Dodford Curriculum Overview: Based on Chris Quigley Curriculum

Summer – Cycle B

	EYFS		Year 1 and Year 2	Year 3 and Year 4
		Conce	pt led subjects	
EYFS Topics Sum1: Fairies and Frogs Sum2: We're going on a Bug Hunt			M1 – Sum 1 - Our School Geography (fieldwork,	M2 – Sum 1
Geography	Sum 1: Where is the story set and how do I know? Features of the story setting Woodland Farmyard City Locate the pond in the school grounds. Features of the school garden. Sum 2: Immediate environment What lives within the immediate environment? Explore grounds in search of minibeasts. Observe minibeasts in their natural habitat. Record where each minibeast was found on a basic map.	LOCATIONS	physical and human features – not CQ) Knowledge categories: Location Human features Physical features Techniques Enquiry question: Where is Bromsgrove and its location within the UK?	- Our School Geography (points of a compass, grid references, grids, keys — use of fieldwork — extend to Worcester, not CQ) Knowledge categories: Location Human features Physical features Techniques Vocabulary Enquiry question: Where is Worcester and its location within the UK?

History	Sum 1: What stories have proven popular across generations? My favourite story Parents favourite stories Grandparents' favourite stories Compare and contrast characters from stories, including figures from the past.	ENT	M1 – Sum 2 - Our School History (not CQ) - Local church and local area Knowledge categories: Settlements Beliefs Food and farming Enquiry question: How is a school the heart of the local community?	M2 – Sum 2 - Local Fights and Forts (not CQ) - Civil War Knowledge categories: Conflict Settlements Culture/past times Artefacts Main events Beliefs
	Sum 2: What have I learnt this year? A reflection on this academic year.	SETTLEMENT		Enquiry question: What was the significance of Worcester city in the civil war?
		Knowl	ledge led skills	
Art & Design (KAPOW)	Sum 1: Sculpture and 3D: Creation station Manipulating playdough and clay to make animal sculptures and their own creations, children begin to use language associated with forces: push, pull, twist etc. They create natural landscape pictures using items they have found outdoors. Sum 2: Craft and Design: Lets' Get Crafty Focussing on process over product, children develop their cutting, threading, manipulation and joining skills in this unit which culminates with designing a flower for a class flower garden. Summer - Salt painting: Creating bold paintings in salt and paint.		Sum 1 - Sculpture and 3D: Clay Houses Developing their ability to work with clay, children learn how to create simple thumb pots then explore the work of sculptor Rachel Whiteread and apply her ideas in a final piece that uses techniques such as cutting, shaping, joining and impressing into clay Sum 2 - Craft and Design Project: Map It Out Responding to a design brief, children create a piece of art that represents their local area using a map as their stimulus. They learn three techniques for working creatively with materials and at the end of the project, evaluate their design ideas, choosing the best to meet the brief	Sum 1 - Sculpture and 3D: Abstract Shape and Space Exploring how shapes and negative spaces can be represented by three dimensional forms. Manipulating a range of materials, children learn ways to join and create free standing structures inspired by the work of Anthony Caro and Ruth Asawa. Sum 2- Craft and Design Project: Fabric of Nature Developing skills in textile techniques, pupils explore the beauty of the natural world to create stunning visual art inspired by the striking colours, pattern and textures of rainforest animal and insect life.

Design and Technology	Sum 1: Use and explore a variety of malleable	Sum 2 – Couscous – food technology	Sum 1 – Levers
(CQ)	materials, tools and techniques. Salt dough frogs and clay fairy huts.	Through ALL topics there should be the concept thread of :	Through ALL topics there should be the concept thread of :
	Sum 2: Use and explore a variety of natural materials, tools and techniques. Natural sculptures and bug hotels	Technical knowledge Practical knowledge Design inspiration Design process	Technical knowledge Practical knowledge Design inspiration Design process
Computing	Sum 1: Purple Mash Unit: Photography Unit: Hardware Technology Around Us Sum 2: Purple Mash Consolidation	Purple Mash Year 1: Unit 1.7 Coding Weeks Unit 1.8 Spreadsheets Weeks Unit 1.9 Technology outside school Weeks Year 2: Unit 2.1 Coding Unit 2.8 Presenting Ideas	Purple Mash Year 3: Unit 3.7 Simulations Programs- 2Simulate 2Publish Unit 3.8 Graphing Weeks – 3 Programs – 2Graph Year 4: Unit 4.5 Logo Weeks – 4 Programs – Logo Unit 4.6 Animation Weeks – 3 Programs – 2Animate
MFL	N/A	N/A	Plan It Going Shopping Time
Music (CHARANGA)	Sum 1- Big Bear Funk Sum 2 - Reflect, Rewind and Replay	Sum 1 - Inventing a Musical Story How does music teach us about our neighbourhood? Sum 2 Exploring Improvisation How does music teach us about looking after our planet?	Sum 1 – Interesting Time Signatures How does music bring us together? Sum 2 - Recognising Different Sounds

			How does music connect us with our planet?
P.E.	Sum 1: Games Activities and Fitness	Summer 1 – gymnastics	Summer 1 – gymnastics
		Striking and fielding	Striking and fielding
	Sum 2: Sports Day		
		Summer 2 -	Summer 2 -
		Dance for Sports Day	Dance for Sports Day
		Athletics/ Sports Day	Athletics/ Sports Day
PHSE	Sum 1: Jigsaw: RL (Relationships) Building positive, healthy relationships	RL – Relationships	RL – Relationships
	-My personal safety (NSPCC PANTs)	Building positive, healthy relationships	Building positive, healthy relationships
		CM – Changing Me	
	Sum 2: Jigsaw: CM (Changing Me)		CM – Changing Me
	Coping positively with change	Coping positively with change	
			Coping positively with change
R.E.	Sum 1: F5 What places are special and why?	CHRISTIANS AND MUSLIMS	L2.11 How and why do people
		SACRED PLACES: 1.8 What makes some places	mark the significant events in life?
	Sum 2: F6 What times/stories are special and why?	sacred to believers?	
	,	CHRISTIANS, JEWS, MUSLIMS AND NON-	L.2.12 How and why do people try
		RELIGIOUS WORLDVIEWS	to make the world a better place?
		BELONGING: 1.10 What does it mean to belong to a faith community?	
Science	Sum 1: Frog life cycle.	M1 Biology	M2 Biology
	Sum 2: We're going on a Bug Hunt (Minibeast	Understanding plants Understanding animals and humans	Understanding plants Understanding humans and
	hunt and pond dipping)	Investigate living things	animals
	-Explore the outdoors in search of mini-beasts -Observe mini-beasts in their natural habitat		Investigating living things
	-Compare mini-beasts		Evolution and inheritance
	-Compare mini-beasts -Draw pictures of mini-beasts and plants		
	-Life cycle of a minibeast		
	Life cycle of a filling case	Summer 2- Independence and Collaboration	