



Week	1	2	3	4	5	6
	05.01.26 (05.01.26 INSET)	12.01.26	19.01.26	26.01.26	02.02.26	09.02.26
English	WALT: Write a diary entry TEXT: The Boy in the Tower/The Watertower	WALT: Write a diary entry TEXT: The Boy in the Tower/The Watertower	WALT: Write a diary entry TEXT: The Boy in the Tower/The Watertower	WALT: Write a narrative TEXT: The nowhere emporium	WALT: Write a narrative TEXT: The nowhere emporium	WALT: Write a narrative TEXT: The nowhere emporium
SPAG	Focus: prefixes- un and de/im, in, il and ir (CGP 11-12)	Focus: prefixes- auto, trans, bi, tri and semi/aero, micro, super, sub and inter (CGP 13-14)	Focus: prefixes- tele, mis, anti, photo (CGP 15-16)	Focus: words ending in cial/tial and ent/ant and ance, ancy, ence, ency (CGP 17-19)	Focus: words ending in ous, cious, tious (CGP 20-21)	Focus: words ending able/ible and ably/ibly (CGP 22-23)
Spelling (Weekly Test)	develop dictionary disastrous embarrass environment equip (-ped, -ment) especially exaggerate excellent existence explanation familiar	foreign forty frequently government guarantee harass hindrance identity immediate(ly) individual	interfere interrupt language leisure lightning marvellous mischievous muscle necessary neighbour	nuisance occupy occur opportunity parliament persuade physical prejudice privilege profession	programme pronunciation queue recognise recommend relevant restaurant rhyme rhythm sacrifice	secretary shoulder signature sincere(ly) soldier stomach sufficient suggest symbol system
Guided Reading	WALT: Develop vocabulary. Comprehend the text. Respond to the text. TEXT: The Boy in the Tower	WALT: Develop vocabulary. Comprehend the text. Respond to the text. TEXT: The Boy in the Tower	WALT: Develop vocabulary. Comprehend the text. Respond to the text. TEXT: The Boy in the Tower	WALT: Develop vocabulary. Comprehend the text. Respond to the text. TEXT: The Boy in the Tower	WALT: Develop vocabulary. Comprehend the text. Respond to the text. TEXT: The Boy in the Tower	WALT: Develop vocabulary. Comprehend the text. Respond to the text. TEXT: The Boy in the Tower
Geography: Can I carry out an independent fieldwork enquiry?	WALT: Develop an enquiry question.	WALT: Determine the most effective data collection methods for fieldwork.	WALT : Plan a route for a fieldwork trip.	Prepare for next week's field work.	WALT: Collect data to answer an enquiry question. Field work- local river study.	WALT: Present my findings

Spring 1 Overview 2026

Year 6



Science: Forces and Space - Earth and Space 	WALT: Pose testable questions about the solar system.	WALT: Develop a model of the solar system.	WALT: Design and draw a table.	WALT: Draw a diagram to explain day and night.	WALT: Calibrate and use a sundial to measure time.	WALT: Use temperature data to make predictions and climate change.
French 'Le Week-end'	WALT: introduce the aim of the unit Le week-end. To learn the language required to describe a variety of activities they may do at the weekend as well as the language needed for telling the time accurately.	WALT: consolidate the vocabulary for time and introduce new phrases for the activities the children may do at the weekend.	WALT: consolidate the new language for activities introduced last week with a variety of activities. These include some reading and listening work.	WALT: consolidate all the language covered so far allowing the children an opportunity to integrate a time with the new phrases and learn how to use connectives.	WALT: consolidate all the language covered so far and introduce three positive and three negative opinion phrases.	WALT:revise all language covered so far and complete assessment for the unit.
Art: Drawing - Depth, Emotion and Movement. 	WALT: apply an understanding of expressive and gestural lines to capture movement.	WALT:understand how lines and marks can communicate emotion.investigate an existing product to determine the factors that affect the product's form and function.	WALT: understand how artists use mark making and shading to create depth.	WALT:apply an understanding of composition to plan a print.	WALT:develop drawn ideas through printmaking.	WALT:explore how portraits can show expression and emotion and affect how we see the artwork.
PSHE - Keeping Safe/Emotional & Mental Health	WALT: understand how actions (such as dares) lead to consequences and how to confidently respond to dares.	WALT: know what is meant by the term 'habit' and why habits can be hard to change.	WALT: recognise that there are many different influences that can be both positive and negative.	WALT: understand mental health; what it means, and how we can take care of it.	WALT: understand how conflict is part of everyday life and develop strategies to resolve disputes and conflict.	WALT: understand different ways to keep myself safe when using electrical devices.
P.E.- Fitness/ Football 	WALT: develop an awareness of what your body is able to do. WALT:maintain possession when attacking.	WALT: develop speed and stamina. WALT:apply attacking skills with control under pressure.	WALT:develop strength using my own body weight. WALT: select the appropriate skill, choosing when to pass and when to dribble.	WALT:develop co-ordination. WALT:move into and create space to support a teammate.	WALT:develop agility. WALT:use the appropriate defensive technique for the situation.	WALT:develop balancing with control. WALT:apply rules, skills and principles to play in a tournament.



Computing - Mars Rover 1  The logo consists of the word 'Kapow' in a bold, italicized, blue font, with 'Primary' in a smaller, regular, blue font underneath.  A small, stylized image of a Mars rover, possibly a Curiosity rover, shown from a side-on perspective.	WALT: identify how and why data is collected from space.	WALT: read and calculate numbers using binary code.	WALT: identify the computer architecture of the Mars Rovers.	WALT: use simple operations to calculate bit patterns.	WALT: represent binary as text.	
Music - Learning a musical instrument.		One Education - Learning a musical instrument.	One Education - Learning a musical instrument.	One Education - Learning a musical instrument.	One Education - Learning a musical instrument.	One Education - Learning a musical instrument.