

## YEAR 5/6 LONG TERM PLAN: YEAR A

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Science	Electricity: Variation of Cells, Components of Circuits, Symbols	Evolution and Inheritance: Changes Over Time Including Fossils, Variation of Offspring, Adaptation	Animals Including Humans: Circulatory System, Impact of Diet, Exercise, Drugs and Lifestyle on Body Function, Transport of Nutrients and Water		Earth and Space: Movement of Earth and Moon, Day and Night	Living Things and their Habitats: Life Cycles and Reproduction in Plants and Animals
RE	GOD: 2b.1 What does it mean if God is holy and loving?	PEOPLE OF GOD: 2b.3 How can following God bring freedom and justice?	GOSPEL: 2b.5 What would Jesus do?	KINGDOM OF GOD: 2b.8 What kind of king is Jesus?	SIKHISM How far would a Sikh go for his/her religion?	SIKHISM Are Sikh stories important today?
History		Mayans		British Empire		Local History
Geography	Fair Trade		Climate Change		National Parks	
Computing	Programming E-Safety Emails Spreadsheets Hardware / Software Typing		E-Safety Hardware / Software Web / Research Skills Programming Typing		HTML Programming Presentation Skills Databases Hardware / Software Typing	
Art	Use Sketchbooks Improve Art and Design Techniques Using a Range of Materials Learn About Great Artists, Architects and Designers in History					

<b>DT</b>	Design, Make and Evaluate a Range of Products Develop Technical Knowledge and Use of Appropriate Tools and Materials Cooking and Nutrition: Understand Need for a Healthy and Varied Diet, Use a Range of Cooking Techniques to Cook Predominantly Savoury Food, Understand Seasonality and Sourcing of Ingredients		
<b>Music</b>	Play and Perform in Solo and Ensemble Contexts, Using Voices and Musical Instruments Improvise and Compose Music Listen and Recall Sounds Use and Understand Musical Notation Appreciate and Understand a Wide Range of Live and Recorded Music Develop an Understanding of the History of Music Music Technology		
<b>PE</b>	Play Competitive Games [Football, Netball] Develop Flexibility, Strength, Technique, Control and Balance [Gymnastics] Use Running, Jumping, Throwing and Catching Compare and Improve Performance	Swim Competently, Confidently and Proficiently (at least 25 metres) Use a Range of Strokes Effectively Perform Safe Self-rescue Play Competitive Games [Tag Rugby, Unihoc] Use Running, Jumping, Throwing and Catching Compare and Improve Performance	Play Competitive Games [Cricket, Rounders, Tennis] Perform Dances Outdoor and Adventurous Activity Challenges Individually and Within a Team Develop Flexibility, Strength, Technique, Control and Balance [Athletics] Use Running, Jumping, Throwing and Catching Compare and Improve Performance

## YEAR 5/6 LONG TERM PLAN: YEAR B

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Science	Living Things and their Habitats: Classification of Plants and Animals	Forces: Gravity, Air Resistance, Friction, Mechanisms, Simple Machines and Tools	Properties and Changes of Materials: Compare Everyday Materials and Reasons for their Uses, Solutions, Separation, Reversible and Irreversible Changes		Light: Travel, Shadows	Animals Including Humans: Changes as Humans Develop to Old Age
RE	CREATION / FALL: 2b.2 Creation and Science: conflicting or complementary?	INCARNATION: 2b.4 Was Jesus the Messiah?	SALVATION: 2b.6 What did Jesus do to save human beings?	SALVATION: What difference does the resurrection make for Christians?	ISLAM: What is the best way for a Muslim to show commitment to God?	ISLAM: Does belief in Akhirah (life after death) help Muslims lead good lives?
History		Trojan Horse	Chinese Mystery			Battle of Britain
Geography	Rivers			Volcanoes	Mountains	
Computing	Programming E-Safety Web / Research Skills Hardware / Software Typing Emails		E-Safety HTML Hardware / Software Web / Research Skills Programming Typing Emails		Programming Presentation Skills Spreadsheets Hardware / Software Typing Emails	
Art	Use Sketchbooks Improve Art and Design Techniques Using a Range of Materials					

	Learn About Great Artists, Architects and Designers in History		
<b>DT</b>	Design, Make and Evaluate a Range of Products Develop Technical Knowledge and Use of Appropriate Tools and Materials Cooking and Nutrition: Understand Need for a Healthy and Varied Diet, Use a Range of Cooking Techniques to Cook Predominantly Savoury Food, Understand Seasonality and Sourcing of Ingredients		
<b>Music</b>	Play and Perform in Solo and Ensemble Contexts, Using Voices and Musical Instruments Improvise and Compose Music Listen and Recall Sounds Use and Understand Musical Notation Appreciate and Understand a Wide Range of Live and Recorded Music Develop an Understanding of the History of Music Music Technology		
<b>PE</b>	Play Competitive Games [Football, Netball] Develop Flexibility, Strength, Technique, Control and Balance [Gymnastics] Use Running, Jumping, Throwing and Catching Compare and Improve Performance	Swim Competently, Confidently and Proficiently (at least 25 metres) Use a Range of Strokes Effectively Perform Safe Self-rescue Play Competitive Games [Tag Rugby, Unihoc] Use Running, Jumping, Throwing and Catching Compare and Improve Performance	Play Competitive Games [Cricket, Rounders, Tennis] Perform Dances Outdoor and Adventurous Activity Challenges Individually and Within a Team Develop Flexibility, Strength, Technique, Control and Balance [Athletics] Use Running, Jumping, Throwing and Catching Compare and Improve Performance