

Phase 3 Curriculum Map – Cycle A



Year 5 and 6

Subject	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Science	Forces	Living Things & their Habitats	Earth and Space	Animals, including Humans (Changes as you age)	Properties and ch	anges of materials
History	Maafa		The Maya		Viking and Anglo-Saxons	
Geography	Land Use - Agriculture		Polar Regions		UK Study	
Art & Design	Significant Black Artists		Inuit Art – Printing		Sculptures around the UK - People	
Design & Technology		Seasonal Food		Moving Toys - Cams		Textiles
Computing	NCCE -Computing Systems and Networks – Sharing Information Online Safety: Self-Image and Identity	NCCE -Creating Media – Vector Drawing Online Safety: Online Relationships	NCCE -Creating Media – Video Editing Online Safety: Online Reputation	NCCE -Data and Information — Flat-file Databases Online Safety: Managing Online Information	NCCE -Programming A – Selection in Physical Computing Online Safety: Health, Well-being and Lifestyle	NCCE -Programming B — Variables in Games; Scratch Online Safety: Privacy and Security Copyright and Ownership
Physical Education (P.E.)	Football	Tag Rugby	Gymnastics	Netball	Athletics	Tennis/Badminton
P.E. Skills	Personal Skills	Social Skills	Cognitive Skill	Creative Skills	Applying Physical Skills	Health and Fitness
Personal, Social, Health and Economic Education (P.S.H.E.)	Being Me in My World	Celebrating Difference	Dreams and Goals	Healthy Me	Relationships	Changing Me
Religious Education (R.E.)	Sikhism	Sikhism	Humanism	Humanism	Words of Wisdom	Words of Wisdom
Music	Nationalistic and Contemporary Periods	The Nutcracker	Recorder	Ukulele	Performance	Performance
French	Presenting Myself	Family	Home	Tudors	Habitats	Goldilocks
Outdoor Learning	Building, Lighting, maintaining and clearing a fire safely	Building, Lighting, maintaining and clearing a fire safely	Using a variety of tools for cutting	Using a variety of tools for cutting	Boiling water and toasting food outdoors	Boiling water and toasting food outdoors





Phase 3 Curriculum Map – Cycle B

Year 5 and 6

Subject	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Science	Light	Electricity	Living Things & their Habitats	Animals, including Humans	Evolution and Inheritance	
History	Ancient Greece		Chinese Dynasties		End of First World War Context, then Second World War (local history, evacuees, Forest School links)	
Geography	All About Maps		Human/physical comparison Northampton and South America		Human Geography (changing landscapes over time, compare UK to North America)	
Art & Design	Great Artists		Taotie – Casting		North American Artists	
Design & Technology		Architectural Design		Healthy and Varied Diet		Products with electrical circuits - Lighthouses
Computing	NCCE -Computing Systems and Networks - Communication Online Safety: Self-Image and Identity	NCCE -Creating Media – 3D Modelling Online Safety: Online Relationships	NCCE -Creating Media – Webpage Creation Online Safety: Online Reputation	NCCE -Data and Information - Spreadsheets Online Safety: Managing Online Information	NCCE -Programming B – Selection in Quizzes; Scratch Online Safety: Health, Well-being and Lifestyle	NCCE -Programming B - Sensing (Microbits) Online Safety: Privacy and Security Copyright and Ownership
Physical Education (P.E.)	Tag Rugby	Archery	Goalball	Football	Dance Tennis	
P.E. Skills	Cognitive Skills	Creative Skills	Social Skills	Applying Physical Skills	Health and Fitness	Personal Skills
Personal, Social, Health and Economic Education (P.S.H.E.)	Being Me in My World	Celebrating Difference	Dreams and Goals	Healthy Me	Relationships	Changing Me
Religious Education (R.E.)	Buddhism	Buddhism	Stories of Creation	Stories of Creation	Worship and Prayer	Worship and Prayer
Music	Classical Study	Jazz Music	Recorder	Ukulele	Performance	Performance
French	Phonetics 3 and 4 – The Date	My Home	Clothes	Planets	Me in the World	Regular Verbs
Outdoor Learning	Building, Lighting, maintaining and clearing a fire safely	Building, Lighting, maintaining and clearing a fire safely	Cooking Outdoors	Cooking Outdoors	Using a variety of tools for cutting	Using knots and lashings