

KS1&2 TOPIC MAP: 2020-2021

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2	TRANSITION
EVENTS	National Schools Film Week Parents' Week Black History Month	National Poetry Day & Book Fair Anti-Bullying Week Remembrance Day	Science Week LGBT History Month	Parent Consultations Maths Week World Book & Maths Days	Arts Week Walk To School Week World Environment Week	Sports Day & Dragon Boat Festival Stevenage Day	
CELEBRATIONS	Ramadan & Eid, Harvest Festival, Hallowe'en	Sukkot, Diwali, Christmas	Chinese New Year, Passover	Vaisakhi, Easter	Vesak (Buddha Day)	Gypsy, Roma & Traveller Month	
FUNDRAISING	School-based project	Poppy Appeal Children in Need	School-based project	Sports/Comic Relief	Local Charity	Summer Fete	
YEAR 1	AMAZING ANIMALS <i>Brown Bear...what do you see?</i>	THE SEASONS <i>Non-fiction texts</i>	ONCE UPON A TIME... <i>The Three Little Pigs</i>	THE TOWN I LIVE IN... <i>The Smartest Giant In Town</i>	INTO SPACE <i>Whatever Next</i>	CHANGES <i>The Very Hungry Caterpillar</i>	HEALTHY HUMANS intro
	Science: Different Animals Computing: Let's create Geography: Location knowledge	Science: Seasonal Changes Computing: Let's create Geography: Physical geography	Science: Everyday Materials, Working Scientifically Computing: Discovering programming History: Castles & Henry VIII	Science: Everyday Materials, Working Scientifically Computing: Discovering programming History: Local history	Science: In the garden Computing: Visual information History: Neil Armstrong	Science: In the Garden, Different animals Computing: Visual information Geography: Skills & fieldwork	
YEAR 2	HEALTHY HUMANS <i>Jack and the Beanstalk</i>	MIGHTY MATERIALS <i>Stick Man</i>	GREAT FIRE OF LONDON <i>The Baker's Boy and the Great Fire of London</i>		JAMES AND THE GIANT PEACH <i>James and The Giant Peach</i>	KANGAROOS AND DIGERIDOOS <i>Are We There Yet?</i>	INCREDIBLE EGYPIANS intro
	Science: Growth and Survival Computing: Getting creative History: Personal history	Science: Materials Computing: Getting creative	Science: Materials Computing: Messages and Virtual worlds History: Great Fire of London		Science: Growing Plants Computing: Starting research Geography: Location knowledge	Science: Habitats Computing: Starting research Geography: Place knowledge	
YEAR 3	INCREDIBLE EGYPTIANS <i>Flat Stanley and The Great Egyptian Grave Robbery</i>	CREATION <i>Aboriginal Dreamtime Stories/Religious stories</i>	M IS FOR... <i>Aesop's Fables</i>	HEALTHY ME <i>The Astounding Broccoli Boy</i>	LIGHTS, CAMERA, ACTION! <i>Firework Maker's Daughter</i>	UNDER OUR FEET <i>Under Our Feet</i>	ROTTEN ROMANS intro
	Science: Forces & Magnets Computing: Accuracy counts History: Incredible Egyptians	Science: Investigating Plants Computing: Accuracy Counts	Science: Working Scientifically Computing: Authoring	Science: Healthy Eating and Healthy Bodies Computing: Authoring	Science: Light & Shadows Computing: Bringing images to life History: Historical interpretation	Science: Rocks & Soils Computing: Bringing images to life History & Geography: Local study	
YEAR 4	INTREPID INVADERS <i>The Orchard Book of Roman Myths</i>		GEORGE'S MARVELLOUS MEDICINE <i>George's Marvellous Medicine</i>	RISE OF THE ROBOTS <i>The Iron Man</i>	RAINFOREST <i>The Great Kapok Tree</i> <i>Voices of the Rainforest</i>	HEALTHY ME! <i>Performance Poetry</i>	HOME AND AWAY intro
	Science: Working scientifically Computing: Developing communication History: Romans & Saxons Geography: Human & physical	Science: Sounds & vibrations Computing: Developing communication History: Vikings & Celts Geography: Location knowledge / skills & fieldwork	Science: Solids, liquids & gases; Computing: Programming and games	Science: Circuits & Components Computing: Programming and games	Science: Classification & interdependence Computing: Keeping informed Geography: Place knowledge	Science: Teeth and Digestion Sound & vibration Computing: Keeping informed	
YEAR 5	HOME AND AWAY <i>Kensuke's Kingdom</i>	CONFLICT <i>Letters from a Lighthouse</i>	SHOOTING FOR THE STARS <i>Jamie Drake Equation</i>	SWITCHING GEARS <i>Boy In the Tower</i>	CAPTAIN CAVEMAN <i>Stig of the Dump</i>	BRING IT TO LIFE <i>Class choice</i>	ISLAND LIFE intro
	Science: Properties of Materials Computing: Data Matters Geography: Place knowledge	Science: Properties of Materials Computing: Data matters History: British history Geography: Location knowledge	Science: Earth and Space; Forces Computing: Robotics & Systems Geography: Skills & Fieldwork	Science: Forces; Changes of Materials Computing: Robotics & Systems	Science: Life Cycles Computing: Sound works History: Stone & Iron Age	Science: Life Cycles Computing: Sound works	
YEAR 6	CARIBBEAN – ISLAND LIFE <i>Coming To England</i>	DISASTER STRIKES <i>Floodland</i>	KINGDOMS & COWRIES <i>tbc</i>	HEARTBEAT <i>Pig Heart Boy</i>	THE ODYSSEY <i>The Odyssey</i>	LIGHTS, CAMERA, ACTION! <i>Year 6 Production Text</i>	PASSPORT TO KS3
	Science: Light Computing: Google suite; Staying connected Geography: Place & location knowledge Art/D&T: Painting; Sheet materials	Science: Electricity Geography: Human & Physical Computing: Staying connected Art / D&T: Construction & sheet materials	Science: Living things & their habitats Computing Information models Geography: Place & location knowledge History: Benin Art / D&T: Printing textiles	Science: Animals, including humans Computing: Information models Art / D&T: Food	Science: Evolution and Inheritance History: Ancient Greeks Computing: Morphing Images Art / D&T: Collage & sculpture	Science: Evolution and Inheritance Computing: Morphing images Geography: Skills & fieldwork	