



Year Five Half Termly Overview 2025-2026



Spring 2

	23.02.26	02.03.26	09.03.26	16.03.26	23.03.26	
Key Events		World Book Day		Science Week		
Focus weeks	Science	History	English	Science	D&T	
Room of Wonders/ Trip/ Visitor	School Tasking pm		School Tasking pm		School Tasking pm	
English	Curiosity by Markus Motem					
Maths	Fractions B	Decimals and Percentages			Perimeter and Area	
RE	Why do Christians believe that Easter is a celebration of victory?	What is Jesus victorious over?	How does this affect our lives today?	How do the events and services that take place in churches during Holy Week and Easter reflect Christian belief that Jesus' death and resurrection was a victory?	What did Jesus do to save human beings?	
P4C	Stereotypical male and female roles			Save the turtles!		
PSHE	Healthy Relationships					
Science	Can you describe the movement of	Can you explain the apparent movement	Can you explain how the Earth's tilt creates seasons?	Can you describe how the phases of the moon are created?	Can you explain the	Can you name and order the eight



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	the Earth, Sun and Moon in relation to one another?	of the sun across the sky?			differences between the heliocentric and geocentric model of the solar system?	planets in the Solar System?
Geography						
History	Can you compare life at different levels of society in Tudor times?			What can we learn about Elizabethan England by studying their leisure time?		
Art & Design						
D&T						Electrical systems
Music	<ul style="list-style-type: none"> • Listen and copy back simple rhythmic and melodic patterns. • Identify drum patterns, basslines, riffs, and play them using body percussion and voices. • Demonstrate an understanding of the history of Argentine Tango. 					
Computing	iProgram unit 2			eSafety		
MFL	Norriture Au Restaurant Au café La norriture saine					
PE	SWIMMING					



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	<p>Creative Games – To dribble and pass and receive a ball. Character: decision making – to make decisions when to pass the ball in a game situation.</p>	<p>Creative Games – To select and apply appropriate tactics when playing invasion games. Character: decision making – to make decisions on when to pass the ball.</p>	<p>Creative Games – To create a rugby type game and select and apply tactics to outwit and opponent. Character: problem solving – to adapt experience of games and generate ideas and explore possibilities to create a unique game.</p>	<p>Creative Games – To work as a team to solve tactical problems through designing a unique invasion game. Character: co-operation – to share ideas and resources. To work towards a shared goal.</p>	<p>Creative Games – To adapt an invasion game to include positions and attacking/defending options. Character : Evaluation – To evaluate an invasion game and offer suggestions for improvements.</p>	<p>Creative Games – To apply simple attacking and defending tactics when playing an invasion game. Character: Evaluation – to evaluate own work and that of others</p>
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