

# Harriers - Half Termly Overview – Spring 1 2025 – Time Travel

CORE SUBJECTS (SEE WEEKLY PLANS FOR MATHS AND ENGLISH OUTCOMES)				
	<b>Maths</b> <b>Y5 Following Red Rose Maths</b> <b>Y6 Following White Rose Maths schemes</b>	<b>English</b> <b>Inventors and inventions</b> <b>Novel as a theme (The Invention of Hugo Cabret by Brian Selznick)</b> <b>Magazine: Information text hybrid</b>	<b>RE</b> <b>Why do Christians believe Jesus was a great teacher?</b>	<b>SCIENCE</b> <b>Light</b>
6.1.25	Y5 Place Value Y6 Ratio	Novel as a theme Reading and responding	To reflect on my own experiences of teaching and learning	To explain that light travels in straight lines from light sources to our eyes, and from light sources to objects and then to our eyes
13.1.25	Y5 Addition and subtraction Y6 Ratio	Novel as a theme Reading and analysing	To explore parables and say what Jesus wanted people to learn from them	To understand how mirrors reflect light, and how they can help us see objects
20.1.25	Y5 Multiplication Y6 Algebra	Novel as a theme Gathering content	To create a modern day parable To imagine what kind of teacher Jesus would be today	To investigate how refraction changes the direction in which light travels
27.1.25	Y5 Measures (length, mass, capacity) Y6 Algebra	Novel as a theme Planning and writing	To explore the Beatitudes and simplify their meaning	To investigate how a prism changes a ray of light to show the spectrum
3.2.25	Y5 Geometry (translating shapes) Y6 Decimals	Magazine: Information text hybrid Reading, responding, analysing and gathering content	To find out how Christians try to live out Jesus's teachings with reference to our school's Christian values	To understand how shadows are formed and conduct an investigation
10.2.25	Y5 Geometry (angles) Y6 Decimals	Magazine: Information text hybrid Planning and writing	To explore the mustard seed parable and make links to Christian values	To conclude an investigation and present my findings

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FOUNDATION SUBJECTS							
	Creative Curriculum		Other curriculum subjects				
	History/Geography The Vikings	Art/DT 3D Art and sculpture	Computing Databases (Link to English: Inventors and inventions)	PE Dance: The Highway Man Swimming	Music The Fresh Prince of Bel Air	PSHE Keeping Safe	French Ma journée (Daily routines)
6.1.25	To explore Viking artefacts and generate questions	To analyse how art can explore the concept of self	To learn how to search for information in a database	Dance: To set the scene, investigating words and actions which create an atmosphere	To understand the structure of music, find the pulse, copy back rhythms and experiment with my own rhythms	To recognise which situations are risky To explore and share their views about decision making when faced with a risky situation To suggest what someone should do when faced with a risky situation	To ask and talk about daily routine
13.1.25	To gather information about Viking Longboats from a range of sources	To explore sculptural techniques	To contribute to a class database.	To convey a character through movement	To listen, appraise and respond to music and give my opinions about a piece of music	To explain how drugs can be categorised into different groups depending on their medical and legal context To demonstrate understanding that drugs can have both medical and non-medical uses To explain in simple terms some of the laws that control drugs in this country	To talk about the times of daily routines
20.1.25	To sequence significant events in history: Romans to Vikings	To use creative experience to develop ideas and plan a sculpture	To create a database around a chosen topic	To combine travel, turn, jump, gesture and stillness to convey events and emotions	To learn to sing a song	To understand some of the complexities of categorising drugs To know that all medicines are drugs but not all drugs are medicines To understand ways in which medicines can be helpful or harmful and used safely or unsafely	To ask and talk about breakfast
27.1.25	To present answers to historical questions: Why did the Vikings conduct raids?	To apply an understanding of materials and techniques to work in 3D	To create a database around a chosen topic	To use movement to convey the emotions of a character	To compose music To improvise with music	To understand some of the basic laws in relation to drugs To explain why there are laws relating to drugs in this country	To talk about details of a typical day
3.2.25	To present answers to historical questions: What was everyday life like for the Vikings?	To apply an understanding of materials and techniques to work in 3D	To create a database around a chosen topic	To explore contrasting actions to depict different characters and to create a sequence	To use and understand staff and other music notations	To explain what a habit is, giving examples To describe why and how a habit can be hard to change	To revise how to say the time in French
10.2.25	To communicate my findings about the Vikings	To critically evaluate my artwork and those of others	To create a database around a chosen topic	To retell the poem through movement linking travel, jump, turn, gesture and stillness	To perform a piece of music	To define what is meant by addiction, demonstrating an understanding that addiction is a form of behaviour To understand that all humans have basic emotional needs and explain some of the ways these needs can be met	Revision and consolidation