

Long Term Plan Year 5 and 6 – Cycle A

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Subject/Topic (Cornerstones unless stated)	Scream Machine (Sci)	Frozen Kingdoms (Geog/Sci)	A Child's War (Hist)	Alchemy Island (Music)	Star gazers (Sci)	Ground breaking Greeks (Hist)
Maths (White Rose)	See Long Term Year 5 and 6 Maths plan					
English Text focus (See also English Long Term Plan for Year 3 and 4)	The Boy Who Swam with Piranhas – David Almond	The Wolf Wilder – Katherine Rundell	Goodnight Mister Tom – Michelle Magorian; The Silver Sword – Ian Serraillier	Wizard of Earthsea – Ursula Le Guin; The Lion, the Witch and the Wardrobe – C.S. Lewis	Northern Lights – Philip Pullman; Alone on a Wide, Wide Sea – Michael Morpurgo; Cosmic – Frank Cottrell Boyce	Who Let the Gods Out? – Maz Evans
Writing Focus	Poetry; Short narratives with dialogue; Signage and emails; Adverts; Non-fiction texts	Non-chronological reports; Haiku poetry; Newspaper reports; Adventure narratives	Letters; Diaries; Persuasive posters; Narrative dialogue; Speeches	Fantasy narratives; Non-chronological reports; Soliloquies; Poetry; Lyrics	Mnemonics; Myths and legends; Free verse poetry; Newspaper reports; Descriptions	Greek myths; Balanced arguments; Playscripts; Odes
Science	Forces		Properties of materials	Properties and changes of materials; Working scientifically	Earth and space;	Animals and Humans – changes in Humans inc Puberty ;. Sex Ed (Y6)
RE (Lincolnshire Agreed Syllabus and Understanding Christianity)	Being Human – Hinduism/Islam The ways in which beliefs impact on action: expectations of behaviour, ways in which people act; examples of contemporary individuals. E.g. Malalah		Salvation What difference does the resurrection make to Christians?	Incarnation Was Jesus the Messiah?	Expressing Beliefs through the Arts	
Geography		Arctic and Antarctic regions; Lines of latitude and longitude; Polar climates; Polar day and night; Polar oceans; Polar landscapes; Climate change; Natural resources; Indigenous people; Tourism	Human geography; Cities of the UK	Map reading; Using coordinates; Human and physical features	Locating physical features	Interpreting geographical sources

History		Polar exploration; Significant people – Robert Falcon Scott; Ernest Shackleton; Significant events – Titanic	Second World War		Significant individuals – Galileo Galilei, Isaac Newton; 1960s space race	Ancient Greek periods – of civilisation; Chronology and timelines;
DT	Design a drop ride ; Programming models; Mechanical systems; Evaluation; Food		Recipes; Structures	Electrical circuits; Designing a board game	Selecting materials; Research; Structures; Evaluation	[Architecture] - Architecture over time; Greek architecture; Structural support, stiffness and stability; Building design
Art and Design	Photography and image editing	[Inuit] - Printmaking; Carving		Sketchbook linked to fantasy characters ; painting comic book style.	Printing; Design	
RHSE (Toolkit)	Relationships	Health and Wellbeing	Living in the Wider World	Relationships	Living in the wider world	Health and Wellbeing
Music	World Unite (Music Express)		Listening, composing and performing – war songs.	Composing; Recording and editing software; Music; Graphic scores	Solar system – listening and responding (Music Express)	
Computing	Block Coding (Discovery Education)	E-safety	Search technologies; Presentations (Multimedia)	Photography; Debugging programs; Gaming	Programming; Stop motion animation	Python (Year 6)
MfL (French) With Luc and Sophie Scheme	Luc est le professeur: Commands formal/plural; Commands informal singular; imperatives Descriptions Christmas vocabulary; possessive pronouns Negatives.		Weather and seasons; present tense of verbs Numbers 31 – 60 Number 61 – 100 School subjects; Food vocabulary ;	Holidays vocabulary ; Classroom items vocabulary ; gender adjectival agreement (colours) Sports and other leisure activities vocabulary ;		
PE with Premier Education	Games (Hockey or Tag Rugby)	Gymnastics	Games (Volleyball and New Age Kurling Dance	Competitive Games: Tennis	OAA – individual and team Swimming	Athletics – Throwing and Jumping events – developing a personal best Problem solving and inventing – team development