

## Discoverers – Curriculum overview – Cycle B

<i>Key vocab in italics</i>	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
ENRICHMENT	Beacon Fell trip, Art show, visitors, author visits					
ENGLISH	<b>Jim and the Beanstalk - Raymond Briggs</b>	<b>Dinosaurs and all that rubbish- Michael Formeman</b>	<b>The dragon Machine- Helen Ward</b>	<b>The bear and the piano- David Litchfield</b>	<b>Billy and the Beast - Nadia Shireen</b>	<b>Lizzy and the cloud- The Fan Brothers</b>
	<b>Wolves - Emily Gravett</b>	<b>Julian is a mermaid- Jessica Love</b>	<b>The sea saw- Tom Percival</b>	<b>Tadpole's promise- Jeanne Willis</b>	<b>The bear under the stairs- Helen Cooper</b>	<b>Last stop on market street- Matt de la Pena</b>
	<i>Letters, diaries, sequels, non-chronological reports, interviews, lists, instructions, poetry, Full stop, Capital letter, Finger spaces, Noun, Adjective, Verb, Planning</i>	<i>Descriptions, commands, poems, non-fiction reports, Information booklets Persuasive poster, speech bubbles, letters of advice</i>	<i>Dragon guide and encyclopaedia, letters of advice, dragon machine explanation, shopping list, description, letters in role, Simple explanations, speech bubbles, setting descriptions, thought bubbles</i>	<i>Thought and speech bubbles, diaries, letters, certificates, non-chronological report, Story sequels Questions, speech bubbles, letters, lists</i>	<i>Setting descriptions, additional scenes, description of magical piece of furniture, lists, Writing in role, commands, 'how to' guides, fact files</i>	<i>Setting &amp; character descriptions, labels, diaries, postcards, captain's logs, instructions, dialogue, fantasy Labels, captions, character comparisons, thought and speech bubbles, fact files</i>
MATHS	<b>Year 1- Number and place value Length and mass</b>	<b>Year 1- Sequencing and sorting Fractions</b>	<b>Year 1- Number and place value Mass</b>	<b>Year 1- Length and mass Addition and subtraction</b>	<b>Year 1- Number and place value</b>	<b>Year 1- Time Multiplication and division</b>



	<b>Addition and subtraction</b> <b>2D and 3D shapes</b>	<b>Capacity and volume</b> <b>Money</b> <b>Time</b>	<b>2D and 3D shapes</b> <b>Counting and money</b> <b>Multiplication</b> <b>Division</b>	<b>Fractions</b> <b>Position and direction</b> <b>Time</b>	<b>Addition and subtraction</b> <b>Capacity and volume</b> <b>Fractions</b> <b>Position and direction</b> <b>Shape</b>	<b>Statistics and calculation</b> <b>Measurement</b> <b>Sorting and sequencing</b>
	<b>Year 2- Number and place value</b> <b>Length, height and mass</b> <b>Addition and subtraction</b> <b>Shape</b>	<b>Year 2- Time</b> <b>Counting, multiplication and sorting</b> <b>Statistics</b> <b>Fractions</b> <b>Capacity and volume</b> <b>Money</b>	<b>Year 2- Number and place value</b> <b>Measurement</b> <b>Addition and subtraction</b> <b>Money</b> <b>Multiplication and division</b>	<b>Year 2- Length</b> <b>Addition and subtraction</b> <b>2D and 3D shape</b> <b>Fractions, position and direction</b> <b>Time</b>	<b>Year 2- Number and place value</b> <b>Statistics</b> <b>Addition and subtraction</b> <b>Capacity and volume</b> <b>Temperature</b> <b>Fractions</b> <b>Time, position and direction</b> <b>Shape</b>	<b>Year 2- Mental addition and subtraction</b> <b>Multiplication and division</b> <b>Statistics and calculation</b> <b>Measurement</b>
	<i>Counting, numerals, comparing, quantity, groups, tens, represent, find, one more/ less, height, length, mass, measure, number bond, solve, one step, add, ones, subtract, circles, triangles, square rectangle, oblong rectangle, sphere,</i>	<i>Fives, twos, repeating pattern, criteria, sort, part, whole, equal parts, fraction, one half, One quarter, language, record, capacity, 1p, 2p, 5p 10p, 20p, value, Amount, order, price, days of the week, months, duration, time,</i>	<i>Count to, count back, compare, order, 10 more/ less/ fewer, position, number line, measure, mass, circle, triangle, square rectangle, oblong rectangle, sphere, pyramid, cube, cuboid, sort, twos, fives, 10s, coins,</i>	<i>Measure, record, length, height, mass, represent, addition facts, subtraction facts, part, whole, one digit, missing number, half, even, odd, quarter, capacity, volume, whole turn, half turn, direction, position, describe,</i>	<i>Identify, compare, position, number line, 10 more/ less/ fewer, base ten, missing number, partition, 2 digit, capacity, volume, half, quarter, shape, quantity, quarter turn, three quarter turn, position, ordinal numbers, time, 2D,</i>	<i>Hour, half hour, problems, multiplication, division, groups, equal, array, block diagram, information, mass, length, height, capacity, volume, 2s , 5s, 10s, sorting objects, sorting numbers, criteria,</i>

	<p>pyramid, cube, cuboid</p> <p>Place value, multiple, exchange, partition, most, least, compare, one digit, two digit, missing number, reason, add, subtract, 2D, 3D</p>	<p>O'clock, half past, quarter to, quarter past, 15 minutes, double, repeated addition, array, multiplication, pattern, sequence, table, block graph, pictogram, tally chart. Data, transfer, half, equal, set, quarter, millilitres, litres, capacity, bridge</p>	<p>notes, equal groups, double, multiplication, problem, halve, division, add, order, bead string, round, equipment, exchange, add, subtract, difference, partition, combinations, remainder, sharing, division, multiplication</p>	<p>sequence, time, hour, half hour, centimetres, meters, exchange, symmetry, sort, quarter, turn, shape, amount, 5s, nearest 5 minutes</p>	<p>3D, reason, recognise, repeating pattern, extend number sequence, represent, partition, greater, less than, scales, reference, temperature, one third, 5 minutes clockwise, anticlockwise, vertical line of symmetry, sort and reason, arrange</p>	<p>repeating pattern bridge, add, subtract Round, multiplication and division, remainder, interpret data, construct, sort, criteria, pictograms</p>
SCIENCE	<p><b>Materials:</b></p> <p><b>Everyday materials</b></p>	<p><b>Animals including humans: Sensitive bodies</b></p>	<p><b>Animal including Humans: comparing animals</b></p>	<p><b>Materials:</b></p> <p><b>Uses of everyday materials</b></p>	<p><b>Microhabitats</b></p>	<p><b>Making connections: investigation through stories</b></p>
	<p>absorbent</p> <p>fabric</p> <p>glass</p> <p>group</p> <p>material</p> <p>metal</p> <p>object</p> <p>plastic</p> <p>rock</p> <p>tough</p> <p>waterproof</p> <p>wood</p>	<p>compare</p> <p>group</p> <p>hearing</p> <p>pattern</p> <p>sense(s)</p> <p>sight</p> <p>smell</p> <p>taste</p> <p>touch</p>	<p>amphibian</p> <p>reptile</p> <p>fish</p> <p>mammal</p> <p>bird</p> <p>herbivore</p> <p>omnivore</p> <p>carnivore</p> <p>predator</p> <p>prey</p>	<p>plastic</p> <p>metal</p> <p>fabric</p> <p>flexible</p> <p>property</p> <p>glass</p> <p>suitability</p> <p>rock</p> <p>record</p>	<p>food chain</p> <p>microhabitat</p> <p>criteria</p> <p>invertebrate</p> <p>comparative test</p> <p>data</p> <p>characteristics</p> <p>classify</p> <p>species</p> <p>minibeast</p>	<p>absorbent</p> <p>fabric</p> <p>glass</p> <p>group</p> <p>material</p> <p>metal</p> <p>object</p> <p>plastic</p> <p>rock</p> <p>waterproof</p> <p>wood</p>

RE	<b>2.1 The Bible</b>	<b>2.3 Christmas</b>	<b>2.3 Jesus</b>	<b>2.4 Easter</b>	<b>2.6 Ascension and Pentecost</b>	<b>2.5 The Church Judaism</b>
	<i>Bible Old Testament New Testament Holy Gospel Word of God Mary Jones Dead Sea Scrolls</i>	<i>Good news Elizabeth, Zechariah Jesus Mary Angel Gabriel Joseph Shepherds Bethlehem</i>	<i>Miracle New Testament Gospels Faith Trust</i>	<i>Cross Crucifix Paschal candle Resurrection Last Supper Eucharist Symbol Sacrifice Celebration</i>	<i>Ascension Pentecost Holy Spirit Disciples Power Heaven Trinity</i>	<i>Church Vicar Minister Pews Font Altar Stained Glass Worship Holy Sacred Mosque Minaret tower Temple Mandir Synagogue Ark</i>
PSHE	<b>Being me in my world</b>	<b>Celebrating difference</b>	<b>Changing me</b>	<b>Dreams and goals</b>	<b>Healthy me</b>	<b>Relationships</b>
	<i>worries, hopes, fears, belonging, rights, responsibilities, responsible, actions, praise, reward, consequence, positive, negative, choices,</i>	<i>boys, girls, similarities, assumptions, shield, stereotypes, special, differences, bully, purpose, kind, unkind, feelings, sad,</i>	<i>change, grow, control, life cycle, baby, adult, fully grown, growing up, old, young, change, respect, appearance, physical, baby, toddler, child,</i>	<i>realistic, proud, success, celebrate, achievement, goal, strength, persevere, challenge, difficult, easy, learning together,</i>	<i>healthy choices, lifestyle, motivation, relax, relaxation, tense, calm, healthy, unhealthy, dangerous, medicines, safe, body, balanced</i>	<i>family, different, similarities, special, relationship, important, co-oparte, touch, physical contact, communications, hugs, like, dislike, acceptable, not</i>

	<i>co-operate, learning charter, problem solving.</i>	<i>lonely, help, stand up for, male, female, diversity, fairness, kindness, friends, unique, value.</i>	<i>teenager, independent, timeline, freedom, responsibilities, male, female, vagina, penis, testicles, vulva, anus, public, private, touch, texture, cuddle, hug, squeeze, like, dislike, acceptable, unacceptable, comfortable, uncomfortable, looking forward, excited, nervous, anxious, happy.</i>	<i>partner, team work, product.</i>	<i>diet, portion, proportion, energy, fuel, nutritious.</i>	<i>acceptable, friends, conflict, point of view, positive problem solving, secret, surprise, good secret, worry secret, telling, adult, trust, happy, sad, frightened, trust , trustworthy, honesty, reliability, compliments, celebrate, appreciate.</i>
PE	<b>FMS: Rolling a ball</b> <i>Roll, accuracy, tactics, throw , catch, possession, attack, defend</i>	<b>FMS: Underarm throw</b> <i>Underarm, gallop, accuracy, target, tactic, attack, defend, throw</i>	<b>Games: Net and wall</b> <i>Catch, rhythm, gallop, skill, read, position, catch, accuracy, tactic</i>	<b>FMS: Catching and Bouncing</b> <i>Catching, accuracy, skill, tactic, opponent, technique, bouncing, dodging</i>	<b>FMS: Kicking</b> <i>Kick, control, accuracy, skills, opponent, defend, attack, dodge</i>	<b>FMS: Bounce Ball</b> <i>Bounce, control, movement, pass, target, accuracy, tactic, defend, attack</i>
	<b>FMS: Lost and Found</b> <i>Underarm, overarm, catch, bounce, kick,</i>	<b>FMS: Gymnastics</b> <i>Balance, jump, roll, finish, travel, egg roll, pencil roll, teddy bear roll, sequence, travel</i>	<b>FMS: Overarm throw</b> <i>Overarm, throw, skill, accuracy, run,</i>	<b>FMS: Dance- mini beasts</b> <i>Theme, movement, pattern, shape, feeling, space, link,</i>	<b>FMS: Athletics</b> <i>Rhythm, roll, accuracy, direction, underarm, jump, distance, posture, skills, technique</i>	<b>FMS: End of Unit assessment</b> <i>Underarm, overarm, distance, run, control,</i>

	<i>roll, run, jump, throw, hop</i>		<i>technique, tactic, opponent</i>	<i>sequence, rhythm, beat</i>		<i>accuracy, obstacle, speed, agility</i>
COMPUTING	<b>Online safety: Year 2</b> <b>Programming 2: Bee-bots</b>	<b>Programming 2: Scratch Jr</b>	<b>Creating media: Digital imagery</b>	<b>Creating media: stop motion</b>	<b>Data handling: Introduction to data</b>	<b>Data handling: international space station</b>
	<i>Algorithm, Artificial, Intelligence, Bee-bot, Code, Debug, Inputting, Instructions, Precise, Predict, Program, Thinker, video</i>	<i>Animation, Blocks, Bug, Computer, Fluid, Icon, Imitate, Instructions, Loop, Programming, Repeat, Sequence, Sound recording</i>	<i>Camera, Clear, Crop, Delete, Device, Download, Drag and drop, Edit, Filter, Image, Import, Internet, Keyword, Photograph, Resize, Save as, Screen, Search, Engine, Storage, Space, Visual effects</i>	<i>Animator, Background, Digital device, Drawing, Flipbook, Frames, Moving images, Opinion, Skinning, Still images</i>	<i>Bar chart Block graph Branching Database Catergorise Data record Data representation Input Keyboard Line graph Pictogram Pie chart Record Resize Tally Values</i>	<i>Interactive map Digital content Interpret Monitor Satellite Sensor</i>
HISTORY	<b>What amazing things did Mary Anning discover?</b>		<b>What was (our) school like in the past?</b>		<b>How have hospitals changed?</b>	
	<i>Change, Discovery, Different, Scientist, Event, Fossil, History, Past, Similar, Timeline, Source, Painting, Evidence, Significant</i>		<i>beyond living memory, living memory, period, School, Classroom, Punishment, Desk, Rows</i>		<i>Nurse, hospital, war, Crimean War, First World War, hygiene, brave/bravery, remember/memorial, help/care, change/improve</i>	

GEOGRAPHY	Where am I?		Would you prefer to live in a hot or a cold place?		What is it like to live in Shanghai?	
	Aerial photograph, atlas, beach, city country, directional language, feature, fieldwork, land, locate, location, map, north, ocean, place, position, river route, school grounds, sea, symbol, town		Arid, climate, compass, continent, country, desert, Equator, globe, grasslands, human feature, land locate, physical feature, polar, rain gauge, rainforest, rural, savannah, sea, temperate, temperature thermometer, tropical, urban vegetation		Continent, country, different directional language, near, far, next to, behind, key, human feature, map, physical feature, similar, symbol	
ART	Drawing: Make your mark		Craft and design: Map it out		Painting and mixed media: life in colour	
	Vertical, Horizontal, Diagonal, Cross-hatch, Optical art, 2D shape, 3D shape, Abstract, Narrative, Printing, Shade, Form, Continuous, Dots, Shadow, Charcoal, Pastel		Roll, Smooth, Flatten, Cut, Pinch pot, Thumb pot, Ceramic, Glaze, Score, Slip, Surface, Join, Sculptor, Plaster, Casting, Negative space		Mixing, Primary colour, Secondary colour, Texture, Collage, Overlap, Detail, Surface	
DESIGN TECHNOLOGY	Structures: Baby bear's chair		Mechanisms: Making a moving monster		Cooking and nutrition: smoothies	
	Function, Man-made, Mould, Natural, Stable, Strong, Structure, Test, Weak		Evaluation, Input, Lever, Linear motion, Linkage, Mechanical, Mechanism, Pivot, Rotary motion		Blender, Fruit, Healthy, Ingredients, Recipe, Smoothie, Vegetable, Flavour, Cut, Juicer, Chopping Board, Taste	
MUSIC	Vocal and body sounds (Under the Sea)	sound patterns (Fairy Tales)	Call and Response (animals)	Dynamics (seaside)	Contrasting dynamics (Space)	Structure (Myths and Legends)
	Dynamics, pitch, rest (gap), sound pattern, tempo	Character, voice, sound pattern	Call and response, sound pattern, dynamics	Dynamics, instrument, seaside, soundscape, symbol, volume	Composer, dynamics, pitch pattern, planet, representation, soundscape, tempo	Legend, myth, composition, notation, rest, rhythm, structure, tempo, two half beats, one beat