

Year 5 & 6

Autumn

The Victorian Era

History *Study an aspect or theme of British history that extends pupils' chronological knowledge beyond 1066:*

- I can identify the key differences between the Victorian and modern times, including within school, work and home life.
- I understand that the Victorian era was a time of great change in British history and appreciate the influence Britain had on the world.

Geography (Black Country and effect of Industrial Revolution)

- Name and locate cities of the UK, geographical regions and their identifying human and physical characteristics, key topographical features and land-use patterns, and understand how some of these aspects have changed over time (affected by the Industrial Revolution).

Art

- Learn about great designers and architects in history.
- Use the style of great artists to influence my own work.

DT: Cooking (one pot meals)

- Work within a budget to design and create a product that considers culture and society.

Music

- Compose and perform in the style of a Victorian Street Cry, with increasing control and accuracy.
- Music Appreciation: significant Victorian composers.

Spring

Ancient Britain

Geography

- Locate major settlements during these periods, on a world map and a map of the British Isles.

History

- Gain an understanding of significant events that occurred during this period of history.
- Learn about the changes in daily life in Britain from the Stone Age to Roman Britain.
- Carry out research to further their understanding of a significant person / event from this period, e.g. Boudicca and the sacking of Colchester.

Art

- Use observational skills to draw small, solid objects with appropriate use of shape, line and tone.
- Manipulate software to photograph and enhance a picture.

DT (Pottery)

- Use a range of tools to create a pot in the style of pre-historic pottery.

Cooking (Soup)

- Evaluate and adapt a basic soup recipe, according to my own taste.

Music (Playing an instrument)

- I can learn and perform simple compositions on a tuned musical instrument (Y5: Ukulele Y6: Recorders).

Summer

Rivers & Mountains

Geography

- Describe and understand key aspects of physical geography, including rivers, mountains and volcanoes.
- Use equipment accurately to collect data about rivers and understand how this relates to its main features.
- Use the correct terminology to describe the physical features studied.

Art (Landscapes / Watercolour)

- Improve their mastery of art and design techniques, including painting.

DT (Bridge building)

- Understand how key events and individuals in design & technology have helped shape the world.
- Generate, develop, model and communicate ideas through discussion, annotated sketches and prototypes.
- Select from a wider range of materials and components, including construction materials, according to their functional properties and aesthetic qualities.

Music (Lyric writer)

- Sing in harmony confidently and accurately.
- Understand the different aspects of the composition process and write new lyrics to fit an existing song.

Year 5

PE & Games

- Dance: Translate ideas into movement with control and fluency.
- Gymnastics: Link sequences to specific timings and combine action, balance and shape.
- Tag Rugby: Develop passing, attacking and defending skills in competitive game-play.
- Outdoor & Adventurous: Follow a map, using clues and a compass to navigate a route, and changing the route to overcome a problem.

RE

- Learn about Islam & Hinduism as world religions.
- Understand the core beliefs of these religions and consider how these are reflected in the everyday lives of Hindus and Muslims.

PSHE

- Develop safe behaviours, including E-safety, diet, exercise, avoiding unhelpful peer pressure and following sensible rules.

Computing

- Create a virtual space by using 3D software.
- Develop an interactive computer game and explore other elements of coding.

Science

- Explore and investigate the properties of materials.
- Experiments around changing materials, including dissolving, melting, burning, evaporation and separation.
- Start to understand how solids, liquids and gases vary at a molecular level.
- Understand and describe the life cycles of different plants and animals.

PE & Games

- Dance: Perform fluently and accurately to accompaniment.
- Gymnastics: Develop greater flexibility, precision and control through gymnastic routines.
- Hockey: Learn and play to the agreed rules; work as part of a team to gain and keep possession.
- Rounders & Kwik Cricket: develop skills of striking, fielding and competitive play.

RE

- Explore how Christians behave because of their beliefs, particularly around Jesus' resurrection.
- The concept of Jesus as a Messiah.

PSHE

- Develop pupils' aspirations to be an active part of British society, including their career choices, saving, spending and donating choices.
- Consider the most effective strategies for setting and meeting goals.

Computing

- Develop coding skills, using broadcasts and nested 'ifs' and 'repeats'
- Fuse geometry and art using different graphics packages.

Science

- Investigate how the solar system works.
- Understand how the earth orbits the sun and the moon orbits the Earth.
- Understand that rotations create day and night and the apparent movement of the sun, and that orbits create the seasons.

PE (Swimming) & Games

- Use a recognised ASA stroke to swim 25m.
- Athletics: Throw and catch with increasing accuracy; combine running and jumping with controlled take-off and landing.
- Develop strategies to successfully compete in a variety of Invasion Games.

RE

- Expressing faith through art; why do some religions not use artistic representations of god.

PSHE

- Learn how to get on well as part of a school and the wider British community.
- Explore negative emotions and resilience, particularly during periods of change.

Computing

- Further develop coding skills.
- Revise and improve essential word processing skills to enhance all areas of the curriculum.

Science

- Develop pupils' understanding of gravity.
- Investigate the different forces of air resistance, water resistance and friction.
- Explore mechanisms: levers, pulleys, gears.

Year 6

PE & Games

- Gymnastics: Create complex extended sequences.
- Dance: Develop sequences in a specific style.
- Tennis: Learn different techniques for striking the ball and positional play: forehand / backhand / volley.
- Netball: Learn and play to the agreed rules; work as part of a team to gain and keep possession.

RE

- Explore the concept of 'God', and whether you need to believe in a god to lead a good life.

PSHE

- Challenge stereotypes and discrimination, explore diversity within Britain, and themes around anti-bullying
- Keeping healthy and safe: healthy eating; E-safety; road safety.

Computing

- Understand how to use technology safely, respectfully and responsibly.
- Create spreadsheets, format cells and input formulae correctly.

Science

- Light: understand that light travels in straight lines and how we see things; carry out practical investigations about shadows.
- Human Circulatory System: identify and name the main parts of the human circulatory system and describe their function.

PE & Games

- Gymnastics: Combine my own work with that of others.
- Dance: Perform fluently and accurately to challenging stimuli.
- Rugby: Learn and play to the agreed rules; communicate a plan and lead others in a game.
- Outdoor & Adventurous: Work in a group to plan a route and create a series of clues for someone else, taking account of safety and danger.

RE

- Religion versus Science: are they opposing ideas, or could they complement each other? Discuss the idea of religious creation stories alongside scientific evolution.

PSHE

- Drug education, including alcohol and smoking; resisting peer pressure; choices and consequences; roles within the community.

Computing

- Launch, edit and understand the different ways to present information on the internet.

Science

- Evolution and Adaptation: explain how animals and plants adapt and explain what is meant by evolution.
- Understand how animals have adapted to their environments.
- Living Things: understand the seven life processes.
- Classify plants and animals using binary keys.

PE (Swimming) & Games

- Use a range of strokes with increasing precision to swim beyond 25m and perform safe self-rescue in different water-based situations.
- Rounders & Kwik Cricket: Use increasing accuracy when striking and fielding during competitive play.
- Athletics: Combine running and jumping with control; demonstrate stamina.

RE

- Life Journeys: how do Hindus and Muslims show that they 'belong' (including rites of passage).

PSHE

- Sex and relationships education; coping with transition and changes.

Computing

- Refine programs so that they are easier and / or more enjoyable for other users.

Science

- Electricity: build and draw circuits using the correct symbols.
- Explain the effects of changing components in a circuit.