



Discoverers Curriculum
Cycle - Year 1 – Senior – Year 8

Curriculum Map: 2025-26

| Year 1 | Autumn | Spring | Summer |
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| Topic | Family and Friends: Key Enquiry Question: Where do I belong? | Shape colour and pattern Key Enquiry Question: How do shapes, colours and patterns help us understand the world? | Habitats and the animal kingdom Key Enquiry Question: Where do animals live and how do they survive? |
| Power of Reading | Lower Senior – Stanley's stick Upper Senior - Gorilla All - Traditional stories; Little red riding hood and other stories, 3 billy goats gruff | Lower Senior – Pet potato Upper Senior - The bee who spoke All - Poetry: The puffin book of first poems | Lower Senior – One day on our blue planet and What it's like to be a bird Upper Senior - Slug life and Hummingbird |
| English | Communication • Write about who my family and friends are. • Describe a friend • What is a good / bad friend - qualities? • Write a poem about my family/class • Fiction: Julia Donaldson - "The Scarecrow Wedding" • Julia Donaldson "The Stick Man" • Traditional tales in a sensory way- "Red Riding Hood" and "The Magic Cow" • Simplified and sensory "Macbeth" • Behaviour Matters Books - "Rhino Learns to Be Polite", "Elephant Learns to Share", "Cheetah Learns to Play Nicely" • Non-Fiction: Bag books on family matters • Beyond words- Making friends.- speaking up for myself. • Poems: - AA Milne "Us Two" • Shel Silverstein - "Hug of War" • Malak Meleka – "A Smile" | Explore descriptive language for shapes and colours Read sensory stories and poems (e.g. Brown Bear, Brown Bear, The Shape Song) Create shape poems and colour collages with captions Use Colourful Semantics to describe patterns and objects | Read sensory stories about animals and habitats (e.g. Dear Zoo, One Day on Our Blue Planet) Write simple animal fact files using Widgit symbols Use Colourful Semantics to describe animals and their homes Create habitat poems and animal-themed acrostics |
| Personal, Social & Emotional Development | RSHE • Types of families • Friendship & Families • Healthy Family Relationships • Anti-Bullying Week Work Related Learning • What kind of jobs do your carers/family members have? Create a survey to gather information. | Identify personal preferences for colours and patterns Use Zones of Regulation with colour-coded emotions Discuss how colours make us feel (e.g. calm, excited) Create a "My Colour Mood" chart and colour-coded emotion wheel | Discuss caring for animals and the environment Use Zones of Regulation with animal emotions (e.g. scared like a mouse, calm like a cat) Create a "My Favourite Animal" poster with photos and drawings Explore empathy through animal care role play |

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| <p>PE</p> | <ul style="list-style-type: none"> • Collaborative Games: Panathlon Games – Polybat, Goalball, Sitting Volleyball • Sensory Circuits, yoga, exercise area | <p>Play games using coloured zones and shapes (e.g. colour relay, shape hop)</p> <p>Practice yoga poses inspired by geometric shapes</p> <p>Use movement to form patterns and sequences</p> | <p>Move like different animals (e.g. hop like a frog, crawl like a bear)</p> <p>Create obstacle courses based on habitats (e.g. jungle, desert)</p> <p>Practice teamwork in animal-themed games (e.g. herd relay)</p> |
| <p>Independent Living</p> | <ul style="list-style-type: none"> • Feeling safe and cared for • Being kind / respect / empathy in class – building on rules • What games do I play at home – board / computer • Jobs and careers of my family | <p>Sort laundry and classroom items by colour and shape</p> <p>Follow routines using colour-coded visual schedules</p> <p>Practice choosing clothes based on colour and weather</p> | <p>Dress appropriately for outdoor exploration</p> <p>Sort animal-related items (e.g. food, toys, habitats)</p> <p>Create a habitat corner with responsibilities for care and observation</p> |
| <p>Mathematics</p> | <ul style="list-style-type: none"> • How many people in my family and class • Ages – passing of time • Month years • Birthdays • Ordering by size – ages / height | <p>Recognise and name 2D and 3D shapes</p> <p>Sort and match by colour and shape</p> <p>Create and extend patterns using blocks, beads, and stickers</p> <p>Use pictograms to show favourite colours and shapes</p> | <p>Count and sort animals by features (e.g. legs, tails, colours)</p> <p>Match animals to habitats using cards and photos</p> <p>Use bar charts to show class favourites</p> <p>Sequence animal life cycles (e.g. frog, butterfly)</p> |
| <p>Understanding the World</p> | <p>R.E.: • Rites of passage in a family.- matches, hatches and dispatches</p> <p>• Family celebrations- birthdays and anniversaries</p> <p>• How do families celebrate Winter festivals- Christmas, Diwali, Rosh Hashanah</p> <p>Humanities: • My family tree</p> <p>• How was life similar/different to when my parents/ grandparents were young</p> <p>• Compare to the royal family tree</p> <p>• The Tudor Family/ Dynasty</p> | <p>RE: Explore cultural uses of colour and pattern in festivals (e.g. Rangoli, Holi)</p> <p>Humanities: Identify patterns in nature and architecture (e.g. leaves, buildings)</p> | <p>RE: Explore animals in religious stories and symbolism (e.g. lamb, dove)</p> <p>Humanities: Explore habitats around the world (e.g. rainforest, polar regions)</p> <p>Compare environments and adaptations</p> <p>Learn about endangered species and conservation efforts</p> |
| <p>Science</p> | <ul style="list-style-type: none"> • Evolution and inheritance link to where our family comes from? • recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago • recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents • identify how animals and plants are adapted to suit their environment in different ways and that adaptation • may lead to evolution | <p>Investigate how light creates colour</p> <p>Explore materials with different colours and textures</p> <p>Conduct experiments with mixing colours and observing changes</p> | <p>Classify animals by type (e.g. mammals, reptiles, birds)</p> <p>Investigate adaptations and survival strategies</p> <p>Explore food chains and life cycles</p> <p>Sensory exploration of textures (e.g. fur, feathers, scales)</p> |
| <p>Computing</p> | <p>Simple PowerPoint about my friends / family / class</p> <p>Create a simple class ebook about families and friends or a Puppetpals animation</p> <p>Talk about: Ask permission</p> | <p>Create digital art using shape and colour tools</p> <p>Use apps to sort and match shapes</p> <p>Make a class slideshow of colour-themed photos</p> | <p>Create digital animal fact files with photos and voice recordings</p> <p>Use apps to explore habitats and animal behaviours</p> |

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| | to use technology, take turns with peers, who owns a photograph, what information can we share • Create a Christmas / greetings card to send, create a calendar with photograph on | | Make a class presentation on animal kingdoms and habitats |
| Food and Nutrition | Tasting and making festive foods to share with friends/family. • Halloween food. • Christmas food. • Diwali • Jewish New Year • Chinese New Yea | Explore colourful fruits and vegetables Prepare patterned snacks like rainbow wraps and fruit kebabs Discuss how colour affects food choices and presentation | Explore what different animals eat Prepare snacks inspired by animal diets (e.g. fruit for monkeys, seeds for birds) Discuss healthy eating for humans and animals |
| Expressive Art & Design | Art: • Creating a tree mobile of family and friends • Exploring body movement with a peer • Tracing around a peer • Taking photos of a peer Music: • Musical chairs / musical statues • Exploring instruments families (sorting & categorising) – linking string instruments to family members • Introduction to collaborating via music in the call-and-response style | Art - Create collages and prints using shapes and colours Mix paints to explore colour blending and contrast Music - Use music to inspire colour-themed artwork and movement | Art - Make animal masks and sculptures using clay and collage Create dioramas of habitats with natural materials Music - Compose music inspired by animal movements and sounds Use instruments to mimic animal calls and rhythms |

