



Key question: Y5	Autumn 1 What makes my world go around?	Autumn 2 What have the Romans ever done for us?	Spring 1 VVhat made people settle where they did?	Spring 2 Conflict, compassion and compromise	Summer 1 What makes Swindon special?	Summer 2 Geographical comparison to China.
Key Question Y6	What makes my world go around?	Shang Dynasty in Ancient China/.	Why does the world need Rainforests and what is happening to them?	What was it like in 19th century Britain?	Were the Aztecs the best warriors? (can compare vikings etc)	Where would you plan a road trip in America? (South/North)
Writing (Genre) *text types and books to be put in when topics chosen	Fiction Poetry Non-fiction	Non-fiction Non-fiction Fiction	Non-fiction Non-fiction Fiction	Fiction Non-fiction Non-fiction	Fiction Fiction Non-fiction	Non-fiction Fiction poetry
Vocabulary, Grammar and punctuation	-Relative Clauses -Expanded noun phrases (convey information concisely) -Adverbs to indicate degree of possibility -Parenthesis	-Colons to introduce a list -Modal verbs -Apostrophes/contractio ns -Subordinating/coordina ting conjunctions (complex/compound)	-Relative Clauses -Subjunctive form -Subordinating/coordina ting conjunctions (complex/compound) -Passive/active voice	-Expanded noun phrases -Semi-colons, clonos or dashes to mark boundaries -Parenthesis -Subordinating/coordinating conjunctions (complex/compound)	-Relative Clauses -Subordinating/coordina ting conjunctions -Active and passive voice -Hyphens to avoid ambiguity -Commas to avoid ambiguity	(Recap as required)
Vocabulary, Grammar and punctuation	-punctuation to avoid ambiguity -compound/complex sentences - moving the subordinate clause	-use colons/semi-colons -expanded noun phrases - relative clauses	-verb tenses effectively -parenthesis Adverbs/modal verbs	-hyphens - subjunctive Revise - key concepts	(recap as required)	(recap as required)
Whole Class Reading text	Land of Roar	Evernight	Cogheart	Holes	Star spunweb	Firegirl forest boy
Whole Class Reading text	The boy in the back of the class	The arrival	Winter Magic (short stories)	Rumblestar	Nowhere Emporium	Northern lights
Spelling	Purplemash overview					
Maths	-Read, write, order and	Round % digit numbers	Place values in decimals	-X and / by 10,100 and	Place value in 6 digit	Identify and write





Follow Hamilton Overview	compare 5 and 6 digit numbersDivide by 10/100: 2 place decimals -Compare 1 and 2 place decimals -Column addition (% digits) -Decimal and money addition -Mixed number - improper fractions -Finding fractions of amounts -Multiples, factors and word problems -Primes, divisibility and mental strategiesMetric and imperial units -Timetables and intervals: 24 hour clock	-Add/subtract multiples of 0.1/0.01 -Subtract decimals with 1 or 2 places -Column subtraction: choose strategies -Revise add/sub -Add/subtract equivalent fractions -Grid method and short multiplication -Short multiplication 4 digits, inc. money -Perimeters: composite and rectilinear -Regular/irregular areas: volumes -Temperature and negative numbers	-Column addition 2 place decimals -Mental and written addition/subtraction -3D shapes Properties of polygons; quadrilaterals -Subtraction with decimals -Division of big numbers vertical layout	rounding decimals -Column subtraction/word problems -Draw/reflect shapes on coordinate grids -Multiples fractions; decimals -Unit/non unit fractions -add/subtract fractions (see summer hamilton) -Multiples/factors; mental x and / strategies Short division with ¾ digit numbers -recognise, measure and draw angles; Angle theorems	numbers -Negative numbers: count through zero -Place value in 3 decimal places -Compare and use 3 place decimals -Grid/short and long multiplication -Multiple fractions by whole numbers	roman numerals -Subtract decimals by counting up -Mental multiplication and division -Column addition, whole/decimals numbers/money -Choose subtraction method; column/counting up -Begin to understand percentages -Recap short division/long multiplication
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Maths Hamilton Overview	-Place value in 6-digit numbers -Place 6-digit numbers on lines and round -Column addition & subtraction including estimation -Mental/ written calculation strategies -Multiples, factors and prime numbers -Solve short multiplication problems -Use short division to solve problems -Understand decimals w/ 3 places -Add/subtract multiples of 0.01/0/001 -Equivalent fractions: add and subtract -Construct 3-D shapes using nets -2-D shapes (circles and quadrilaterals)	-Add or subtract decimals -Subtract 1-and 2- place decimalsSolve equations w/2 unknowns -Generate and continue linear sequences -Long multiplication problems -Formal and mental calculation strategies -Add, subtract & round 6-17-digit numbers -Understand/calculate negative numbers -Use brackets and order of operations -Draw, translate, reflect polygons -Draw 2-D shapes: find missing angles	Place value 7 digits -Add numbers with up to 3 decimal places -Multiply/divide 2-place decimal numbers -Time intervals, timetables, 24-hour clock -Percentages and fractions of amounts -Ratios, proportion and percentages -Pie-charts; find the mean of a data set	-Short/long multiplication in problems -Scale factor problems concerning area -Solve rate and scaling problems -Conversion: metric/imperial units; line graphs Revision -Decimals - including negatives -Add/subtract whole numbers -Mental strategies; written calculation Mental multiplication /division: -Fractions,decimals -Understanding and calculation fractions GAP Analysis as needed	Revision -Areas, perimeters and volume -Shapes, angles, reflections and translations -Charts - calculating mean -Algebra:unknown and linear sequences GAP Analysis as needed	POST SATS: Maths projects Math around us: measuring ourselves, tessellations, ratios in art etc Exploration in maths: explore millions, history of maths Puzzles and Games: calculator patterns; number puzzles
Science *(to be taught in science lessons % discrete - 3 own chn's enquiry led	Animals – focus on their development	Changes in materials	Living things and their habitat	Earth/space		Forces
Science **(to be taught in science lessons %	Evolution/inheritance	Light	Living things and their habitat	Electricity		Animals (heart, nutrition etc) Cooking (link to DT





discrete - 3 own chn's enquiry led						statement)		
	Working scientifically							
Geography/ History	Locate the world's countries using maps - concentrating on environmental regions Identify the Equator, longitude, latitude and different time zones	The Roman Empire and its impact on Britain	Human geography, including: types of settlement and land use, natural resources including energy, food, minerals and water	A study or aspect or theme in British history that extends pupil's chronological knowledge beyond 1066 (to fit children's interests)	Local history study **(Use the eight points of a compass, grid references, symbols etc Fieldwork to observe human and physical features in the local area) tie in with Local History study	Understand Geographical similarities and differences through the study of human/physical geog of a region of the UK with a country in North/South America		
Geography/ History	Locate the world's countries using maps - concentrating on environmental regions ldentify the Equator, longitude, latitude and different time zones	A non-European society that provides contrast with British History	Physical Geography: Climates, biomes, vegetation belts (rainforests)	A study or aspect or theme in British history that extends pupil's chronological knowledge beyond 1066 (to fit children's interests)	Achievements of Earliest Civilization	Understand Geographical similarities and differences through the study of human/physical geog of a region of the UK with a country in North/South America		
Art, Design and Technology.	Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities	Learn about great artists, architects and designers in history Understand how key events and individuals in design and technology have helped shape the world	Investigate and analyse a range of existing products Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups Evaluate their ideas and	Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately	Develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.	Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities		





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			products against their own design criteria and consider the views of others to improve their work T3			
Art, design and technology.	To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities	Learn about great artists, architects and designers in history Understand how key events and individuals in design and technology have helped shape the world	Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	Develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.	Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design Apply their understanding of computing to program, monitor and control their products.
Art/DT	To use sketch books					
Computing	Strands - linked through Enquiry outcomes				Y5/6Programming (purplemash)	Strands linked through Enquiry outcomes
PE	See Whole School Overview					





MFL	See Whole School Overview
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