


St Mary's Curriculum Map 2025-26

Subject	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
RE New Vine and Branches topics for years EYFS, 1 – 6  Examples of SMSC.docx	<ul style="list-style-type: none"> God's Great Plan Mary, our Mother Families and Celebrations Following Jesus The Resurrection Miracles RED Model Curriculum 2.4 Pp 65 - 77	<ul style="list-style-type: none"> Creation and Covenant Prophecy and Promise Galilee to Jerusalem From Desert to Garden To the Ends of the Earth Dialogue and Encounter 	<ul style="list-style-type: none"> Creation and Covenant Prophecy and Promise Galilee to Jerusalem From Desert to Garden To the Ends of the Earth Dialogue and Encounter 	<ul style="list-style-type: none"> Creation and Covenant Prophecy and Promise Galilee to Jerusalem From Desert to Garden To the Ends of the Earth Dialogue and Encounter 	<ul style="list-style-type: none"> Creation and Covenant Prophecy and Promise Galilee to Jerusalem From Desert to Garden To the Ends of the Earth Dialogue and Encounter 	<ul style="list-style-type: none"> Creation and Covenant Prophecy and Promise Galilee to Jerusalem From Desert to Garden To the Ends of the Earth Dialogue and Encounter 	<ul style="list-style-type: none"> Creation and Covenant Prophecy and Promise Galilee to Jerusalem From Desert to Garden To the Ends of the Earth Dialogue and Encounter
English	<ul style="list-style-type: none"> All are Welcome Goldilocks and the three bears The way back home Jack and the Beanstalk The Hungry Caterpillar The Rainbow Fish 	<ul style="list-style-type: none"> The Three Little Pigs Bog Baby Lost in the Toy Museum Paddington at the Palace Never Follow a Dinosaur There's A Tiger in the Garden 	<ul style="list-style-type: none"> Nibbles the Book Monster Lost and Found The Bear and the Piano Biscuit Bear The Tear Thief The Day the Crayons Quit 	<ul style="list-style-type: none"> Nat Fantastic Into the Forest The Diabolical Mr Tiddles William and the Missing Masterpiece The Secret of Black Rock Bee 	<ul style="list-style-type: none"> The Egg Hermelin Manfred the Baddie Goldilocks and Just the One Bear Cinnamon Voices in the Park 	<ul style="list-style-type: none"> Leon and the Place Between The Promise The Lost Happy Endings The Man Who Walked Between The Towers The Journey A Lion in Paris 	<ul style="list-style-type: none"> Tuesday The Barnabus Project Shackleton's Journey The Tear Thief Henry's Freedom Box The Highway Man
Maths	<ul style="list-style-type: none"> Count objects, actions and sounds. • Count beyond ten. Subitise. Link the number symbol (numeral) with its cardinal number value. Link the number symbol (numeral) with its cardinal number value. Compare numbers. Understand the 'one more than/one less 	<ul style="list-style-type: none"> Number and Place Value: numbers to 10 Addition and Subtraction within 10 Properties of shape 2D and 3D shapes Number and place value: numbers to 20 Addition and Subtraction within 20 	<ul style="list-style-type: none"> Place Value – numbers to 100 Addition and Subtraction Money Multiplication Division Statistics Properties of shapes Fractions Measurement – Length and Height 	<ul style="list-style-type: none"> Place Value within 1,000 Addition and Subtraction Multiplication and Division Length and Perimeter Fractions Mass Capacity Fractions Money Time 	<ul style="list-style-type: none"> Place Value Addition and Subtraction Measure – perimeter Multiplication Division Measure – Area Fractions Decimals Money Time Statistics 	<ul style="list-style-type: none"> Place Value within 100,000 Place Value within 1,000,000 Addition and Subtraction Multiplication and Division Graphs and Tables Area and Perimeter Fractions 	<ul style="list-style-type: none"> Place value within 10, 000,000 Four operations Fractions Measure – imperial and metric measures Ratio and Proportion Algebra Decimals Percentages

	<p>than' relationship between consecutive numbers.</p> <ul style="list-style-type: none"> • Explore the composition of numbers to 10. • Automatically recall number bonds for numbers 0-5 and some to 10. • Compare length, weight and capacity. • Select, rotate and manipulate shapes in order to develop spatial reasoning skills • Draw information from a simple map. • Continue, copy and create repeating patterns. 	<ul style="list-style-type: none"> • Numbers and Place value: numbers to 50 • Measurement: introducing length, height, weight and volume • Multiplication and Division • Fractions: halves and quarters • Geometry: position and direction • Numbers and Place Value: numbers to 100 • Measurement: time • Measurement: money 	<ul style="list-style-type: none"> • Position and Direction • Problem solving & efficient methods • Time • Measurement – Mass, Capacity and Temperature Investigations 	<ul style="list-style-type: none"> • Angles and Properties of shapes • Statistics 	<ul style="list-style-type: none"> • Geometry – angles and 2D shapes • Geometry – position and direction 	<ul style="list-style-type: none"> • Decimals and Percentages • Decimals • Measure – converting units • Properties of shapes • Position and direction • Measure – volume and capacity 	<ul style="list-style-type: none"> • Measure – perimeter, area and volume • Statistics • Geometry – Properties of shapes • Geometry – position and direction • Problem Solving • Revision • Transition to Year 7
Science	<ul style="list-style-type: none"> • Seasonal Changes • Changes in State • Growing including life cycles • Habitats • Climate Change 	<ul style="list-style-type: none"> • Seasonal Changes • Everyday Materials • Animals, including humans (focusing on animals and grouping) • Plants 	<ul style="list-style-type: none"> • Animals including Humans (focusing mainly on humans) • Plants • Living Things and their Habitats • Uses of Everyday Materials 	<ul style="list-style-type: none"> • Rocks, Fossils and Soils • Forces & Magnets • Animals Including Humans – Nutrition, Skeleton & Muscles • Light • Plants 	<ul style="list-style-type: none"> • States of Matter • Electricity • Sound • Living Things and their Habitats • Animals Including Humans – Teeth, Digestive System & Food Chains 	<ul style="list-style-type: none"> • Properties and Change of Materials • Living things and their habitats • Animals, including Humans • Forces • Earth and Space 	<ul style="list-style-type: none"> • Living things and their Habitats • Animals, including Humans • Evolution and Inheritance • Light • Electricity
ICT (Teach Computing)	<ul style="list-style-type: none"> • Technology Around Us • Hardware • Online Safety • How to use computers safely 	<ul style="list-style-type: none"> • Online Safety and computer systems and networks • Creating media – digital painting • Programming A – moving a robot 	<ul style="list-style-type: none"> • Online Safety & Computing systems & networks • Creating Media-photography 	<ul style="list-style-type: none"> • Online Safety & Computing Systems & networks – connecting computers 	<ul style="list-style-type: none"> • Online Safety & Computing Systems and networks – the internet. 	<ul style="list-style-type: none"> • Online Safety & Computing Systems & networks – systems and searching 	<ul style="list-style-type: none"> • Online Safety & Computing Systems & networks – communication & collaboration

	<ul style="list-style-type: none"> • Logging onto computers • Quizzes • Mouse and Trackpad Skills • Keyboard Skills • Drawing Skills • Robots • Sounds • Photography 	<ul style="list-style-type: none"> • Data and Information • Creating media – writing • Programming B - animations 	<ul style="list-style-type: none"> • Programming A – robot algorithms • Data and Information • Creating media – music • Programming B -programming quizzes 	<ul style="list-style-type: none"> • Creating media – stop frame animation • Programming A – sequencing sounds • Data & Information – Branching Databases • Creating media – desktop publishing • Programming B – events & actions in programs 	<ul style="list-style-type: none"> • Creating media – audio production • Programming A – repetition in shapes. • Data & Information – data logging • Creating media -photo editing • Programming B – repetition in games. 	<ul style="list-style-type: none"> • Creating media – video production • Programming A – selection in physical computing • Data & Information – flat-file data bases • Creating media – introduction to vector graphics • Programming B – selection in puzzles 	<ul style="list-style-type: none"> • Creating media – web page creation • Programming A- Variables in games • Data & Information – spreadsheets • Creating media – 3D modelling • Programming B – sensing movement • Using the microbit for primary to secondary transition.
History (Kapow)	<ul style="list-style-type: none"> • Peek into the past • Adventures through time 	<ul style="list-style-type: none"> • How am I making history? • How have toys changed? • How have explorers changed the world? 	<ul style="list-style-type: none"> • How was school different in the past? • How did we learn to fly? • What is a monarch? 	<ul style="list-style-type: none"> • Would you prefer to live in the Stone Age, Iron Age or Bronze Age? • Why did the Romans settle in Britain? • How different were the beliefs in Ancient Egypt? 	<ul style="list-style-type: none"> • How have children’s lives changed? • How hard was it to invade and settle in Britain? • How did the achievements of the Mayan civilisation and beyond? 	<ul style="list-style-type: none"> • What was life like in Tudor England? • What did the Greeks ever do for us? • Were the Vikings raiders, traders or something else? 	<ul style="list-style-type: none"> • What does the Census tell us about our local area? • What was the impact of WWII on the people of Britain? • Transition – Unheard histories – Who should feature on the £10 note?
Geography (Kapow)	<ul style="list-style-type: none"> • Local area/map • Compare towns and cities. • Contrast life around the world. • Homes around the world 	<ul style="list-style-type: none"> • What is it like here? • What is the weather like in the UK? • What is it like to live in Shanghai? 	<ul style="list-style-type: none"> • Would you prefer to live in a hot or cold place? • Why is our world so wonderful? • What is it like to live by the coast? 	<ul style="list-style-type: none"> • Why do people live near volcanoes? • Are all settlements the same? • Who lives in Antarctica? 	<ul style="list-style-type: none"> • What are rivers and how are they used? • Why are rainforests important to us? • Where does our food come from? 	<ul style="list-style-type: none"> • Would you like to live in the desert? • Why do oceans matter? • Why does population change? 	<ul style="list-style-type: none"> • What is life like in the Alps? • Where does our energy come from? • Can I carry out an independent fieldwork enquiry?

Art (Kapow)	<ul style="list-style-type: none"> • Marvellous Marks • Paint my world • Creation Station • Let's get crafty 	<ul style="list-style-type: none"> • Drawing: Make your mark • Painting and mixed media: Colour splash • Craft and design: Woven wonders 	<ul style="list-style-type: none"> • Drawing: Tell a story • Painting and mixed media: Life in colour • Craft and design: Map it out 	<ul style="list-style-type: none"> • Painting and mixed media: Prehistoric painting • Drawing: Growing artists • Craft and design: Ancient Egyptian scrolls 	<ul style="list-style-type: none"> • Drawing: Exploring tone, texture and proportion • Painting and mixed media: Light and dark • Craft and design: Fabric of nature 	<ul style="list-style-type: none"> • Drawing: Depth, emotion and movement • Painting and mixed media: Portraits • Sculpture and 3D: Interactive installation 	<ul style="list-style-type: none"> • Drawing: Make my voice heard • Painting and mixed media: Artist study • Craft and design: Photo opportunity
DT (Kapow)	<ul style="list-style-type: none"> • Junk Modelling • Cooking and Nutrition • Textiles: Bookmarks • Structures: Boats 	<ul style="list-style-type: none"> • Textiles: Puppets • Mechanisms: Wheels & Axles • Structures: Constructing a windmill • Food: Smoothies 	<ul style="list-style-type: none"> • Mechanisms – Making a Moving Monster • Textiles – Pouches • Structures – The Bear's Chair 	<ul style="list-style-type: none"> • Mechanical systems: Pneumatic toys • Structures: Constructing a castle • Food: Eating seasonally 	<ul style="list-style-type: none"> • Textiles: Fastenings • Electrical Systems: Torches • Digital World: Mindful moments timer 	<ul style="list-style-type: none"> • Textiles – Stuffed Toys • Food – What could be healthier? • Digital World – Monitoring Devices 	<ul style="list-style-type: none"> • Electrical Systems: Steady hand game • Structure: Playgrounds • Mechanical Systems: Automata toys
Music (Kapow)	<ul style="list-style-type: none"> • Exploring sound • Celebration Music • Music and Movement • Musical Stories • Transport • Big Band 	<ul style="list-style-type: none"> • Pulse & Rhythm (Theme: All About Me) • Timbre and rhythmic patterns (Theme: Fairy Tales) • Musical Vocabulary (Theme: Under the sea) • Pitch and Tempo (Theme: Superheroes) • Tempo: (Theme: Snail and mouse) • Vocal and body sounds (Theme: By the Sea) 	<ul style="list-style-type: none"> • Myths & Legends • Orchestral Instruments • Musical Me • Dynamics, timbre, tempo & motifs (Space) • On this island: British songs & sounds • African Call & Response Song 	<ul style="list-style-type: none"> • Creating compositions in response to an animation (Theme: Mountains) • Jazz • Pentatonic melodies and composition (Theme: Chinese New Year) • Developing singing technique (Theme: The Vikings) • Ballads 	<ul style="list-style-type: none"> • Adapting and Transposing motifs (Theme: Romans) • Rock and Roll • Haiku, music and performance (Theme: Hanami festival) • Wider Opportunities • Wider Opportunities • Wider Opportunities 	<ul style="list-style-type: none"> • Wider Opportunities • Wider Opportunities • Wider Opportunities • Composition to represent the Festival of Colour • Looping and Remixing • Musical Theatre 	<ul style="list-style-type: none"> • Baroque • Songs of World War II • Theme and variations (Pop Art) • Dynamics, pitch and texture • Film Music • Composing and performing a Leaver's Song

				<ul style="list-style-type: none"> Traditional instruments and improvisation (Theme: India) 			
French	<ul style="list-style-type: none"> <i>Bonjour / Au revoir</i> <i>Oui / Non</i> Numbers to 5 Colours French songs Nursery rhymes 	<ul style="list-style-type: none"> <i>Oui / Non</i> Greetings Answer the register in French <i>Je m'appelle</i> Say how they are and ask others Count to 10 <i>Merci / S'il vous plait</i> Numbers out of sequence Verbs of opinion Basic classroom instructions Days of the week Colours 	<ul style="list-style-type: none"> Great and say goodbye Say their name and ask others Say how they feel and ask others <i>Deux petits oiseaux</i> Count to 20 Recognise numbers out of sequence Join in simple songs in French Say how old they are and ask others Say 12 colours in French Say what colour(s) something is (<i>c'est / est</i>) 	<ul style="list-style-type: none"> Basic questions about themselves Classroom items Identify the gender of a noun (learn <i>un / une</i>) Bilingual dictionaries Family Pets Plurals of nouns Numbers to 39 Sentences with <i>il y a</i> Months Dates Birthdays 	<ul style="list-style-type: none"> Food and drinks Partitive articles Say they or someone else are hungry or thirsty Say they or someone else want to eat or drink Definite articles <i>le/la/les</i> Opinions on food and drinks Weather expressions Weather forecast Ask and tell the time 	<ul style="list-style-type: none"> Numbers to 100 Numbers in the thousands Prices Planets Adjectival agreement Descriptive sentences (to be + adjectives) Body parts Description of a 'strange animal' Sports <i>Je joue vs je fais</i> Opinion sentences Negative sentences 	<ul style="list-style-type: none"> Places in town Sentences with <i>il y a</i> and <i>il n'y a pas</i>. Town description Infinitives <i>On peut + infinitive(s)</i> Present conjugation of <i>aller</i> (to go) Means of transport Countries Nationalities Conjugation of <i>être</i> Say where they live Say which language(s) they speak Conjugation of <i>avoir</i>
PE	<p>Fundamental skills Gymnastics (Gym in the jungle) Dance (dinosaurs) Best of balls Dance (dance till you drop) Gymnastics (jumping jacks) Sports day practice Games (The Olympics)</p>	<p>Ball skills (throwing and catching) Dance (Toys) Circuit training Dance (Gunpowder plot) Ball skills (invasion games) Gymnastics (Landscapes and cityscapes)</p>	<p>Ball skills (Throwing and catching) Dance (plants) Fun fit (circuits) Gymnastics (Landscapes and city scapes) Ball skills (Invasion games) Dance (Gunpowder)</p>	<p>Tag Rugby Strength & flexibility Basketball Dance OAA Dodgeball Tennis Gymnastics Cricket Circuits (H&F)</p>	<p>Tag Rugby Strength & flexibility Basketball Dance OAA Dodgeball Tennis Gymnastics Cricket Circuits (H&F)</p>	<p>Football Netball Basketball Sports hall Athletics Hockey Gymnastics Cricket Dodgeball Tag Rugby Tennis</p>	<p>Football Netball Basketball Sports hall Athletics Hockey Gymnastics Cricket Dodgeball Tag Rugby Tennis</p>

		Striking and fielding Gymnastics (Animals) Athletics Tri-golf	Striking and fielding Gymnastics (animals) Athletics Tri golf OAA	Athletics - running, jumping and throwing. Badminton Swimming	Athletics - running, jumping and throwing. Badminton Swimming	Athletics - running, jumping and throwing. Rounders Swimming	Athletics - running, jumping and throwing. Rounders
PSHE Ten Ten	<ul style="list-style-type: none"> • Building Relationships • Asking for help • Showing awareness of similarities and differences • Growth Mindset • Identifying Risks • Keeping Healthy • How to take care of our bodies • Name emotions • Show empathy • Regulate emotions 	<ul style="list-style-type: none"> • Let the children come • God loves you • Special people • Treat others well and say sorry • Being safe • Good and bad secrets • Physical contact • Harmful substances • Can you help me? Part 1 &2 • Three in One • Who is my neighbour? <p>The communities we live in</p>	<ul style="list-style-type: none"> • Let the children come • I am unique • Girls and Boys • Clean and healthy (my body) • Feelings, likes and dislikes • Feeling inside out • Super Susie gets angry • The cycle of life • Three in One • Who is my neighbour? <p>The communities we live in</p>	<ul style="list-style-type: none"> • Get up! • The Sacraments • Jesus, my friend • Friends, families and others.... • When things feel bad • Sharing online • Chatting online • Safe in my body • Drugs, alcohol, tobacco • First Aid heroes • A community in love • What is church • How do I love others? 	<ul style="list-style-type: none"> • Get up! • We don't have to be the same • Respecting our bodies • What is puberty? • Changing bodies • Male/female discussion groups (optional) • What am I feeling? • What am I looking at? • I am thankful • Life cycles • A community in love • What is church • How do I love others? 	<ul style="list-style-type: none"> • Calming the storm • Is God calling you? • Under pressure • Do you want a piece of cake? • Self-talk • Sharing isn't always caring • Cyberbullying • Types of abuse • Impacted lifestyles • Making good choices • Giving assistance • The Holy Trinity • Catholic Social Teaching • Reaching out 	<ul style="list-style-type: none"> • Calming the storm • Gifts and talents • Girls' bodies • Boys' bodies • Spots and sleep • Body image • Peculiar feelings • Emotional changes • Seeing stuff online • Making babies (Part 1) • Making babies (Part 2) • Menstruation • Build others up • The Holy Trinity • Catholic Social Teaching • Reaching out