Foundation Subjects Curriculum Map – KS1 and 2 2026-27

Year group	Topic	History	Geography	Science	Art	DT	PE	RE	Music	Computing
Year 1	1: Superheroes 2: Who are we?	2: Personal history	1: Local area	1: Animals including humans 2: Materials	1: Drawing – self portraits	2: Mechanisms – levers and sliders	1: Multi-skills 2: Gymnastics	1: Myself and caring for others: How do we show we care for others? 2: Celebrations and festivals – Who celebrates what and why?	1: Keeping the Pulse	1: Creating Media A - Digital Writing 2: Computing Systems - Technology Around Us
	1: United Kingdom 2: Dinosaurs	2: Mary Anning	1: Exploring Great Britain	1: Weather and seasonal changes 2: Plants	1: Painting and printing	2: Cooking – fruit kebabs	1: Dance 2: Invasion games	Belonging: Why does Easter matter to Christians?	Music and movement	1: Handling Data - Grouping Data 2: Programming A - Moving A Robot
	Seaside	2: Holidays in the past	1: Contrasting locality - Skegness	1: Plants 2: Animals including humans	1: 3D sculpture	2: Structures: beach huts	1: Athletics 2: Striking and fielding	1. Beliefs and teachings: How do religious stories make a difference to people's lives? Symbols in religious worship and practice: In what ways are churches / synagogues important to believers?	Superheroes: pitch	1: Creating Media B - Digital Painting 2: Programming B - Programming Animations

Foundation Subjects Curriculum Map – KS1 and 2 2026-27

Year 2	1: Marvellous medicines 2: Our local environment	1: Local history – Jesse Boot	2: The environment and local area	Uses of everyday materials	2: 3D sculpture: recycled materials	1: Cooking: layered soup	1: Invasion games - benchball 2: Gymnastics	1: Believing: What do Jewish people believe about God, creation, humanity, and the natural world? 2: Leaders: Who is a Sikh and how do Sikhs live?	Call and response – animals	1: Creating Media A - Digital Photographs 2: Computing Systems - IT Around Us
	Great Fire of London	Great Fire of London		Living things and their habitats	1: Collage: Great Fire of London	2: Mechanisms: wheels and axles – fire engines	1: Dance 2: Orienteering	Living: Who is a Muslim and how do they live?	Musical storytelling - instruments	1: Handling Data - Pictograms 2: Programming A - Robot Algorithms
	1: All around the world 2: Intrepid explorers	2: Mount Everest	1: Contrasting non-European locality	1: Plants 2: Animals including humans	1: Painting: colour mixing	2: Templates and joining: hand puppets	1: Athletics 2: Striking and fielding	1. Belonging: Who are Humanists and what is their way of life? 2. Story: What can we learn from religious stories from the Torah and the Bible?	Pitch – musical me	1: Creating Media B - Digital Music 2: Programming B - Programming Quizzes

Foundation Subjects Curriculum Map – KS1 and 2 2026-27

Year 3	Stone Age	Stone Age to Iron Age		1: Rocks and soils 2: Forces and magnets	2: Painting: landscapes	1: Shell structures – artefact boxes	1: Invasion games - handball 2: Gymnastics	1. Beliefs and Questions: How do Christian people's beliefs about God, Jesus, the world and others have impact on their lives? 2: Living How do festivals and family life show what matters to Jewish people?	Reading rhythms: patterns and layers	1: Creating Media A - Desktop Publishing 2: Computing Systems - Connecting Computers
	1: North America 2: Caribbean		Study of North America	1: Animals including humans 2: Plants	2: Collage: Caribbean scene	1: Healthy and varied diet: pitta pockets	1: Dance – line dance 2: Net and wall skills	1: Religion, family and community: Prayer How do religious families and communities practice their faith?	Inspired by India: Musical improvisations	1: Handling Data - Branching Databases 2: Programming A - Sequencing Sounds
	Romans	Ancient Rome		Light and shadows	2: Drawing: Roman buildings	1: Levers and linkages: make an information book	Swimming and athletics	1. Worship and Sacred Places: Where, how and why do people worship? 2. Inspirational people from the past: What can we learn from inspiring people in sacred texts and in the history of religions?	Reggae rhythms: playing in a band	1: Creating Media B - Stop-frame Animation 2: Programming B - Events & Actions in Programs

Foundation Subjects Curriculum Map – KS1 and 2 2026-27

Year 4	Journeys	2: Anglo-Saxons	1: Antarctica	1: Electricity 2: Sound	2: 3D modelling – wire sculptures	1: Electrical systems - torches	1: Invasion games - basketball 2: Gymnastics	1. The journey of life and death: What do different people think about life after death? 2. Symbols and religious expression: How do people express their religious and spiritual ideas on pilgrimages?	Guitar lessons	1: Creating Media A - Photo Editing 2: Computing Systems - The Internet
	Ancient Egypt	Ancient Egypt		States of matter	2: Drawing- street art - Banksy	1: Textiles – recycled pencil cases	1: Dance – bhangra 2: Net and wall – table tennis	Believing: Why do Christians call the day Jesus died 'Good Friday'?	Guitar lessons	1: Handling Data - Data Logging 2: Programming A - Repetition in Shapes
	1: The United Kingdom 2: Crime and punishment	1: What is our country like including rivers?	2: Crime and punishment	1: Animals including humans 2: Living things and their habitats	1: Printing – William Morris	2: Healthy and varied diet - bread	1: Athletics 2: Striking and fielding – kick ball	1: Religion, family, community, worship, celebration, ways of living: How do Hindu families practise their faith? 2: Spiritual expression: Christianity, music and worship: what can we learn?	Guitar lessons	1: Creating Media B - Audio Production 2: Programming B - Repetition in Games

Foundation Subjects Curriculum Map – KS1 and 2 2026-27

Year 5	Ancient Greece	Ancient Greece		Forces	1: 3D sculpture: Greek pots	2: Celebrating culture and seasonality - scones	1: Net and wall - tennis 2: Gymnastics	1: Inspirational people in today's world What can we learn from great leaders and inspiring examples in today's world? 2: Believing: What matters most to Humanists and Christians	Music in nature – layers and patterns	1: Creating Media A - Introduction to Vector Graphics 2: Computing Systems - Systems and Searching
	1: Vikings 2: Refugees	1: Vikings	2: Europe - Iceland	Properties and changes of materials	1: Printing: batik	2: Textiles: worry monsters	1: Dance – soca 2: Orienteering	Living: What does it mean to be a Muslim in Britain today?	West African Rhythms: Create, play and perform	1: Handling Data - Flat-file Databases 2: Programming A - Repetition in Shapes
	Rainforests		South America	1: Earth and Space 2: Animals including humans	1: Painting: Elizabeth Blachrie Blackwell	2: Mechanical systems: gears and pulleys	1: Athletics 2: Striking and fielding - cricket	1. Beliefs and Questions How do people's beliefs about God, the world and others have impact on their lives? 2. Beliefs in action in the world How are religious and spiritual thoughts and beliefs expressed in arts and architecture and in charity and generosity?	Stage and song: storytelling through music	1: Creating Media B - Video Production 2: Programming B - Selection in Quizzes

Foundation Subjects Curriculum Map – KS1 and 2 2026-27

Year 6	World War II	World War II		1: Animals including humans 2: Evolution and Inheritance	1: Self portraits: Frida Kahlo	2: Cooking - pizzas	1: Invasion games - Tag Rugby 2: Dance – hip-hop	1. Beliefs in action in the world How can we be Upstanders today? 2. Believing For Christians, what kind of 'King' was Jesus?	Baroque	1: Creating Media A - Web Page Creation 2: Computing Systems - Communication and Collaboration
	1: Ancient Maya 2: Eyam and the Plague	1: Ancient Maya 2: Eyam and the Plague		1: Light 2: Electricity	1: 3D sculpture: clay Maya masks	2: Mechanisms: fairgrounds	1: Gymnastics 2: Orienteering	Living What does it mean to be a Sikh in Britain today?	Dynamics, pitch and tempo	Handling Data - Introduction to Spreadsheets
	Volcanoes and Earthquakes		Volcanoes and Earthquakes	Living things and their habitats	1: Drawing and pastels: David Hockney	2: Investigative and evaluative project	1: Athletics 2: Striking and fielding - rounders	1. Wisdom and Authority What can we learn by reflecting on words of wisdom from religions and worldviews? 2. Beliefs in action in the world How do religions and beliefs respond to global issues of human rights, fairness, social justice and the importance of the environment?	Production and Songs that Speak	1: Programming A - Repetition in Shapes 2: Programming B - Sensing Movement