

Proposed Key Stage 3 Curriculum Map- Champions and Explorers

| YEAR A of cycle | Autumn Changes | Spring Save the world and superheroes | Summer Farming |
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| Literacy, Language & Communication | The very hungry caterpillar Explorers Additional Text: The Very Ugly Duckling Champions: Joint Attention Explorers: Senses- past, present, future | Pesky Plastic Champions: Sequencing Explorers: Nouns and sequencing | A squash and a squeeze Champions: Colourful Semantics “who”, “where” Explorers: Self-expression -own feelings |
| Maths | Rolling programme of: Numbers, Sequences, Shapes, Calendar and Time, Days of the week, 1-2-3 (now, next, then), Measures, More/ less, Position and Movement, Stop/ go | | |
| Understanding the World | Food tech: Fruit (the very hungry caterpillar) Science: Exploring through senses ICT: Cause and effect; design and effects Life Skills: Flexibility of thought- trying different activities, making choices from selected choices, something different | Food Tech: Healthy Eating Science: Weather changes and climate ICT: Switches, mouse skills Life Skills: Mental health- emotions, calming strategies, special interests, autism | Food Tech: Dairy Science: Plants ICT: Life Skills: Community participation- accessing community, hobbies, road safety, keeping healthy |
| Expressive Arts & Design | Mixing paints and changes in colour Music technology to explore elements of music - effects, pitch, timbre, rhythm | Junk modelling and construction Basic composition and musical sequencing, rhythm squares | Sculpting- Playdough and clay modelling Class and ensemble performance - shared activity, turn taking, making choices |
| Physical Development | Swimming Jabadao | Swimming Jabadao Yoga | Swimming Music and Movement- Moving Like and Animal |
| Personal, Social & Emotional Development | All about me- communities, likes and dislikes, features | Recycling- sorting different materials | Healthy lifestyle- healthy eating and diet |

| YEAR B of cycle | Autumn We Are Family | Spring Time Marches On | Summer Space and Planets |
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| Literacy, Language & Communication | Personal Photos- class groups and family photos Colourful semantics: Who, what doing, what, where, when Explorers: Commentary | Stone Age Boy (sensory story) Champions: Sequencing Explorers: Adjectives- describing then and now | Whatever next! (Sensory Story) Explorers Additional Text: The Blue Balloon Champions: Exploring sensory substances and materials- matching photo to illustration Explorers: Prepositional language |
| Maths | Rolling programme of: Numbers, Sequences, Shapes, Calendar and Time, Days of the week, 1-2-3 (now, next, then), Measures, More/ less, Position and Movement, Stop/ go | | |
| Understanding the World | Food Tech: Favourite foods, foods from our cultures Science: All about me- likes and dislikes, features ICT: My technology and me Life Skills: Social interaction- turn taking games, communicative partners, prolonged interactions | Food Tech: Melting, mixing & freezing (solids and liquids) Science: Solids, liquids and gases ICT: Following sequences Life Skills: Communication- choice making- executive functioning, show and tell, special interests | Food Tech: Wet and dry foods Science: Light and dark, light spectrum ICT: Sounds and Light Life Skills: Sensory- self regulation, calming techniques, OT input, sensory diet |
| Expressive Arts & Design | Self-portrait- a range of materials Reflection - call and response | Marching music Fast and slow | Listening to a range of music (Holst) Loud and quiet sounds |
| Physical Development | Swimming Music and Movement- Exploring Cultural Music | Swimming Music and Movement- Fast and Slow Movement | Swimming Music and Movement- Spatial Awareness |
| Personal, Social & Emotional Development | Likes and dislikes Family and friends Positive relationships | Body parts and human life cycle | Community and transport |

| YEAR C of cycle | Autumn All Creatures Great and Small | Spring Planes, Trains and Automobiles | Summer The World We Live In |
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| Literacy, Language & Communication | <p>Oi, Dog</p> <p>Explorers Additional Text: Percy In the Park</p> <p>Champions: BLANK Level 1 Questioning, Animal noises</p> <p>Explorers: Rhyming and comparison language</p> | <p>The Journey Home from Grandpa's</p> <p>Explorers Additional Text: If I built a car</p> <p>Champions: Gross and Fine Motor</p> <p>Explorers: Adjectives and conjunctions</p> | <p>Own Environment- Non-Fictional Text on Inscape</p> <p>Champions: Names and nouns</p> <p>Explorers: Sentence work and punctuation</p> |
| Maths | Rolling programme of: Numbers, Sequences, Shapes, Calendar and Time, Days of the week, 1-2-3 (now, next, then), Measures, More/ less, Position and Movement, Stop/ go | | |
| Understanding the World | <p>Food tech: Different textured food (breadsticks, jelly etc.)</p> <p>Science: Materials and their properties (hard, soft etc.)</p> <p>ICT: ICT equipment</p> <p>Life Skills: Communication- turn taking, conversation, commenting, requesting</p> | <p>Food Tech: Assembly (i.e. sandwich, trifle, biscuit construct)</p> <p>Science: Forces, sink and float</p> <p>ICT: E-Safety</p> <p>Life Skills: Transferring skills- community access, public transport, peer Interaction, working in different environments</p> | <p>Food Tech: Food Around the World</p> <p>Science: Habitats</p> <p>ICT: Input and Output</p> <p>Life Skills: Independence- personal hygiene, dressing skills, money skills, work skills, transitioning</p> |
| Expressive Arts & Design | <p>Different prints- animal foot prints, own hand prints and foot prints</p> <p>Music: Peter and the Wolf, animal noises. Graphic scores. Learn colour coded animal themed songs using Boomwhackers, glockenspiels and keyboards (individually or combination).</p> <p>Champions: Charanga SEND "Anyone can play" units 1-3? Respond to and make different sounds, develop listening skills, identify basic instruments and follow basic performance directions.</p> | <p>Construction Tracks and tracing</p> <p>Music: Explore samples in Garageband and record/create own transport sounds to be manipulated. Use Launchpad to "build" a piece of music by dragging and dropping loops.</p> <p>Champions: Record sounds in the local environment, school, park, road sounds etc. Create a sound collage. Use Launchpad to "build" a piece of music by dragging and dropping loops.</p> | <p>Collage and mosaics</p> <p>Music: Champions and explorers Inscape iPad ensembles. Use Transformance Music "Teaching music with Garageband" (will need purchasing). Perform at an end of year concert.</p> |

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| Physical Development | Swimming Music and Movement- High and Low | Swimming Music and Movement- Traffic Lights | Swimming Music and Movement- Drama: Explorers: Role Playing |
| Personal, Social & Emotional Development | Healthy lifestyle- exercise and eating | Transitions- public transport, walking, classroom etc. | People who help us- emergency services Strangers/ people we know |