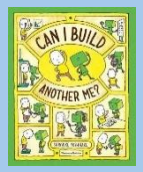
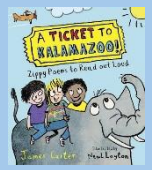
2026 - 2027 Curriculum Knowledge Map

Connector Pathway (Formal)						
KS2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Communication and Language	Read Write Inc Comprehension Core Word of the Week	Read Write Inc Comprehension Core Word of the Week	Read Write Inc Comprehension Core Word of the Week	Read Write Inc Comprehension Core Word of the Week	Read Write Inc Comprehension Core Word of the Week	Read Write Inc Comprehension Core Word of the Week
Literacy	Fiction: My unique self Can I build another me? *Shinsuke Yoshitak* 	Non- Fiction: Remarkable Creatures Amazing Animals & Catalogues	Fiction: Famous people in the Arts – Artists Katie & the Sunflowers *James Mayhew* 	Poetry: Rhythm and Rhyme A Ticket to Kalamazoo *James Carter* 	Fiction: Magical Creatures The Super Happy Magic Forest *Matty Long* 	Non – Fiction: Fun beyond the classroom Days Out Leaflets
Numeracy	Number focus: Place Value and Number Sense SSM focus: Time and Sequencing	Number focus: Comparison and Place Value SSM focus: Shape and Spatial Reasoning	Number focus: Addition and Subtraction SSM focus: Pattern and Geometry	Number focus: Multiplication and Division SSM focus: Length, Height, Area and Perimeter	Number focus: Fractions and Number Relationships SSM focus: Capacity, Volume, Weight and Mass	Number focus: Mathematics in Everyday Life SSM focus: Data Handling
Personal, Social and Emotional Development	Managing feelings Sensory needs and communication.	Self-Awareness: Getting on with others	Healthy Lifestyles: Keeping well. (Including what to do when unwell or hurt)	Self-care, support and safety: Trust. Unfamiliar people	Changing and Growing: What types of touch are safe? Years 4 and 5s Changes at puberty	The World I live in: Taking care of the environment (home, school, people, litter, pollution etc)
Religious Education	What do people believe about God? *Christianity & Islam*	Why are religious stories important? *Hinduism & Sikhism*	What do religions teach about right and wrong? *Jesus, Prophet Muhammad, Guru Nanak*	How do sacred books help believers? *Christianity, Islam & Sikhism*	How do beliefs influence actions? *Christianity, Islam & Sikhism*	How do beliefs shape everyday life? *Christianity, Islam & Hinduism*

2026 - 2027 Curriculum Knowledge Map

Physical Development	Gymnastics: Refining control and fluency when combining movements into sequences.	Dance: Performing coordinated movement sequences accurately and in time with music.	Fundamental Movement Skills: Refining coordination and improve accuracy when dribbling, passing and receiving balls and objects.	Invasion Games: Applying passing and movement skills and using simple tactics in games.	Outdoor Adventurous Activities: Solving movement challenges, follow and navigate routes	Athletics: Control of speed and direction when running, jumping and throwing.
Science	Looking after me: Naming parts of the human body, knowing the purpose of senses and recognising how we take care of ourselves.	Growing animals: Group animals based on shared characteristics, appearance and diet.	Tiny Habitats: Identify the habitats of living things, exploring how environmental conditions can affect.	Helping Plants Grow: Recognise the conditions plants need to grow and plant own seeds.	Shadows and Light: Investigate lights and shadows using different materials.	Moving things Investigating relationships between forces, objects and how different factors can influence movement.
History	Autumn 1: Great Fire of London Exploring why the fire happened, how it spread, how people responded and how it changed London.		Spring 1: Medieval Monarchs Understanding how kings and queens ruled Britain and how their decisions shaped people's lives.		Summer 1: Vikings Identifying why Vikings came to Britain, how they lived, what they believed and how they changed Britain. Comparing Viking life with Britain today.	
Geography	Autumn 2: The Seven Continents Understand how the world is organised by locating and identifying the seven continents and five oceans.		Spring 2: Hot and Cold Places Identify why different places around the world have different climates. Exploring hot and cold environments.		Summer 2: Oceans and Seas Understanding the world's oceans and seas by locating them on maps and globes, exploring their physical features and recognising their importance for people, wildlife and the environment.	
Design Technology	Autumn 1: Creating 3D models inspired by the Great Fire of London, including buildings and flames.		Spring 1: Creating medieval buildings using recycled materials, castles and bridges.		Summer 1: Creating Viking models of shields and longships.	
Art	Autumn 2: Artwork inspired by the seven continents, representing colours, patterns and landmarks.		Spring 2: Collages representing contrasting environments, hot and cold climates, including hot deserts and polar regions.		Summer 2: Creating textured art inspired by oceans and seas, representing underwater environments and coastal landscapes.	