



	Autumn 2025/26	Spring 2026	Summer 2026
English Reading	The Queens Nose Young, Gifted and Black The Girl who stole an Elephant	The Girl who stole an Elephant (cont.) The Boy at the back of the class Varjak Paw	Varjak Paw (cont.) Wind in the Willows The Raven
English Writing Introduce = green (Block A) Revisit = orange (Block B)	Strong Start Writing Poems which explore form Persuasive writing (advert) First person diary entries Critical analysis of narrative poetry Third person adventure stories News reports	Stories from other cultures Persuasive writing (adverts) Explanatory writing Third person adventure stories Poems which explore enrichment	Stories from other cultures First person diary entries Critical analysis of narrative poetry News reports Explanatory texts
Math	Place value Addition and subtraction Area Multiplication and division A	Multiplication and division B Length and perimeter Fractions Decimals A	Decimals B Money Time Shape Statistics Position and direction
Science	Sound Electricity	States of matter Living things and their habitats	Animals including humans Revisit: Living things and their habitats
R.E.	Branch 1- Creation and Covenant CST: Creation and Environment Branch 2- Prophecy and promise CST: Solidarity	Branch 3- Galilee to Jerusalem CST: Option for the Poor Branch 4- Desert to Garden CST: Rights and Responsibilities	Branch 5 - To the ends of the Earth CST: Solidarity Branch 6- Dialogue and Encounter CST: Peace



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Geography	Rivers The Water Cycle	Latitude and Longitude	Study the environmental regions of Europe, Russia, North and South America Revisit - Rivers	
History	Britain's settlement by Scots and Anglo-Saxons	Study the achievements of the earliest civilisations (focus Ancient Egypt)	The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor	
Art	Drawing: Developing Drawing Skills Exploring tone, texture and proportion to create realistic drawings.	Painting and mixed media: Light and dark Developing colour mixing skills, using shades and tints to show form and create three dimensions when painting. Pupils learn about composition and plan their own still life to paint, applying chosen techniques.	Sculpture and 3D: Mega materials Exploring how shapes and negative spaces can be represented by three dimensional forms. Manipulating a range of materials, children learn ways to join and create free-standing structures inspired by the work of Anthony Caro	Craft and design: Fabric of nature Using flora and fauna of tropical rainforests as a starting point, children develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric.



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				and Ruth Asawa.	
D&T	Digital world: Mindful moments timer Design, code and promote a piece of wearable technology to use in low light conditions, developing their understanding of programming to monitor and control products to solve a design scenario.		Mechanical systems: slingshot car Transforming lollipop sticks, wheels, dowels and straws into a moving car. Using a glue gun to, making a launch mechanism, designing and making the body of the vehicle using nets and assembling these to the chassis.	Structure: Pavilions Exploring pavilion structures, children learn about what they are used for and investigate how to create strong and stable structures before designing and creating their own pavilions, complete with cladding.	
Music	Changes in pitch, tempo and dynamics (Theme: Rivers) Learning to listen to changes in pitch, tempo and dynamics and relate it to something tangible and familiar...		Samba and carnival sounds and instruments Getting a feel for the music and culture of South America, children are introduced to samba and the sights and sounds of the carnival.	Adapting and transposing motifs Drawing upon their understanding of repeating patterns in music, pupils are introduced to the concept of motifs.	
Computing	Computing systems and networks: Collaborative learning Working collaboratively in a responsible and considerate way as well as looking at a range of	Programming: Further coding with Scratch Learning the basics of programming in Scratch, children will create a simple script, use decomposition and understand	Skills showcase: HTML Editing the HTML of a web page to change the layout of a website and the text and images.	Programming: Computational thinking Developing the four areas of computational thinking through a range of plugged and unplugged activities.	



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	collaborative tools.	what variables are.			
P.E.	Swimming		Swimming		Swimming
MFL	Phonetics 1-2 I know how...		Fruits Vegetables		Presenting myself My family
PSHE	Me and my relationships Healthy relationships Listening to feelings Bullying Assertive skills	Valuing difference Recognising and celebrating difference Understanding and challenging stereotypes	Keeping safe Managing risk Understanding the norms of drug use (cigarette and alcohol use) Influences Online safety	Rights and respect Making a difference (difference ways of helping others or the environment) Media influence Decisions about spending money	Being my best Having choices and making decisions about my health Taking care of my environment My skills and interests