



Subject	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
			Class Text: Call of the Wild b	y Jack London		
	Give reasons for a	Free writing as Buck -	Comic Strip.	Narrative with	A narrative poem/	Writing a character
	point of view	to explore the		dialogue.	soliloquy – to	monologue.
	including evidence -	character's thoughts	Lesson 1:		entertain.	
English	to develop	and feelings.	LO: To explore the	Lesson 1:		Lesson 1:
	comprehension skills.		writer/narrator's	LO: To write in the style	Lesson 1:	LO: To develop
		Lesson 1:	intentions in	of the story.	LO: To explore and	empathy for a
	The next part of a	LO: To understand the	conveying/portraying	LKS2: EN W C2a, LKS2:	evaluate poetry in	character.
	fight scene – to	characters of the dogs	character.	EN W C3a, UKS2: EN W	narrative.	To evaluate the ending
	explore and	and men in the story and	EN SL 7, EN SL 6, EN SL	C3a, UKS2: EN W C3b,	LKS2: EN W C2a, UKS2:	of the novel.
	consolidate writing in	Buck's introduction to	11, UKS2: EN RC1e, UKS2:	UKS2: EN W C4, LKS2: EN	EN W C2e, LKS2: EN W	UKS2: EN RC2c, UKS2:
	this style.	Primitive Law.	EN RC2b, UKS2: EN RC2c.	W C6, LKS2: EN W VGP1a,	C3a, UKS2: EN W C3a,	EN RC2f, UKS2: EN RC3,
		UKS2: EN RC2a, LKS2: EN		LKS2: EN W VGP1d, LKS2:	UKS2: EN W C3b, UKS2:	LKS2: EN W C2a, LKS2:
	Lesson 1:	RC1g, UKS2: EN RC2b,	Lesson 2:	EN W VGP2a, LKS2: EN W	EN W C4, LKS2: EN W	EN W C3.
	LO: To understand the	UKS2: EN RC2c, UKS2: EN	LO: To write in the style	VGP2b, LKS2: EN W	VGP1a, LKS2: EN W	
	term denouement and	W VGP2d.	of the story.	VGP2c.	VGP1d, LKS2: EN W	Lesson 2-3:
	how it relates to a		EN SL 7, EN SL 6, EN SL		VGP1e.	LO: To evaluate the
	story.	Lesson 2:	11, UKS2: EN RC1e UKS2:	Lesson 2:		ending of the novel.
	UKS2: EN RC2a, LKS2:	LO: To understand how	EN RC2b, UKS2: EN RC2c,	LO: To write in the style	Lesson 2:	UKS2: EN RC2a, UKS2:
	EN RC1g, UKS2: EN	the writer's choices	UKS2: EN RC2e, LKS2: EN	of the story.	LO: To explore and	EN RC2b, UKS2: EN
	RC2b, UKS2: EN RC2c.	impact on our	W C2a, LKS2: EN W	LKS2: EN W C2a, LKS2:	evaluate poetry in	RC2c, UKS2: EN RC2e,
		understanding of the	VGP1d, LKS2: EN W	EN W C3a, UKS2: EN W	narrative.	UKS2: EN RC2f, UKS2:
		story/characters/setting/	VGP2a, LKS2: EN W	C3a, UKS2: EN W C3b,	LKS2: EN W C2a, LKS2:	EN RC3.
		Context.		UKS2: EN W C4, LKS2: EN	EN W C3, LKS2: EN W	





Lesson 2:	EN SL 7, EN SL 6, EN SL	VGP2b, LKS2: EN W	W C6, LKS2: EN W VGP1a,	C3a, UKS2: EN W C3a,	Lesson 4:
LO: To understand the	11, LKS2: EN RC1e UKS2:	VGP2c.	LKS2: EN W VGP1d, LKS2:	UKS2: EN W C3b, UKS2:	LO: Plan the main
context of The Call of	EN RC2b UKS2: EN RC2c,		EN W VGP2a, LKS2: EN W	EN W C4, UKS2: EN W	events of a story.
the Wild.	UKS2: EN W VGP2d.	Lesson 3:	VGP2b, LKS2: EN W	C5, UKS2: EN RC1g,	UKS2: EN RC2c, UKS2:
UKS2: EN RC5.		LO: To write in the style	VGP2c.	LKS2: EN W VGP1a,	EN W C1a, LKS2: EN W
	Lesson 3:	of the story.		LKS2: EN W VGP1d,	C1b.
Lesson 3:	LO: To develop	EN SL 7, EN SL 6, EN SL	Lesson 3:	LKS2: EN W VGP2a.	
LO: To develop	understanding of	11, UKS2: EN RC1e UKS2:	LO: To explore the		Lesson 5:
familiarity with the	character in The Call of	EN RC2b, UKS2: EN RC2c,	writer/narrator's	Lesson 3:	LO: To plan a story.
writing style of Jack	the Wild.	UKS2: EN RC2e, LKS2: EN	intentions in	LO: To explore the	UKS2: EN W C1a, LKS2:
London.	EN SL 7, EN SL 6, EN SL	W C2a, LKS2: EN W	conveying/portraying	writer's intentions in	EN W C1b.
UKS2: EN RC2a, LKS2:	11, UKS2: EN RC1e, UKS2:	VGP1d, LKS2: EN W	character.	portraying character.	
EN RC1g, UKS2: EN	EN RC2b UKS2: EN RC2c.	VGP2a, LKS2: EN W	UKS2: EN RC2c, UKS2: EN	LKS2: EN RC1g, UKS2:	Lesson 6+
RC2f, UKS2: EN RC2b,		VGP2b, LKS2: EN W	RC2e, LKS2: EN W C2a,	EN RC2f, EN SL 7, EN SL	LO: To draft, edit and
UKS2: EN RC2d.	Lesson 4:	VGP2c, UKS2: EN W TS1.	UKS2: EN W C3a, LKS2:	6, UKS2: EN RC1e,	publish a story.
	LO: To explore Buck's		EN W C6, LKS2: EN W	UKS2: EN RC2c, UKS2:	
Lesson 4:	thoughts and feelings.	Lesson 4:	VGP1a, LKS2: EN W	EN RC2b.	LKS2: EN W C2a, LKS2:
LO: To analyse how the	UKS2: EN RC2c, UKS2: EN	LO: To explore the	VGP1d, LKS2: EN W		EN W C3, LKS2: EN W
writer uses language to	RC2e, LKS2: EN W C2a,	writer/narrator's	VGP2a, LKS2: EN W	Lesson 4:	C3b, UKS2: EN W C1c,
reveal character.	UKS2: EN W C3a, LKS2:	intentions in	VGP2b, LKS2: EN W	LO: To explore the	UKS2: EN W C3a, LKS2:
UKS2: EN RC2c, UKS2:	EN W VGP1a, LKS2: EN W	conveying/portraying	VGP2c.	relationship between	EN W C6, LKS2: EN W
EN RC2f, EN SL 4, UKS2:	VGP1d, LKS2: EN W	character.		characters in a	VGP1a, LKS2: EN W
EN RC2d, LKS2: EN W	VGP2a, LKS2: EN W	EN SL 7, EN SL 6, EN SL	Lesson 4:	narrative.	VGP1d, LKS2: EN W
VGP1a, UKS2: EN W	VGP2b, LKS2: EN W	11, UKS2: EN RC1e, UKS2:	LO: To develop assured	UKS2: EN RC2a, UKS2:	VGP1e, LKS2: EN W
VGP2d, UKS2: EN W	VGP2c.	EN RC2b, UKS2: EN RC2c.	and conscious control	EN RC2b, UKS2: EN	VGP2, LKS2: EN W
VGP2c.			over levels of formality.	RC2c, UKS2: EN RC2e,	VGP2c.
	Lesson 5:	Lesson 5:	UKS2: EN RC2c, UKS2: EN	UKS2: EN RC2f, UKS2:	
Lesson 5:	LO: To develop an	LO: To explore and	RC2e, LKS2: EN W C2a,	EN RC3.	
LO: To explore the	understanding of context	analyse the writing of an	UKS2: EN W C3a, LKS2:		
writing of a fight scene.	in The Call of the Wild?	action/fight scene.	EN W C6, LKS2: EN W		





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	UKS2: EN RC2c, UKS2:	UKS2: EN RC5, UKS2: EN	UKS2: EN RC2f, LKS2: EN	VGP1a, LKS2: EN W	Lesson 5:	
	EN RC2e, LKS2: EN W	RC6, EN SL 8.	W C1a, LKS2: EN W C1b.	VGP1d, LKS2: EN W	LO: To evaluate how an	
	C2a, UKS2: EN W C3a,			VGP2a, LKS2: EN W	author portrays a	
	LKS2: EN W C6, LKS2:			VGP2b, LKS2: EN W	theme.	
	EN W VGP1d, UKS2: EN			VGP2c.	UKS2: EN RC2a, UKS2:	
	W C3a, LKS2: EN W				EN RC2b, UKS2: EN	
	VGP2a, LKS2: EN W			Lesson 5:	RC2c, UKS2: EN RC2e,	
	VGP2c, UKS2: EN W			LO: To improve reading	UKS2: EN RC2f, UKS2:	
	TS1.			comprehension and	EN RC3.	
				visualisation.		
				UKS2: EN RC1e, UKS2: EN		
				RC1f, UKS2: EN RC2,		
				UKS2: EN RC2a, UKS2: EN		
				RC2b, UKS2: EN RC2c,		
				UKS2: EN RC2d, UKS2: EN		
				RC2e, UKS2: EN RC2f,		
				UKS2: EN RC3.		
	Commas	Commas	Cohesion	Cohesion	Cohesion	Assessment and
SPAG						Revision
Si AG	Using commas to	Using commas to clarify	Devices to build	Devices to build	Link idea across	Revision
	clarify meaning and	meaning and avoid	cohesion within a	cohesion within a	paragraphs using	
	avoid ambiguity in	ambiguity in writing.	paragraph (e.g. then,	paragraph (e.g. then,	adverbials for time,	
	writing. Y5:G5.6	Y5:G5.6	after, that, this, firstly).	after, that, this, firstly).	place and number.	
	witchig. 15.05.0	13.03.0	Y5:G1.5	Y5:G1.5	Y5:G1.5	
			13.01.3	13.01.3	13.01.3	





Maths	Identify angles at a point and one whole turn (total 360o) Y5:S4 Identify angles at a point on a straight line and 2 1 a turn (total 180o) Y5:S5 - Identify other multiples of 90o Y5:S6	Use the properties of rectangles to deduce related facts and find missing lengths and angles Y5:S7	Distinguish between regular and irregular polygons based on reasoning about equal sides and angles Y5:S8	Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed. Y5:PD1	Convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre) Y5:M1	Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints Y5:M2
Science	Science: Animals including humans	Science: Animals including humans	Science: Animals including humans	Science: Animals including humans	Science: Animals including humans	Science: Animals including humans
	Lesson 1: Humans	Lesson 2: Growth of	Lesson 3: Puberty	Lesson 4: Changes in	Lesson 5: Gestation	Lesson 6: Life
	Timeline	Babies		Old Age	Periods	Expectancy
			L.O. To describe and			
	L.O. To describe the	L.O. To explain how	explain the main	L.O. To identify the	L.O. To report findings	L.O. To record complex
	stages of human	babies grow and develop	changes that occur	changes that take place	from enquiries.	data using graphs and
	development.Y5:Sc:A1	and present data.	during puberty.	in old age.	Y5-6:Sc:WS3, Y5-	models and identify the
	Big Idea (Aspest)	Y5-6:Sc:WS3, Y5-	Y5:Sc:A1	Y5:Sc:A1	6:Sc:WS5, Y5:Sc:A1	relationship between variables.
	Big Idea (Aspect): Humankind (Human	6:Sc:WS5, Y5:Sc:A1	Big Idea (Aspect):	Big Idea (Aspect):	Big Idea (Aspect):	Y5-6:Sc:WS5
	body)	Big Idea (Aspect):	Humankind (Human	Humankind (Human	Humankind (Human	15-0.50.1055
	Investigation	Humankind (Human	body)	body)	body)	Big Idea (Aspect):
	(Questioning)	body)	Investigation	Investigation	Investigation	Investigation
		Investigation	(Questioning)	(Questioning)	(Questioning, Report &	(Questioning, Report &
		(Questioning, Report &			conclude, Gather &	conclude,
					record data)	Investigation)





History	History: British History 5: What was life like in	conclude, Gather & record data) Creativity (Report & conclude, Gather & record data) History: British History 5: What was life like in	History: British History 5: What was life like in	History: British History 5: What was life like in	Creativity (Report & conclude) History: British History 5: What was life like in	Creativity (Report & conclude, Gather & record data) History: British History 5: What was life like in
	Tudor England? Lesson 1: Fair ruler or tyrant? What was Henry VIII really like? L.O. To use different types of evidence to interpret the character of Henry VIII KS2: Hi 6 Big Idea (Aspect): Significance (significant people) Change (British History) Humankind (hierarchy and power) Materials (artefacts and sources)	Tudor England? Lesson 2: Why was Anne Boleyn killed? L.O. To make deductions about Anne Boleyn from a range of primary and secondary sources. KS2: Hi 6 Big Idea (Aspect): Significance (significant people and events) Change (British History) Humankind (hierarchy and power) Materials (artefacts and sources)	Tudor England? Lesson 3: Why did Henry VIII have so many wives? L.O. To understand why Henry VIII had so many wives KS2: Hi 6 Big Idea (Aspect): Significance (significant people) Change (British History) Investigation (investigate and interpret evidence)	Tudor England? Lesson 4: What was a Royal Progress? L.O. To extract evidence from primary sources about the Royal Progresses of Elizabeth I. KS2: Hi 6 Big Idea (Aspect): Significance (significant people) Change (British History and chronology) Materials (artefacts and sources) Investigation (investigate and interpret evidence)	Tudor England? Lesson 5: What was a Royal Progress like? L.O. To reconstruct a Royal Progress using a range of primary sources. KS2: Hi 6 Big Idea (Aspect): Significance (significance (significant events) Change (British History) Creativity (communication) Materials (artefacts and sources)	Tudor England? Lesson 6: What can inventories tell us about life in Tudor times? L.O. To make deductions about the people in Tudor England using inventories. Lesson 7: What can inventories tell us about life in Tudor times? L.O. To create a realistic inventory for a





	Investigation (investigate and interpret evidence)	Investigation (investigate and interpret evidence) Creativity (report and conclude)			Investigation (investigate and interpret evidence)	person living in Tudor times. KS2: Hi 6 Big Idea (Aspect): Change (British History) Humankind (everyday life) Materials (artefacts and sources) Investigation (investigate and interpret evidence)
Art	Art: Craft and Design - Architecture	Art: Craft and Design - Architecture	Art: Craft and Design - Architecture	Art: Craft and Design - Architecture	Art: Craft and Design - Architecture	
	Lesson 1: Observational drawing - houses LO: To apply observational drawing skills to interpret forms accurately. KS2:AD1 KS2:AD2 KS2:AD3 Big Aspects:	Lesson 2: House monoprint LO: To apply composition skills to develop a drawing into print. KS2:AD2 KS2:AD3 Big Aspects: Creativity (Creation; Generation of ideas)	Lesson 3: Be an architect LO: To apply an understanding of architecture to design a building. KS2:AD1 KS2:AD2 KS2:AD3 Big Aspects:	Lesson 4: Friedensreich Hundertwasser LO: To extend design ideas through research and sketchbook use. KS2:AD1 KS2:AD2 KS2:AD3 Big Aspects:	Lesson 5: Monument LO: To explore and evaluate the intention of a design. KS2:AD1 KS2:AD2 KS2:AD3 Big Aspects: Creativity (Creation, Generation of ideas, Evaluation) Materials	





	Creativity (Generation of ideas) Materials (pencil, charcoal, ink and pen) Place (Landscapes)	Materials (pencil, charcoal, ink and pen, print) Place (Landscapes)	Creativity (Generation of ideas, Evaluation) Materials (pencil, charcoal, ink and pen) Place (Landscapes) Significance (significant people and movement)	Creativity (Generation of ideas) Materials (pencil, charcoal, ink and pen) Place (Landscapes) Significance (significant people and movement)	(pencil, charcoal, ink and pen) Comparison (compare and contrast) Place (Landscapes) Significance (significant people and movement)
Music	Music: Musical theatre	Music: Musical theatre	Music: Musical theatre	Music: Musical theatre	Music: Musical theatre
	Lesson 1: What is musical theatre?	Lesson 2: Character or action song	Lesson 3: Create your own musical	Lesson 4: Rehearsing my musical	Lesson 5: Performing my musical
	LO: To understand the history of musical theatre.	LO: To identify character songs and action songs.	LO: To create musical theatre scene.	LO: To rehearse a musical theatre scene.	LO: To perform a musical theatre scene.
		KS2: MU1, MU2, MU3, MU5, MU6	KS2: MU1, MU2, MU3, MU5, MU6	KS2: MU1, MU2, MU3, MU5, MU6	KS2: MU1, MU2, MU3, MU5, MU6
	KS2: MU1, MU2, MU3, MU5, MU6 Big ideas (Aspect): Investigation (Listening, Music appreciation)	Big ideas (Aspect): Investigation (Listening, Music appreciation)	Big ideas (Aspect): Creativity (Pulse and rhythm, Composition)	Big ideas (Aspect): Creativity (Singing, Pulse and rhythm, Composition)	Big ideas (Aspect): Creativity (Singing, Pulse and rhythm, Composition)





PE	Cricket Lesson 1: Mini Game Batting	Cricket Lesson 2: Mini Game Fielding	Cricket Lesson 3: Run and Return: Scoring Runs	Rounders Lesson 1: Racing Rounders (batting)	Rounders Lesson 2: Racing Rounders (fielding)	Rounders Lesson 3: Applying learning into a game
	LO: To direct the ball away from the fielders to score points (runs). KS2:PE1 KS2:PE2	LO: To keep the batter's score as low as possible. KS2:PE1 KS2:PE2 Big Idea (Aspect):	LO: To make effective choices, deciding which marker to run to depending on the fielder. KS2:PE1 KS2:PE2	LO: To hit the ball away from the fielders to score points (rounders). KS2:PE1 KS2:PE2	LO: To keep the batter's score as low as possible. KS2:PE1 KS2:PE2	LO: To prevent the batter from scoring a rounder or two. KS2:PE1 KS2:PE2
	Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)	Big Idea (Aspect): Processes (Sending and Striking) Processes (Team Games) Creativity (Evaluation)
PSHE	Relationships Lesson 1: Recognising Me LO: To have an accurate picture of who I am as a person in terms of my	Relationships Lesson 2: Safety with Online Communities LO: To understand that belonging to an online community can have	Relationships Lesson 3: Being in an Online Community LO: To understand there are rights and responsibilities in an	Relationships Lesson 4: Online Gaming LO: To know there are rights and responsibilities when playing a game online	Relationships Lesson 5: My Relationship with Technology: screen time LO: To recognise when I am spending too	Relationships Lesson 6: Relationships and Technology LO: To explain how to stay safe when using technology to





	characteristics and personal qualities Big Idea (Aspect): Comparison (Compare and Contrast)	positive and negative consequences. Big Idea (Aspect): Investigation (Media)	online community or social network Big Idea (Aspect): Investigation (Media)	Big Idea (Aspect): Materials (Consumers) Investigation (Media)	much time using devices (screen time) Big Idea (Aspect): Materials (Consumers)	communicate with my friends Big Idea (Aspect): Materials (Consumers) Investigation (Media)
Computi ng	Creating media – Introduction to vector graphics.	Creating media – Introduction to vector graphics.	Creating media – Introduction to vector graphics.	Creating media – Introduction to vector graphics.	Creating media – Introduction to vector graphics.	Creating media – Introduction to vector graphics.
	LO: To identify that drawing tools can be used to produce different outcomes KS2: CO 6	LO: To create a vector drawing by combining shapes KS2: CO 6	LO: To use tools to achieve a desired effect KS2: CO 6	LO: To recognise that vector drawings consist of layers KS2: CO 6	LO: To group objects to make them easier to work with KS2: CO 6	LO: To apply what I have learned about vector drawings KS2: CO 6
	Big Idea (Aspect): Place (Digital World) Creativity (Creation)	Big Idea (Aspect): Place (Digital World) Creativity (Creation)	Big Idea (Aspect): Place (Digital World) Creativity (Creation)	Big Idea (Aspect): Place (Digital World) Creativity (Creation)	Big Idea (Aspect): Place (Digital World) Creativity (Creation)	Big Idea (Aspect): Place (Digital World) Creativity (Creation)





RE	Living - What does it mean to be Muslim in Britain today?	Living - What does it mean to be Muslim in Britain today?	Living - What does it mean to be Muslim in Britain today?	Living - What does it mean to be Muslim in Britain today?	Living - What does it mean to be Muslim in Britain today?	Living - What does it mean to be Muslim in Britain today?
	Lesson 1:	Lesson 2:	Lesson 3:	Lesson 4:	Lesson 5:	Lesson 6:
	LO: What helps Muslims through the journey of life?	LO: What is the key belief of Muslims?	LO: Why does prayer matter to Muslims?	LO: How is charity important to Muslims?	LO: Why do Muslims fast?	LO: Why do Muslims want to go on pilgrimage?
	Y5: Living Lesson 1	Y5: Living Lesson 2	Y5: Living Lesson 3	Y5: Living Lesson 4	Y5: Living Lesson 5	Y5: Living Lesson 6