

Beechwood Foundation Curriculum Overview Concept Map 2025-2026						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
History	Year 4 - Ancient Civilisation: Shang Dynasty	Year 3 -Where and when the first civilisations appeared with a focus on the Ancient Egyptians	Year 4 - Raiders, Traders and Settlements: Viking and Saxon Invasions	Year 3: Food and Farming from the Stone Age to the Iron Age	Year 4- Vikings and Saxon struggle for Kingdom Local Study- King Alfred	Year 3- Roman Empire and the Impact on Britain
	Year 6- Maya	Year 5- Early Islamic Civilisation - Golden Age	Year 6- Local Study Southampton in World War Two part 1	Year 5- Ancient Greeks	Year 6- Local Study Southampton in World War Two part 2 The Windrush Generation	Year 5- Queens of Change: A thematic study of 3 British Queens
Geography	Year 3- Weather and the link to food	Year 4 - Food distribution in Europe	Year 3 - Mountains and the Water Cycle	Year 4 - Volcanoes and Earthquakes	Year 3 - Local Land use (Fieldwork)	Year 4 - Climate and changes to land use
	Year 5- Rivers (Fieldwork)	Year 6 - Globalisation and Trade Part 1	Year 5- Vegetation Belts and Biomes	Year 6 - Globalisation and Trade Part 2	Year 5- Urban Environments (North and South America)	Year 6 - Coasts (Fieldwork)
PSHE	Year 3 - What makes a family? Rules, laws and human rights Firework Safety	Caring for each other Recognising personal boundaries Rights and responsibilities What are healthy choices and habits?	The impact of hurtful behaviour Internet use and passwords Challenging job stereotypes What are healthy choices and habits?	Recognising respectful behaviour Different job skills Water Safety What affects our feelings?	Self-Respect Water Safety Our impact and contribution to society. Personal strengths and managing setbacks.	Courtesy and being polite Personal goals and aspirations Expressing our feelings Understanding risks
	Year 4- Positive friendships and relationships What makes a community? Maintaining a balanced lifestyle	Communicating respectfully Responding to hurtful behaviour Belonging to a community Oral hygiene and dental care	Confidentiality Democracy Rail safety Medicine and household products	Recognising risks online Digital footprint Online data Drugs and common illness	Respecting differences and similarities Decisions about money Puberty	Discussing issues sensitively Negative and positive effects of money (including digital games) Puberty
	Year 5- Healthy friendships Physical contact and feeling safe	Peer influence Prejudice and discrimination	Physical contact and feeling safe: boundaries Different media types	Managing friendships Reliability of online information Jobs and aspirations Sun safety	Physical contact and feeling safe: appropriate touch	Responding respectfully Fire Safety Mental wellbeing First Aid

	Protecting the environment Healthy sleep habits	Compassion towards others within the community Individuality	Online information and how it is targeted Medicines, vaccinations, immunisations and allergies		Gender stereotypes in media and challenging them Keeping safe First aid	
	Year 6 Attraction and consent Healthy romantic relationships Valuing diversity Challenging discrimination Managing time online	Healthy and unhealthy relationships Civil partnership and marriage Challenging stereotypes Mental health	Expressing our opinions Freedom Drug use and the law	Constructively challenging Evaluating media sources Age restrictions Influences and attitudes towards money	Managing pressure Managing conflict Financial risk Change, loss and bereavement Personal identity	Keeping personal information safe Being a critical consumer Transition Human reproduction
RE	Year 3: Theme: Belonging to a Faith Community Concept: Belonging Context: Hindu faith <i>Golden Thread: Belonging</i>	Theme: Special stories Concept: Special Context: Christianity <i>Golden Thread: Special</i>	Theme: Sacred Places of Worship Concept: Sacred Context: Hindu faith and Christianity	Theme: A Journey of Hope Concept: Sacrifice Context: Christianity	Theme: Special Figures in Faith Concept: Holy Context: Hindu faith and Christianity	Theme: Caring for the World Together Concept: Stewardship Context: Christianity
	Year 4: Theme: Creating a Peaceful Community Concept: Community Context: Buddhist faith <i>Golden Thread: Community</i>	Theme: Love for the World Concept: Love Context: Christianity <i>Golden Thread: Love</i>	Theme: Building Faith Communities Concept: Ritual Context: Christianity	Theme: Messages of Love Concept: Messages Context: Christian teachings of love and forgiveness	Theme: Stories of Wisdom Concept: Wisdom Context: Buddhist faith	Theme: Love in Action Concept: Justice Context: Buddhist faith & Christianity
	Year 5: Theme: Symbols of Faith & Identity Concept: Symbols Contexts: Sikhi faith & Christianity	Theme: Special Celebrations Concept: Celebration Context: Sikhi faith <i>Golden Thread: Special</i>	Theme: Living Sacred Texts Concept: Sacred Context: Hindu faith	Theme: Community & Faith Concept: Faith Context: Christianity <i>Golden Thread: Community</i>	Theme: Special Journeys of Faith Concept: Pilgrimage Context: Christianity	Theme: Community leadership Concept: Power Context: Christianity and Hindu faith

	Year 6: Theme: Belonging in Faith & Beyond Concept: Belonging Contexts: Islam Golden Thread: Belonging	Theme: Prophecy Concept: The Magi & their gifts Context: Christianity	Theme: Sacred Places Across Faiths Concept: Sacred Places Context: Islam	Theme: Love and Sacrifice Concept: Sacrifice Context: Christianity Golden Thread: Love	Theme: Shared Values in Faiths Concept: Justice Context: Humanist approach & Christianity	Theme: Belonging in a Global Community Concept: Stewardship Context: Humanist approach
Science	Year 3- Forces and Magnets	Rocks	Animals (Nutrition and Skeleton/Muscles)	Light	Plants	Plants
	Year 4- Electricity	States of Matter	Living Things (Classifying living things and habitats)	Sound	Animals (Digestion and Teeth)	Animals (Digestion and Teeth)
	Year 5- Properties and changes of material	Forces	Living Things (Life Cycles)	Animals (Growing up and puberty)	Space	Space
	Year 6- Living Things (Classifying Living Things)	Light	Evolution and Inheritance	Evolution and Inheritance	Electricity	Animals (Circulation and Impacts on the human body)
Computing	Year 3: Digital Literacy: Creating sensible e-safety rules for the classroom Identify how to report concerns and inappropriate behaviour Information Technology: Inputs and outputs	Digital Literacy: Devices can collect and share information Information Technology: Navigate the web. Edit text and use cut/copy/paste Use a range of programs Save work (links to science)	Digital Literacy: Why passwords are important Computer Science Sequence of instructions Explore and understand a programming environment Recognise commands are represented as blocks Create and build a sequence of connected commands. Implement an algorithm as code	Digital Literacy: Identify who they can trust and share their personal information with online. (links to PSHE) Computer Science Sequence of instructions Explore and understand a programming environment Recognise commands are represented as blocks Create and build a sequence of connected commands.	Digital Literacy: Change identity(avatars) Information Technology: Creating media- stop frame animation	Digital Literacy: Identify how to report concerns and inappropriate behaviour Use digital technology safely and show respect for others Information Technology: Data branches
	Year 4: Digital Literacy: Creating	Digital Literacy:	Digital Literacy: Strong password	Digital Literacy: Online identity	Digital Literacy:	Digital Literacy:

	<p>sensible e-safety rules for the classroom</p> <p>Identify who to talk to to report concerns and inappropriate behaviour</p> <p>Computer Science: Programming including repetition and loop using text commands Debugging (Logo)</p>	<p>Internet use can be monitored</p> <p>Computer Science: Programming including repetition and loop using text commands Debugging (Logo)</p>	<p>Keeping information safe</p> <p>Information Technology: Local networks</p>	<p>Information Technology: Creating media: Audio Production</p>	<p>Information about me can be created, copied and shared</p> <p>Information can be found online</p> <p>Information Technology: Combine digital images. Use text shortcuts (links to Artist Study)</p>	<p>Identify who to talk to when reporting concerns and inappropriate behaviour</p> <p>Act responsibly when using computers</p> <p>Information Technology: Data loggers</p>
	<p>Year 5: Digital Literacy: Creating sensible e-safety rules for the classroom</p> <p>Know how to report concerns and inappropriate behaviour</p> <p>Information Technology: Know the difference between the internet and WWW</p>	<p>Digital Literacy: Passwords Sharing personal information</p> <p>Information Technology: Creating media including using green screen technology (iPad)</p>	<p>Digital Literacy: Searching for someone online Online identity</p> <p>Information Technology: Flat-file databases</p>	<p>Digital Literacy: Online identity</p> <p>Information Technology: Introduction to vector graphs</p>	<p>Digital Literacy: Using email safely Act responsibly</p> <p>Computer Science: Identify and modify a condition Identify 'if... then... else...' Write an algorithm using conditional blocks</p>	<p>Digital Literacy: Know how to report concerns and inappropriate behaviour</p> <p>Computer Science: Using logical reasoning to detect and correct errors Design a program</p>
	<p>Year 6: Digital Literacy: Creating sensible e-safety rules for the classroom</p> <p>Know a range of ways to report concerns and inappropriate behaviour</p>	<p>Digital Literacy: Consequences of actions Online reputation</p> <p>Computer Science: Sensing movement</p>	<p>Digital Literacy: App permissions Increase privacy on apps</p> <p>Information Technology: Spreadsheets</p>	<p>Digital Literacy: Identity</p> <p>Information Technology: 3D Modelling</p>	<p>Digital Literacy: Use different passwords Email</p> <p>Information Technology: Web pages</p>	<p>Digital Literacy: Know a range of ways to report concerns and inappropriate behaviour Consequences of actions</p> <p>Computer Science: Writing a programme for a controllable device</p>

	Information Technology: Networks					
D&T	Year 3- Structure/Mechanical systems- Levers and linkages (card) Product: Moving Story Book	Year 4 - Textiles with electrics Product: Christmas decoration with electrics	Year 3- Food Technology Product: Healthy Wraps	Year 4- Food technology - Making a recipe as healthy as possible Product: Healthier Pizza	Year 3- Textiles and construction and structure Product: Bookmark	Year 4- Construction and structure Product: Pneumatic toy
	Year 5- Food Technology with links to seasonal food Product: Super Seasonal Soup	Year 6- Food Technology and Managing Dietary Requirements Product: Scones	Year 5- Structure/Mechanical systems Product: CAMs Toy	Year 6- Construction and structures with electrics Product: Doodlers	Year 5- Construction and Structures Product: Bridges	Year 6- Textiles - Make do and mend Product: Upcycled products
PE	Gymnastics	Dance	Gymnastics	Dance	Athletics	Net and Wall
	Invasion Games	Health and Fitness	OAA Ball Skills- passing an object	Invasion Games		Striking and Field
Art	Year 4- Study of Great Artists: Turner, Monet and Matisse	Year 3- Study of Great Artists: Picasso, Hockney and Joan Mitchell	Year 4 Using Sketchbooks: -Using photographs to create reflections -Experimenting with different textures -Shading for mood and feeling	Year 3 Using Sketchbooks: -Creating facial expressions -Turning digital images into artwork -Using sketching for different purposes	Year 4 Drawing, Painting and Sculpture -Creating a background using a wash -Using a range of brushes to create different effects - How to show facial expression in sketches and painting using reflections -How to use line, tone, shape and colour to represent figures and forms in movement	Year 3 Drawing, Painting and Sculpture -Different grades of pencils to show different tone and - Use marks and lines to show texture

	Year 6 - Dali, Lowry and Banksy	Year 5 - William Morris, Sheila Hicks and Barbara Hepworth	Year 6 Using Sketchbooks: -Using different media to create emotion in art -Manipulating different digital art to create new art -How to alter an image for a purpose	Year 5 Using Sketchbooks: -Using marks and lines to produce texture -Using different tools to create art -Identifying why chosen techniques used by an artist and make suggestions for change	Year 6 Drawing, Painting and Sculpture -How to express emotion in art. -How to use shading to create mood and feeling. -How to use line, tone, shape and colour to represent figures and forms in movement. -I know which media to use to create maximum impact. - I know how to use a full range of pencils, charcoal or pastels when creating a piece of observational art.	Year 5 Drawing, Painting and Sculpture -How to print onto different materials using 4 colours. -How to sculpt clay and other mouldable materials. -How to create an accurate print design following criteria. -How to overprint to create different patterns.
French	Year 3 - Learning French	Musical instruments	The Seasons	Little Red Riding Hood	I can ...	Fruits
	Year 4 - Presenting myself	Family	Goldilocks	What is the date?	At the tea-room	The Weather
	Year 5 - Do you have a pet?	In class	Habitats	Clothes	Romans	My home
	Year 6 - World War Two	The Weekend	Planets	At School	Healthy Lifestyles	Me in the World
Music	Year 3- Prepare to Play 1	Prepare to Play 2	Recorders	Recorders	Musical Storytelling	Songs of Southampton
	Year 4- Orchestra	Space	Ukelele (folk)	Ukelele (blues)	World Tour Part 1	World Tour Part 2
	Year 5- Sounds of Autumn	Run up to Christmas	Musical Architects	Chrome Music Lab	Time Traveller	Reggae and Caribbean
	Year 6- Music of War	Modes	Rap and Beatboxing	Drama	On repeat	Chords 1/4/5