



Key Stage One - Curriculum Mapping England

August 2025 - February 2026



History



Study of King Richard III and the Battle of Bosworth

Study of Florence Nightingale and Queen Victoria

(significant events & people in their own locality)

Visit to Bosworth Battlefield

To investigate & interpret the past

Ask questions such as: What was it like for people? What happened? How long ago?

Identify some of the different ways the past has been represented.

Observe or handle evidence ask questions and find answers about the past

To build an overview of world history

Describe historical events

Describe significant people from the past

Recognise that there are reasons why people in the past acted as they did

To understand chronology

Place events and artefacts in order on a **timeline**.

Label **timelines** with words or phrases such as: past, present, older and newer.

Geography



To learn countries and capital cities of the UK and surrounding seas using maps and atlases. To learn about seasonal and daily weather patterns.

To investigate places

Ask and answer geographical questions (such as: What is this place like? What or who will I see in this place? What do people do in this place?)

To investigate patterns

Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles.

To communicate geographically

Use basic geographical vocabulary to refer to: key physical features including beach, coast, forest, hill, mountain, ocean, river, soil, valley, vegetation and weather.

Key human features including, city, town, village, factory, farm, house, office and shop.

Use words and phrases such as; **capital city, country, continent, ocean, sea, human, physical, map, globe, season,**

Art



To create works of art using sculpture and collage.

To develop ideas

Explore different methods and materials as ideas develop.

To master techniques

Sculpture - use a combination of shapes including lines and textures.

Sculpture - use paper, straws, rolled up paper, card and clay as materials.

Sculpture - Use techniques such as rolling, cutting, molding and carving.

Textiles - Join materials

Collage - use a combination of materials that are cut, torn and glued.

Collage - sort and arrange materials

Collage - mix materials to create texture

To take inspiration from the greats

- Describe the work of, artisans and designers.
- Use some of the ideas of artists studied to create pieces.

Design & Technology



To design and make a healthy breakfast flapijack, understanding the healthy alternatives to add flavor whilst keeping a balanced diet.

To master practical skills

Food - Cut, peel or grate ingredients safely and hygienically.

Food - Measure or weigh using measuring cups or electronic scales

Food - Assemble or cook ingredients.

Balanced diet, designing, fat, cut, peel, grate, ingredients, measure, safely, hygienically, plan, measure, weigh, tasting, nutrients, melt, stir, combine, nutrients, pour, blend, layer, plan, prepare,

To develop a project that involves designing a purposeful, functional product based on design criteria.

To master practical skills

Materials - Cut materials safely using tools provided

Materials - Measure and mark out to the nearest centimeter

<p>Recount changes that have occurred in one's own life.</p> <p>Use dates where appropriate.</p> <p>To communicate historically Use words and phrases such as; a long time ago, years, century to describe the passing of time, past and present, timeline, diary, artefact, source, evidence, monarchy, conflict, monument, archaeology, soldiers, battle</p>	<p>Europe.</p>	<p>(Art Golden Time looking at notable artists)</p> <p>To communicate artistically. Use words and phrases such as; carving, molding, form, medium, sculpture,</p>	<p>Materials - Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling)</p> <p>Materials - Demonstrate a range of joining techniques (such as gluing, using hinges or combining materials to strengthen)</p> <p>Mechanics - Create products using levers and winding mechanisms</p> <p>Textiles - Shape textiles using templates</p> <p>Textiles - Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing)</p> <p>To design, make, evaluate and improve Design products that have a clear purpose and an intended user.</p> <p>Make products, refining the design as work progresses.</p> <p>To communicate. Use words and phrases such as; dye, express, layer, annotate, technology,</p>
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