

Year 5/6 2026 – 2027 curriculum sequence

Autumn 2026	Spring 2027	Summer 2027
CUSP Writing <ul style="list-style-type: none"> Autobiography – builds on CUSP famous naturalists Discursive writing and speeches – build on CUSP WW2 Poems that create images and explore vocabulary (War poetry) – Remembrance First person stories with a moral. Shakespeare (Sonnets). Explanatory text – builds on CUSP Physical processes 	<ul style="list-style-type: none"> Extended third person narrative (adventure stories) – builds on CUSP Disaster stories Explanatory texts – builds on CUSP Science Newspaper report – builds on CUSP natural disasters/physical processes Autobiography – builds on CUSP sporting heroes First person stories with a moral 	<ul style="list-style-type: none"> Extended third person narrative (adventure stories) Newspaper report – builds on CUSP Windrush Generation Discursive writing and speeches – build on CUSP Windrush Generation or Food and nutrition Poems that create images and explore vocabulary Shakespeare (Sonnets)
White Rose Maths <ul style="list-style-type: none"> Place value, four calculations, fractions, measurement 	<ul style="list-style-type: none"> Ratio, algebra, decimals, fraction, decimals and percentages, area perimeter, volume, statistics 	<ul style="list-style-type: none"> SATS Shape position , direction
CUSP Science <ul style="list-style-type: none"> Electricity Animals, including humans including water transport 	<ul style="list-style-type: none"> Light 	<ul style="list-style-type: none"> Evolution and inheritance Living things and their habitats
CUSP Art and Design <ul style="list-style-type: none"> Drawing Painting and collage 	<ul style="list-style-type: none"> Printmaking and textiles 3D 	<ul style="list-style-type: none"> Painting Creative Response
Teach Computing <ul style="list-style-type: none"> Systems And Searching Creating Media - Webpage Creation 	<ul style="list-style-type: none"> Programming A – Variables In Games Programming B – sensing 	<ul style="list-style-type: none"> Vector Drawing Introduction To Spreadsheets
CUSP Design and Technology <ul style="list-style-type: none"> Food and Nutrition Mechanisms 	<ul style="list-style-type: none"> Food and Nutrition Structures 	<ul style="list-style-type: none"> Electrical systems Textiles
CUSP Geography <ul style="list-style-type: none"> Physical processes: Earthquakes, mountains and volcanoes 	<ul style="list-style-type: none"> Settlements Comparison study – UK, Europe and North or South America 	<ul style="list-style-type: none"> Comparison study – UK, Europe and North or South America Maps and orienteering
CUSP History <ul style="list-style-type: none"> WW2 and The Battle of Britain 	<ul style="list-style-type: none"> Local history study - how did conflict change our local area in WW2? 	<ul style="list-style-type: none"> Windrush generation
CUSP Music <ul style="list-style-type: none"> Singing Music Technology 	<ul style="list-style-type: none"> Introducing structure 2 Musical notation 	<ul style="list-style-type: none"> Composition Improvisation
French <ul style="list-style-type: none"> Where I live Emotions and numbers beyond 100 	<ul style="list-style-type: none"> Items from daily life Learning together 	<ul style="list-style-type: none"> The natural world (environment) Visiting France
PE – Getset4PE <ul style="list-style-type: none"> Year 6 Gymnastics/Dance Year 5 Swimming All - Hockey, Basket ball 	<ul style="list-style-type: none"> Football, dance, Netball, Tag Rugby 	<ul style="list-style-type: none"> Athletics, Rounders Cricket, Tennis
PSHE – Cambridge Scheme <ul style="list-style-type: none"> Beginning and belonging Friends and family 	<ul style="list-style-type: none"> Financial capability Healthy lifestyles 	<ul style="list-style-type: none"> Managing risk SRE
RE – Emmanuel Project <ul style="list-style-type: none"> Muslim - Tawhid Christianity -incarnation 	<ul style="list-style-type: none"> Hindu - Brahman Christian - Resurrection 	<ul style="list-style-type: none"> Christian - Heroes of Faith Humanism - Happiness