

**Geography**  
Our School  
Our World (continents, oceans and climate)  
The UK (countries and weather)

Year 1

**History**  
Events beyond living memory  
Lives of significant individuals nationally

**Science**  
Plants  
Animals, including humans  
Everyday materials  
Seasonal changes

**Computing**  
Computer science - programming  
Information technology - using  
Digital literacy - understanding and e-safety

**DT**  
Textiles  
Mechanism

**Music**  
Sing  
Play tuned and untuned instruments  
Listen  
Compose

**Art**  
Artist study (Painting)  
Drawing

**Geography**  
Telford compared with non-European settlement

Year 2

**History**  
Changes within living memory  
Significant events, people or places in the locality

**Science**  
Living things and their habitats  
Plants  
Animals, including humans  
Uses of everyday materials

**Computing**  
Computer science - programming  
Information technology - using  
Digital literacy - understanding and e-safety

**DT**  
Food  
Structures

**Music**  
Sing  
Play tuned and untuned instruments  
Listen  
Compose

**Art**  
Artist study (Sculptor)  
Drawing

**Geography**  
Volcanoes and earthquakes  
Study of region of UK

Year 3/4  
Year A

**History**  
Changes in Britain from the Stone Age to the Iron Age  
Earliest civilizations—Ancient Egypt  
Beyond 1066 World War I

**Science**  
Plants  
Animals, including humans  
Rocks  
Light  
Forces and magnets

**Computing**  
Computer science - programming  
Information technology - using  
Digital literacy - understanding and e-safety

**DT**  
Key events or person linked to:  
Food  
Construction

**Music**  
Perform solo and as part of a group  
Improvise and compose  
Listen and recall sounds  
Use informal musical notation  
Music from different traditions, composers or musicians

**Art**  
Artist study (Painting)

**Geography**  
Study of region of Europe  
Compass

Year 3/4  
Year B

**History**  
The Roman Empire and its impact on Britain  
A local history study

**Science**  
Living things and their habitats  
Animals, including humans  
States of matter  
Sound  
Electricity

**Computing**  
Computer science - programming  
Information technology - using  
Digital literacy - understanding and e-safety

**DT**  
Key events or person linked to:  
Food  
Construction

**Music**  
Perform solo and as part of a group  
Improvise and compose  
Listen and recall sounds  
Use informal musical notation  
Music from different traditions, composers or musicians

**Art**  
Architect study  
Drawing

**Geography**  
Biomes and vegetation belts  
Study of region of N/S America

Year 5

**History**  
Ancient Greece  
The Vikings and Anglo Saxons struggle  
Britain's settlement by Anglo-Saxons and Scots  
Early Non-European Civilization— Benin

**Science**  
Living things and their habitats  
Animals, including humans  
Properties and changes of materials  
Earth and space  
Forces

**Computing**  
Computer science - programming  
Information technology - using  
Digital literacy - understanding and e-safety

**DT**  
Key events or person linked to:  
Textiles  
Mechanical technology

**Music**  
Perform solo and as part of a group  
Improvise and compose  
Listen and recall sounds  
Use staff and other musical notation  
Music from different traditions, composers or musicians  
Develop an understanding of the history of music

**Art**  
Artist study Painting

**Geography**  
Rivers and the water cycle  
UK mapping  
Global mapping

Year 6

**History**  
Beyond 1066 Tudors  
Beyond 1066 Victorians

**Science**  
Living things and their habitats  
Animals, including humans  
Evolution and inheritance  
Light  
Electricity

**Computing**  
Computer science - programming  
Information technology - using  
Digital literacy - understanding and e-safety

**DT**  
Key events or person linked to:  
Construction  
Electrical design and control technology

**Music**  
Perform solo and as part of a group  
Improvise and compose  
Listen and recall sounds  
Use staff and other musical notation  
Music from different traditions, composers or musicians  
Develop an understanding of the history of music

**Art**  
Designer study  
Sculpture



DOTHILL CURRICULUM MAP  
WHOLE SCHOOL OVERVIEW