

Whole School Curriculum Overview 2025

History / Geography / Science / DT / PSHE/ Art

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
N	Who am I?	What does the darkness bring?	Where should we go?	How people can help us.	Isn't it amazing?	What comes next?
R	Marvellous Me!	Who made it so dark?	Ticket to Ride	How does your garden grow?	Happily Ever After	What will the summer bring?
Y1	Our locality: My Home and School Mapping and Fieldwork Everyday Materials Drawing: Exploring Line and Shape	My Family Tree Mechanical Systems: Pull Along Toy	The United Kingdom: Countries, capitals and seas. Painting & Mixed Media: Colour Splash	Kings and Queens Food & Nutrition: Making Healthy Smoothies Animals including Humans	UK-Daily and Seasonal Weather Patterns Plants Sculpture & 3D: Paper play	Toys from the Past Textiles: Puppets
	Seasonal Changes					
Y2	Our locality: Newton Aycliffe Mapping and Fieldwork Continents and Oceans Uses of Everyday Materials Drawing: Understanding Tone and Texture	Grace Darling Structures: Chair for a Bear	Living Things and Habitats Painting & Mixed Media: Life in Colour	The Great Fire of London Textiles: Pouches	Contrasting Locality: How are places in the world different? Plants Sculpture & 3D: Clay Houses	Local History: Railways Animals including Humans Food & Nutrition: Healthy Wraps
Y3	Geography of the UK: regions and counties. Light Painting & Mixed Media: Prehistoric Painting	Stone Age Rocks Structures: Prehistoric Monument	Mountains Drawing: Developing Drawing Skills	Bronze and Iron Age Forces and Magnets Mechanical Systems Pneumatic Toys	North America- The Mountainous West Plants- Function Parts Sculpture & 3D: Abstract shape and space	Ancient Egypt Animals including Humans Textiles: Cushions
Y4	Our Locality: Where are our forests and rainforests? Biomes and Fieldwork Drawing: Exploring Tone, Texture and Proportion	Romans Electricity Electrical Systems: Torches	Geography of the World Sound Painting & Mixed Media: Light and Dark	States of Matter Food & Nutrition: Adapting a Recipe	Rivers Living Things and Habitats Sculpture & 3D: Mega Material	Ancient Greeks Digital World: Mindful Moments Timer Animals including Humans
Y5	Geography of Europe Location and Migration Properties of Materials Drawing: Depth Emotion and Movements	Anglo-Saxons and Scots Forces Textiles: Stuffed Toys	Volcanoes and Earthquakes Earth and Space Craft and Design: Architecture	Anglo-Saxons and Vikings Mechanical Systems: Pop Up Book	Region of Europe – Iceland Living Things and Habitats Sculpture & 3D: Making Interactive Installations	Ancient Maya Animals including Humans Cooking and Nutrition: What could be healthier?

Y6	Our locality: OS maps and land use Light Drawing: Expressing Ideas	Local History and The Battle of Britain Electricity Electrical Systems: Christmas Cards/Postcard	Resources and Trade Evolution and Inheritance Painting & Mixed Media: Portraits		Living Things and Habitats- micro-organisms Sculpture & 3D: Making Memories	Our locality: River Tees Fieldwork Project Animals including Humans Structures: Playgrounds Digital World: Navigating the World
Provision Themes	Living Local, Loving Aycliffe Local area fieldwork Mapping Human and physical features.	A Journey through Time British history Significant inventions and advancements.	The World Around Us UK, Europe, World Human and physical geography.	How does that work? Forces States of Matter DT-mechanical systems	Exploring the Natural World Living Things Plants Habitats	From Ancient Roots What were our most ancient civilisations famous for? What legacies did they leave?