
7/9	Science Builds on Living things and habitats	11/1	Computing Introduce Music programming apps Sonic Pi - Kapow Y5	19/4	Science Builds on materials
14/9	Introduce Living things and their habitats – life cycles Unity Y5	18/1		26/4	Introduce Properties and changes of materials Unity Y5
21/9	Computing Builds on e-safety Introduce Online safety Kapow Y5	25/1	Geography Builds on latitude and longitude Introduce location study of the world (Greece, Russia, N&S America) Climate zones, biomes and vegetation belts Unity Y5	3/5	Art and Design Design for a purpose: Kapow Y5
28/9	Geography Revisit map skills, latitude and longitude Introduce 4 and 6 figure grid references	1/2	Half term	10/5	History Builds on Anglo-Saxons Introduce Mayans - place, time, people Unity Y5
5/10	Music	8/2		17/5	History Introduce Mayans – city states compare with Anc. Greeks Culture, life and worship Study archaeological evidence of achievements Compare with Britain at that time (Anglo-Saxons) Unity Y5
12/10	Design and Technology Builds on seasonal food Introduce what could be healthier? Kapow Y5	15/2	Half term	24/5	Half term
19/10	RE	22/2		31/5	
26/10	Half term	1/3	Science Builds on life cycles Introduce Animals, including humans - changes Unity Y5	7/6	Science Builds on forces Introduce Forces gravity, resistance, mechanisms Unity Y5
2/11	Art and Design Builds on colour line shape and form Introduce skills - design, drawing, craft, painting and art appreciation Kapow Y5	8/3	RE	14/6	Design and Technology Builds on slingshot car Introduce and apply mechanical systems – Pop up books
9/11	History Builds on Romans and ancient Egyptians	15/3	Music	21/6	
16/11	Introduce ancient Greeks place, time, people	22/3	Geography Revisit and retrieve latitude and longitude with biomes and environmental regions	28/6	RE
23/11	Computing Builds on programming Introduce Micro:bit Kapow Y5	29/3	Easter break	5/7	Computing Builds on How the internet works Introduce Research skills and finding accurate information Kapow Y5
30/11		Half term		12/7	Music
7/12 NEW	Science Revisit and retrieve Life cycles and reproduction			19/7	Break up for summer 20/7
14/12	RE			CURSPA CURRICULUM WITH UNITY SCHOOLS PARTNERSHIP	
21/12	Christmas break				

Curriculum Map

Year 6

2020 - 2021

Autumn 2020		Spring 2021		Summer 2021	
1/9	History Introduce migration study – Windrush Learning Module	4/1	Science Builds on main body parts and organs	12/4	Art Builds on portraits Introduce Photography and photomontage Kapow Y6
7/9		11/1	Introduce Circulatory system , heart, blood and vessels...diet, nutrient and water distribution Unity Y6	19/4	Science Builds on rocks and fossils Introduce Evolution, change and adaption . Unity Y6
14/9	Science Builds on Living things & habitats	18/1		26/4	
21/9	Introduce Living things and their habitats – classification Unity Y6	25/1	RE	3/5	Design Technology Builds on textiles Introduce stitches and design for a waistcoat Kapow Y6
28/9	Art and Design Builds on Y5 skills Introduce Art and Design Skills design, drawing, craft, painting and appreciation Kapow Y6	1/2	Computing Introduce Big Data 1 Kapow Year 6	10/5	SATS week?
5/10	Design Technology Builds on Pop up books Introduce Mechanical systems: Automata toys	8/2	Music	17/5	History Introduce Chronological knowledge beyond 1066 Study five significant monarchs Unity Y6
12/10	RE	15/2	Half term	24/5	
19/10	Geography Builds on countries of Europe and the world Introduce comparison study UK Europe N or S America Unity Y6	22/2	Geography Builds on countries of Europe and the world / latitude and longitude Introduce physical processes: Mountains, volcanoes and natural disasters Unity Y6	31/5	Half term
26/10	Half Term	1/3		7/6	Geography Builds on geography comparison study Introduce Settlements and relationships between economic / trade with natural resources Unity Y6
2/11	Geography Builds on countries of Europe and the world Introduce comparison study UK Europe N or S America Unity Y6	8/3	Computing Builds on Big data 1 Introduce Bletchley Park 1 Kapow Y6	14/6	Music
9/11	Science Builds on Y3 light Introduce phenomena of light Unity Y6	15/3	Art and Design Builds on drawing skills Introduce Still Life Example theme: Memory Box Kapow Y6	21/6	RE
16/11		22/3	Science Builds on Y4 electricity Introduce Advanced circuits Unity Y6	28/6	Science Builds on diet exercise Introduce nutrients and water transported in animals, including humans Unity Y6
23/11	Computing Builds on programming Introduction to Python Kapow Y6	29/3	Easter break	5/7	Computing Revisit and retrieve Bletchley Park Introduce Bletchley Park 2 and WWII Kapow Y6
30/11	Art Introduce Make my voice heard Kapow Y6			12/7	Design Technology Builds on science Electrical systems Introduce steady hand game
7/12	Design and Technology Builds on food Introduce menus - come dine with me Kapow Y6			19/7	Break up for summer 20/7
14/12	Music				
21/12	Christmas break				