Curriculum Overview – Kestrels Class (Years 5-6)

Cycle A (2024-25; 2026-27...) Cycle B (2025-26; 2027-28...)

English

Cycle A

Chinese Stories: Willow Pattern Story / The Four Dragons / The Crane Wife.

Recognising and applying conventions; dictionary & thesaurus skills; descriptive writing including adverbs/adverbials and expanded noun phrases; focus on a range of clause structures including subordinate and relative clauses; active/passive voice; punctuation including for direct speech and parenthesis; sentence functions; shifts in formality; creating cohesion; modal verbs; planning, drafting and editing. Discrete grammar and punctuation. Opportunities for use of Reading VIPERS.

Non-Chronological Reports: e.g. Chinese History and Culture.

Recognising and applying conventions; fact vs. opinion; active/passive voice; creating cohesion; planning, drafting and editing. Discrete grammar and punctuation. Further opportunities for use of Reading VIPERS.

Reading focus: Cogheart. Brightstorm.

WW2 / diary writing: Goodnight Mr Tom.

Recognising and applying conventions; punctuation including for contracted forms; formal & informal language; cohesion; sentence forms; reported speech; focus on a range of clause structures including subordinate and relative clauses; fact & opinion; descriptive language; descriptive writing including adverbs/adverbials and expanded noun phrases; plan, draft and edit. Discrete grammar and punctuation.

Opportunities for use of Reading VIPERS.

Reading focus: The Explorer. Boss of the Plains. Space.

Balanced Arguments.

Recognising and applying conventions; focus on tenses; cohesion & reader engagement; plan, draft and edit. Discrete grammar and punctuation. Opportunities for use of Reading VIPERS. Reading focus: Letter from the Lighthouse. Phoenix.

Cycle B

Way Home – Libby Hathorn.

Opportunities for use of Reading VIPERS; dictionary & thesaurus skills; descriptive writing including adverbs/adverbials and expanded noun phrases; focus on a range of clause structures including subordinate and relative clauses; active/passive voice; punctuation including for direct speech; sentence functions; shifts in formality; cohesion; planning, drafting and editing. Opportunities for use of Reading VIPERS. Discrete grammar and punctuation.

Formal Writing: Letters of Complaint.

Formal & informal language conventions; dictionary & thesaurus skills; word classes including adverbs and pronouns to avoid repetition; synonyms & antonyms; active & passive voice; subjunctive mood; plan, draft and edit. Discrete grammar and punctuation. Opportunities for use of Reading VIPERS.

Reading focus: The Arrival. The Journey.

The Adventures of Odysseus.

Language conventions; descriptive writing including adverbs/adverbials and expanded noun phrases; focus on a range of clause structures including subordinate and relative clauses; active/passive voice; punctuation including parenthesis and direct speech; sentence functions; shifts in formality; cohesion; plan, write and edit. Discrete grammar and punctuation. Opportunities for use of Reading VIPERS

Reading focus: Percy Jackson. Lost for Words.

	Biographies: Picasso / Kahlo. Identifying language conventions; active/passive voice; punctuation including colons; focus on a range of clause structures including subordinate and relative clauses; cohesion including (fronted) adverbials; plan, draft and edit. Opportunities for use of Reading VIPERS. Reading focus: Flotsam. Macbeth.
Mathematics	We make use of the White Rose Maths scheme of work.
	Year 5 Place value; addition and subtraction; multiplication and division A; fractions A; multiplication and division B; fractions B; decimals and percentages; perimeter and area; statistics; shape; position and direction; decimals; negative numbers; converting units; volume.
	Year 6 Place value; addition, subtraction, multiplication and division; fractions A; fractions B; converting units; ratio; algebra; decimal; fractions, decimals and percentages; area, perimeter and volume; statistics; shape; position and direction.
Science	Cycle A Forces; Mechanisms; Human bodies – circulation; Light and Shadow; Earth & space; Living Things; Evolution & Inheritance; Human body – reproduction.
	Cycle B Materials and their Properties; Changing States; Electricity; Living things - Plants and Animal Classification; Life Cycles; Healthy bodies; Impact of Diet, Drugs, Exercise and Lifestyle; Humans – Change & Development.
Art & Design	Cycle A Sketching and different media; Human Figures; Clay; American Artists; Rousseau Rainforests; WW2 Propaganda Posters; Peter Thorpe, Space Painting.
	Cycle B Seascapes and skylines; Greek pots, clay architecture; Botanicals; Georgia O'Keefe and William Morris; Landscapes; Photos, Ansel Adams Collage.
History	Cycle A Victorian Inc transport- (Local area & Study since 1066); Victorians Shackleton's Expedition. World War II; History of Space Exploration; The Maya.
	Cycle B Immigration over time / America; Ancient Greece; Reivers / Romans - Local History.
Geography	Cycle A Locality & UK; Longitude/ latitude equator, poles, maps and mapping; Europe & UK; Rainforests – Biomes; South America/ Amazon Comparison; Map work; North and South America - human and physical geography; mountains.
	Cycle B World Geography/ Local Area – Mapping; Settlements; Global trade routes; Europe – Greece; Natural Resources; Energy use; Our Changing World / Coasts; Rivers.

PE (3-year cycle)	Cycle A 1) Football, 2) Dance 1) Netball-Bench ball, 2) Gymnastics-Travelling and Stretching 1) Rugby 2) Gymnastics - equipment use 1) Tennis, 2) Circuits 1) Swimming, 2) Rounders 1) Swimming, 2) Outdoor and Adventure skills / Athletics Cycle B 1) Circuits, 2) Dance-Topic link 1) Basketball, 2) Gymnastics-Travelling and taking weight on different parts 1) Hockey, 2) Dance-Topic Link 1) Cricket, 2) Badminton 1) Swimming, 2) Athletics and Mini Olympics 1) Swimming, 2) Outdoor and Adventure skills. Cycle C 1) Football, 2) Gymnastics - Travelling and Stretching 1) Circuits, 2) Gymnastics 1) Rugby 2) Dance 1) Netball-Bench ball, 2) Rounders 1) Swimming, 2) Tennis 1) Swimming, 2) Outdoor and Adventure skills / Athletics
PSHE	We make use of the <i>KidSafe</i> and <i>Scarf</i> schemes of work.
	Health and Well-being - Mental Health Keeping Safe Friendships Managing hurtful behaviour and bullying Safe Relationships Respecting self and others Media literacy and digital resilience British Values Healthy Lifestyles
RE	We make use of the <i>Cumbria SACRE</i> scheme of work. Cycle A What Can We Learn From Religious Leaders? [Focus on Mohammed with a look at Buddha]; How and Why do we Celebrate Festivals (inc. Vesak, Christmas); What Is Faith and how do people show faith through the arts? What Can Be Learned from the Holocaust?; How and Why do we Celebrate Festivals (inc. Easter); How and Why do we Celebrate Festivals (inc. Vesak). Humanism. (cont'd) Cycle B Why Do People Make Pilgrimages? Is Life Like A Journey?; What Religions Are Found In Our Communities?; How And Why Do People Pray?; Why Can Holding Beliefs Be Difficult?; What Can We Learn From Religious Texts?

Design & Technology	We make use of the <i>Kapow</i> scheme of work.		
	Cycle A Mechanical systems – Gears and Pulleys; Electrical systems – Doodlers; Cooking and nutrition – Developing a recipe; Textiles – Stuffed toys.		
	Cycle B Mechanical systems – Automata toys; Cooking and nutrition – global trade; Electrical systems – steady hand game; Textiles – Waistcoats.		
Music	We make use of the <i>Charanga</i> scheme of work.		
	Unit: Make You Feel My Love Unit: Fresh Prince Of Bel-Air Unit: Dancing In The Street Unit: Reflect, Rewind and Replay choice from Year 5 Unit: Happy Unit: Classroom Jazz 2	Style: Rock Style: Jazz Style: Pop Ballads Style: Hip Hop Style: Motown Style: Western Classical music and your Style: Pop/Motown Style: Jazz, Latin, Blues Carol Style: Benjamin Britten (Western Classi- Style: The Music of Carole King Style: Western Classical Music and your	
Computing	We make use of the <i>Discovery Education Coding</i> scheme of work for the coding element of Computing. Year 5 Dance Mat Typing. Creating complex programs using conditional statements, loops, and variables. Create more advanced programs with multiple sequences and conditions. Introduce debugging and optimising code. Building advanced interactive projects and learning Python basics. Build a project (e.g., an interactive game or simulation). Introduce basic Python coding skills. Exploring online reputation and the concept of digital citizenship. Explore online reputations and the implications of the digital world. Teach responsible digital citizenship. Year 6 Dance Mat Typing. Advanced programming with Python. Create programs using Python. Solve complex problems and use Python to develop solutions. Analyse online safety issues and developing strategies for digital well-being. Explore the risks and benefits of		
Languages	technology, focusing on the impact of digital footprints and privacy concerns. French: Me and My School; What Would You Like?; Sport; Clothes; I Live; A		
	French-Speaking Country.		