



Cornerstones

Year 1 & 2 - Curriculum map (Cycle A)

Year 1 & 2	ILP	Subject focus	Memorable experience	Innovate challenge	Love to Read	Love to Investigate	English	Mathematics	Science	Computing	History	Geography	Art & design	Design & technology	Music	PE	PSHE
1	Dinosaur Planet	History	Dinosaur hunt	Dinosaur museum	N/A	Whose poo? Why do we have teeth?	Fact files; Poetry and riddles; Non-chronological reports; Narrative; Writing for different purposes	Measurement	Plants and animals	Programming a floor robot; Stop-frame animation	Events beyond living memory; Significant individuals - Mary Anning	Locating continents and oceans	Large and small-scale modelling	Designing and making	Percussion	Dance; Tactical games	Discrete
2	Superheroes	PE	Superhero hunt	Save the school from Professor Slime	N/A	What can our hands do? Can you be a superhero?	Descriptive sentences; Comic strips; Narrative; Fact files; Labels and captions	Discrete	Human body-parts and senses; Eating healthily; Working scientifically	Downloading photographs and images; E-safety; Animation	Historical heroes/heroines	Discrete	Drawing and modelling superheroes	Superfoods; Mask-making	Creating digital superhero sounds	Superhero action movements; Dance; Agility and strength	Recognising good and bad choices; Keeping safe; Making a positive contribution
3	Towers, Tunnels and Turrets	Design & technology	Visit a local castle	Make a fortress for the Three Little Pigs	N/A	Can you make a paper bridge? Where do worms like to live?	Recounts; Reported speech; Narrative; Letters; Posters	Measures (height)	Living things and their habitats; Use of everyday materials; Working scientifically	Create castles using drawing software	Castles and castle life; Significant individuals - Isambard Kingdom Brunel	Amazing structures around the world; Towers and bridges in the local area	Sculpture using natural materials	Making models of towers, bridges and tunnels	Discrete	Defend and attack games; Balance and co-ordination	Dilemmas
4	Bright Lights, Big City	Geography	Afternoon tea with the Queen	Marley the Meerkat's trip to London	N/A	How do you make bread? How do things move?	Recounts, labels and captions; Adventure narrative; Instructions; Emails; Character study	Sequencing events	Everyday materials; Working scientifically	Searching the web; Digital images; Algorithms; Logical reasoning; Creating and debugging programs; Common uses of information technology; Communication; E-safety; Stop-motion animation	The Great Fire of London	Countries and capital cities of the UK (London focus); Using locational language; Using maps; Geographical similarities	Discrete	Exploring mechanisms; Constructing moving models; Understanding where food comes from; Design and make souvenirs; Models of London landmarks	Traditional songs and nursery rhymes	Discrete	Active citizens
5	The Scented Garden	Science	Visit a garden centre or florist	Make a fragranced gift	N/A	What's on your wellies? Can seeds grow anywhere? How does grass grow?	Recounts; Non-chronological reports; Instructions; Narrative; Information books	Measurement	Plants	Present information	Discrete	Plants in the local environment; Plants of the world	Observational drawing; Sculpture; Flower-pressing	Making fragrant products	Action rhymes	Discrete	Discrete
6	Land Ahoy!	Geography	Visit a marina/boat yard/ RNLI station/ boating lake	Find pirate treasure	N/A	Why do boats float? Can you find the treasure?	Narrative; Information books; Descriptions; Poetry; Postcards	Mass; Position; Direction and movement	Everyday materials; Working scientifically	Programming; Using presentation software	Significant historical people - Captain James Cook, Grace Darling; Famous pirates	Using and making maps; Location knowledge; Using and giving directions	Observational drawing; Printing	Mechanisms; Structures	Sea shanties	Discrete	Feeling positive about themselves



Cornerstones

Year 1 & 2 - Curriculum map (Cycle B)

Year 1 & 2	ILP	Subject focus	Memorable experience	Innovate challenge	Love to Read	Love to Investigate	English	Mathematics	Science	Computing	History	Geography	Art & design	Design & technology	Music	PE	PSHE
7	Muck, Mess and Mixtures	Art & design	Messy mixtures morning	Messy art exhibition	N/A	Which stuff is stickier? How is mud made? What shape is a bubble?	Labels, lists and captions; Recipes; Poetry; Narrative; Leaflets	Measurement (capacity and mass)	Everyday materials; Working scientifically	Stop motion animation; Digital photography and presentations	Discrete	Discrete	Printing; Food landscapes; Mixed media pictures and collages; Colour mixing; Using clay	Food tasting; Origins of food; Healthy meals; Following recipes; Designing an outdoor kitchen	Discrete	Discrete	Safety around medicines and household products
8	Moon Zoom!	Design & technology	Alien crash scene investigation	Help the alien home	N/A	What keeps us dry? How does it feel?	Posters; Character profiles; Non-chronological reports; Adverts; Science fiction	Position and direction	Properties of everyday materials; Working scientifically	Drawing software; Algorithms; Email; Photo stories	Significant people - Astronauts; Changes within living memory	Satellite images	Models of the Solar System	Design and make space-themed vehicles; Evaluating toys; Using mechanisms	Space sounds; Space-themed songs	Dance	Aspirations and goal setting
9	Splendid Skies	Science	Nature's treasure walk	Windy day balloon launch	N/A	How big is a raindrop? How wild is the wind? Does it snow in summer?	Recounts; Poetry; Lists and instructions; Postcards; Non-chronological reports	Measurement	Seasonal changes	Discrete	Significant individuals - Sir Francis Beaufort	Seasonal and daily weather patterns	Collage and painting	Discrete	Weather sounds and songs	Dance	Discrete
10	Wriggle and Crawl	Science	Visit a woodland, grassland, heath, fen or wetland	Minibeast life cycle animation	N/A	Do insects have a favourite colour? Do snails have noses? What is the life cycle of the ladybird? Where do snails live?	Lists and leaflets; Instructions; Reviews and information books; Poetry; Writing for different purposes	Symmetry	Living things and their habitats; Animals, including humans; Working scientifically	Creating and debugging programs; Algorithms; Uses of ICT beyond school; Stop motion animation; Logical reasoning; Digital presentations	Discrete	Fieldwork	Observational drawing; Model making	Origins of food; Selecting natural materials	Play tuned and untuned instruments	Dance	Feeling positive
11	The Enchanted Woodland	Science	Visit a local woodland	A woodland party for Mr Fox	N/A	Are all leaves the same? Do pine cones know it's raining? What's in a bud? How do leaves change?	Recounts; Information books and letters; Lists and instructions; Narratives	Measuring length and height; Using money	Plants and animals; Identifying and classifying	Sending an email	Discrete	Making maps	Working with natural materials; Drawing and painting	Building structures; Making party food	Discrete	Team games	Feeling positive; Looking after the environment
12	Beachcombers	Science	A trip to the seaside	Create a sea creature	N/A	How many arms does an octopus have? Will it degrade?	Labels, lists and captions; Tongue twisters; Narrative; Letters; Non-fiction books	Measures (mass)	Habitats; Living and non-living things; Food chains; Basic needs of animals; Working scientifically	Web searches; Common uses of ICT; Digital presentations	Discrete	Coastal features	Sketchbooks; 3-D modelling; Sand art; Seascapes	Finger puppets	Discrete	Discrete	Caring for the environment