

Curriculum Planning Map Kimberworth

Art

Make movement canvasses outdoors by laying out paint trays and stomping in them

D&T – Design and Making

Make simple balloon drum
Make simple shoes box guitar

Educational visits / Enrichments

Visit Camelot Soft play area (movement and music)

'Beat Band Boogie'
Little Explorers

Computing

Switch activated toys and equipment.
Using screens to search for music
Simple use of music platforms
Taking care of equipment
Recording music and playing it back

Music

Action rhymes and songs –
Dance of the Dinosaurs
Loud and Soft songs
Band jam- Funky Elephant
If You're happy and you know it
Soft and loud voices

PE

Moving to different beats of music
Mastering basic movements e.g. high/low, twisting/stretching to different beat patterns.
Simple body percussion

Science

My body –how I can move in different ways
Using my senses of touch, sight, hearing – sensory experiences indoors and outdoors

English including Literacy and Communication

Learning Makaton signs for drum and simple instruments
Stories and rhymes – looking at books with musical instruments in them e.g. Let's play music, Classical music The Bear and the Piano

History

Experience how access to music changed over the years – playing instruments, radios, CD players, music channels on TV

RE

Different beats of music in different faiths and the instruments played e.g. drums, shakers, keyboards

Geography

Musical styles around the World

PSHE

Music we like and do not like
How music makes us feel -over/excited, happy, calm,

Maths

Counting regular beats
Fast/slow
Up/down
Songs and chants to help remember patterns and properties of numbers
Using and applying e.g. The Grand Old Duke of York – half way up/down

Key

(Use Format Painter to change words to suit key)

- Art (Light Orange)
- Design Technology (Green)
- Geography (Brown)
- History (Purple)
- ICT (Red)
- Literacy (Yellow)
- Mathematics (Blue)
- Modern Languages (Grey)
- Music (Pink)
- PE (Light Blue)
- PSHE (Black)
- Science (Orange)
- RE (Light Purple)
- Visits (Lime)