



	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Reading	Non-fiction Exploring vocabulary Fluency practise Extended reading Exploring	Non-fiction Exploring vocabulary Fluency practise Extended reading Exploring	Fiction Exploring vocabulary Fluency practise Extended reading Exploring	Fiction Exploring vocabulary Fluency practise Extended reading Exploring	Poetry Exploring vocabulary Fluency practise Extended reading Exploring	Recap Exploring vocabulary Fluency practise Extended reading Exploring
Writing	Non-Fiction: Non-Chronological report Children will consolidate writing a non-chronological report based on an Antarctic animal.	Fiction: Adventure story Children will be immersed in writing an adventure story based on Shackleton's journey. They will explore the key features and develop their understanding of the text type.	Fiction: Adventure story Children will be using the setting and character toolkit to plan and write an adventure story.	Non-Fiction: Explanation text Children will be exploring explanation texts to identify their common features.	Non-Fiction: Balanced arguments Children will be immersed in their new style on writing. They will plan and write a time slip	Fiction: Prequel Children will be writing a prequel based on the story 'How to live forever'.
Maths	Decimals Children will use their previous knowledge to explore a variety of contexts and problems.	Fractions decimals and percentages Children explored common equivalents between fractions and decimals. In this small step, they extend this learning to include more complex equivalents.	Fractions decimals and percentages Children use their understanding of percentages to find the whole number from a given percentage. Further they will explore the link between fraction,	Area, perimeter and volume Children explore methods for finding the perimeters and areas of rectangles and rectilinear shapes and compare their efficiency	Area, perimeter and volume Children then explore shapes where they can find the volume by multiplying the volume of a single layer by the number of equal layers.	Statistics Children build on learning from earlier in the key stage as they explore more charts, looking at the different information that can be seen from them.



			decimals and percentages.			
<p>Science</p> <p>The circulatory system Diet drug and life style</p>	<p>What is the circulatory system?</p> <p>By the end of this lesson, children will be able to name the main parts of the human circulatory system and explain how the system work.</p> <p>Enquiry Skill: Grouping and classifying</p>	<p>How does our heart work?</p> <p>By the end of this lesson, children will be able to name the main parts of the heart and explain how the heart pumps blood.</p> <p>Enquiry Skill: Grouping and classifying</p>	<p>How does exercise affect my heart rate?</p> <p>By the end of this lesson, children will be able to find their pulse, calculate their heart rate and investigate different activities to see which increases the heart rate</p> <p>Enquiry Skill: Grouping and classifying</p>	<p>What does the blood transport around the body?</p> <p>By the end of this lesson, children will be able to explain how the blood plays a role in transporting nutrients and water around the body.</p> <p>Enquiry Skill: Investigating</p>	<p>How can I live a healthy lifestyle?</p> <p>By the end of this lesson, children will be able to describe how we can keep healthy by exercising, eating a healthy diet and taking care of our hygiene.</p> <p>Enquiry Skill: Observing overtime</p>	<p>What can damage our health?</p> <p>By the end of this lesson, children will be able to identify different things that people do that can lead to them being unhealthy.</p> <p>Enquiry Skill: Investigating</p>
Computing	Introducing variables	Variables in programming	Improving a game	Designing a game	Design to code	Designing a game
Geography	<p>How is the global population changing?</p> <p>To understand the change and distribution of the global population.</p>	<p>What is birth and death rates?</p> <p>To define birth and death rates and describe why they change.</p>	<p>Why do people migrate?</p> <p>To recognise the push and pull factors influencing migration.</p>	<p>How is climate change impacting the population?</p> <p>To begin to understand the impact climate change can have on the global population</p>	<p>How is population impacting our environment? Data collection</p> <p>To collect data showing how population impacts the amount of traffic and litter in an area.</p>	<p>How is population impacting our environment? Findings</p> <p>To write a report on the fieldwork process, analyse findings and make</p>



						suggestions to improve a situation.
DT	Complementary flavours To explain the use of complementary flavours.	Three ingredients; three courses To research and design a three-course meal.	Ingredients and skills To explain recipe choices.	To start... To apply culinary skills and knowledge.	The main course To apply culinary skills and knowledge	Dessert To apply culinary skills and knowledge.
PSHE	Navigating feelings about money To identify feelings around money and discuss their impact.	Keeping money safe To recognise how to safeguard money in digital and physical environments.	Imagining our financial future To identify how money-related matters develop at secondary school.	The risks of gambling To recognise the risks of gambling.	Workplace environments To explore how different careers, operate in a workplace.	Career routes To explore different career routes and their requirements.
PE	Track and return a ball Pupils will use the actions of catching, bowling and getting a player out, whilst increasing their heart rate and raising alertness.	Track and collect Pupils develop the skill of tracking and retrieving a ball, and turning to aim at a target.	Awesome aiming 'Awesome aiming' is a great personal challenge that allows pupils to work in pairs to evaluate one another's retrieving and accurate returning skills.	Rapid retrieve This striking and fielding game is a great way for pupils to practise their fielding and accurate returning skills. A fun and competitive game, 'Rapid retrieve' is played in groups of six; players score as pairs, and rotate the roles of fielder, batter and runner.	Pair and share 'Pair and share' give pupils a chance to reflect on what they have learned and to listen to another pupil's ideas.	Skittles This is a quick and fun activity that will help develop your fielding skills. It is similar to a game of skittles or 10-pin bowling.