



Key Texts	Reading Key Focus	Writing	Maths
Sky Dancer by Gill Lewis	Y5 - drawing inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence; summarising the main ideas drawn from more than one paragraph, identifying key details that support the main ideas; identifying how language, structure and presentation contribute to meaning Y6 - drawing inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence; asking questions to improve their understanding; identifying how language, structure and presentation contribute to meaning	Narrative - Fantasy Poetry (free verse) Y5 - using further organisational and presentational devices to structure text and to guide the reader [for example, headings, bullet points, underlining]; assessing the effectiveness of their own and others' writing Y6 - ensuring the consistent and correct use of tense throughout a piece of writing; ensuring correct subject and verb agreement when using singular and plural, distinguishing between the language of speech and writing and choosing the appropriate register; noting and developing initial ideas, drawing on reading and research where necessary	Geometry: Properties of Shape Geometry: Position & Direction Y5 - Number: Four Operations (consolidation) Y5 - Fractions, Decimals & Percentages (consolidation) Y6 - Consolidation & Revision
Science (Electricity Art)	Computing	History	Geography
Working scientifically (ongoing) -Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in a circuitCompare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switchesUse recognised symbols when representing a simple circuit in a diagram Cornerstones investigation - Can fruit light a bulb?	We are Game Developers (Programming) create original artwork and sound for a game made on Scratch -be discerning in evaluating digital content -use iterative development techniques (making and testing a series of small changes) to improve their program -use logical reasoning to explain how simple algorithms work and detect and correct errors in algorithms and programs -select and use and combine a variety of software	Not covered in this topic	Not covered in this topic

Art & Design	Design & Technology (DT)	Physical Education (PE)	Music
Observational drawings – movement, shade, texture & tone Select, record and explore ideas for different purposes Select ideas and processes to use in their work Link to Literacy - illustrating poetry	 Identify a purpose for the product Communicate ideas through detailed labelled drawings Draw up a specification for design Select appropriate materials, tools and techniques Measure and mark out accurately Use tools safely and accurately Evaluate product against original design, identifying strengths and areas for development 	Striking and Fielding	Year 5: -subdivide the pulse while keeping a steady beat -Perform using notation as support -listen to longer pieces of music and identify features -Improve their work through analysis, evaluation and comparison Year 6: -Identify moods textures -Identify how mood is created by music and lyrics -Write lyrics to accompany a known song -Explore, select and combine a range of different sounds to compose a soundscape -Compose/write lyrics in small groups using a range of stimuli -Improve their work through analysis, evaluation and comparison Ongoing: Singing objectives to be covered during Singing Assembly and fed into music lessons where possible History of Music objectives to be fed into music lessons where possible
Learning to Thrive (PSHE)	French (MfL)	Religious Education (RE)	
Healthy Lifestyles	The names of seasons Talking about seasonal activities Saying the date and when their birthday is	Key Question: What difference does the resurrection make to Christians? (Christianity)	