

Year B Year 5/6	2026-2027	
Autumn	Spring	Summer
Literacy – SPaG, Beowulf; discussion texts Maths – Place Value, Four operations, Fractions, Percentages & Decimals Science- Adaptation and evolution; circulatory system; life cycles; fossils; forces Humanities – Geography: Ocean currents: South American rivers History: WW2 – overview; outbreak and home front; Impact on lives ICT – Systems and searching Art and DT – Drawing -making my voice heard and structures RE – Creation and Covenant PE – Health and fitness; Football	Literacy – Steam link; Portal Story Maths – Four operations, Fractions, Percentages & Decimals Science – Suitability of materials; light; photosynthesis Humanities Geography: Local fieldwork; deciduous temperate forest History: Early Islamic Civilisation; Silk roads ICT – Communication and collaboration Art and DT – Painting and Textiles RE – Galilee to Jerusalem PE – Gymnastics; OAA	Literacy – Journalism; Suspense story Maths –Four operations, Fractions, Percentages & Decimals, Measure and Time Science – reversible and irreversible change; light; Air and water resistance Humanities Geography: Local field work; South America - population History: Tudors ICT – Programming- sensing movement Art and DT- Sculpture and mechanisms including electronics RE – To the ends of the Earth PE – Rounders
Literacy – The Piano; Non-chronological reports; Adverts Maths – Four operations, Shape, Space and Measures, Handling Data Science – Earth & space; circuits; grouping materials; light Humanities Geography: Tundra; taiga, basic geography History: WW2 battles, Dunkirk and Pearl Harbour ICT Programming Art and DT – Drawing -making my voice heard and Structures RE – Prophecy and promise PE – Net and wall; Dance	Literacy – Persuasive writing; Poetry Maths – Four operations, Handling data, Shape Space and Measure Science – Animals and Humans (diet & exercise); reproduction; dissolving; inheritance Humanities Geography: North America – Population; Savannah History: Early Islamic Civilisation; Silk roads ICT – Programming A – variables in games Art and DT – Painting and Mechanisms RE – Desert to garden PE – Basketball; Netball	Literacy – Journalism; Tale to teach a lesson Maths – Four operations, Shape, Space and Measures, Handling Data, Probability and Ratio Science – Resistance; animals; Earth and space; evolution; classification; separating materials; simple machines Humanities Geography: Four and six figure grid references; food miles History: Victorians ICT – Python Programming Art and DT – Sculpture and food and nutrition RE – Dialogue and encounter PE: Athletics; Strike and Field