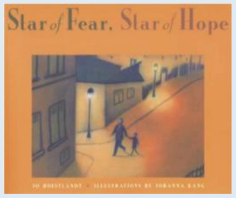
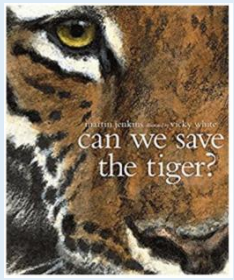
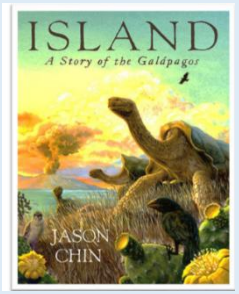
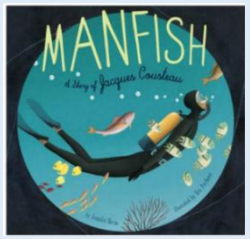
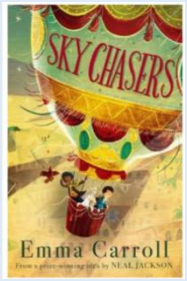
Kingsway Primary School

Team 5 Curriculum Long Term Plan 2025-26

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	**Outcome** Recount	**Outcome:** Report writing – Information, explanation and persuasion hybrid text	**Outcome:** Classic narrative	**Outcome:** Recount, journalistic report	**Outcome:** Recount, biography	**Outcome:** Fiction adventure story including narrative from different viewpoints.
	Quality text: Star of fear, star of hope Jo Hoestlandt 	**Quality text:** Can we save the tiger? Martin Jenkins 	**Quality text:** The selfish Giant Oscar Wilde 	**Quality text:** Island Jason Chin 	**Quality text:** Manfish Jennifer Berne 	**Quality text:** Sky Chasers Emma Carroll 
Reading	**Dystopia (narrative)** **Dear Humans (informal letter)** **How To Make A Mummy (instructions)** **The creature (narrative)** **Transformation (letter)** **Tiger creeps by (Poem)**	**She's A Witch (information)** **Little Things (narrative)** **The Wexbridge Crier (newspaper)** **Remembrance (poem)** **Viking invasion (information)** **The Raven (narrative)**	**How To Make A Mummy (instructions)** **Stages of Human Life (information)** **The Island (narrative)** **Old foot (narrative)** **Iceberg disaster (newspaper)** **Long distance migration (information)**	**Heracles (narrative)** **Transformation (letter)** **The Brittanic (information)** **Tomb Raider (Narrative)** **Four Nations in One (Information)** **Diary of Death (The Plague diary)**	**Iceberg Disaster (newspaper)** **Dear Father (letter)** **Rising Water (narrative)** **Should Animals be Kept in Zoos? (Persuasion)** **Villainous Verses (Twinkl Poem)** **Top Grossing Movies (Information)**	**Famous Sci-Fi Authors (information)** **Adrift (narrative)** **Carnival (Information)** **The Depths (narrative)** **Jabberwocky (Twinkl Poem)** **Crashed (Diary Entry)**
Mathematics	**Place Value** • Number to 10,000. • Roman numerals to 1,000. • Round to the nearest 10, 100 and 1000. • Number to 100,000. • Compare and order numbers to 100,000. • Round numbers within 100,000. • Numbers to	**Multiplication and Division** • Multiples. • Factors. • Common factors. • Prime numbers. • Square numbers. • Cube numbers.	**Multiplication and Division** • Multiply 4-digits by 1-digit. • Multiply 2-digits (area model). • Multiply 2-digits by 2-digits. • Multiply 3-digits by 2-digits. • Multiply 4-digits by 2-digits. • Divide 4-digits by 1-digit. • Divide with remainders.	**Perimeter and Area** • Measure perimeter. • Calculate perimeter. • Area of rectangles. • Area of compound shapes. • Area of irregular shapes **Statistics**	**Shape** • Measuring angles in degrees. • Measuring with a protractor • Drawing lines and angles accurately. • Calculating angles on a straight line. • Calculating angles around a point. •	**Negative numbers** **Converting Units** • Kilograms and kilometres. • Milligrams and millilitres.

	a million. • Counting in 10s, 100s, 1,000s, 10,000s and 100,000s. • Compare and order numbers to a million. • Round numbers to a million. • Negative numbers. **Addition and Subtraction** • Add whole numbers with more than 4-digits (column method). • Subtract whole numbers with more than 4-digits (column method) • Round to estimate and approximate • Inverse operations (addition and subtraction). • Multi-step addition and subtraction problems.	• Multiplying by 10, 100 and 1000. • Dividing by 10, 100 and 1000. • Multiples of 10, 100 and 1000. **Fractions** ● Find fractions equivalent to a unit and non-unit fraction ● Recognize equivalent fractions ● Convert improper and mixed fractions ● Compare and order fractions less than and greater than 1 ● Add fractions ● Add to a mixed number ● Subtract fractions	**Fractions** • Equivalent fractions. • Improper fractions to mixed numbers. • Mixed numbers to improper fractions. • Number sequences. • Compare and order fractions less than 1. • Compare and order fractions greater than 1. • Add and subtract fractions. • Add fractions within 1. • Add 3 or more fractions. • Add fractions. • Add mixed numbers. • Subtract fractions. • Subtract mixed numbers. • Subtract – breaking the whole. • Subtract 2 mixed numbers. • Multiply unit fractions by an integer. • Multiply non-unit fractions by an integer. • Multiply mixed numbers by integers. • Fraction of an amount. • Using fractions as operators **Decimals and Percentages** • Decimals up to 2 d.p. • Decimals as fractions (1). • Understand thousandths. • Thousands as decimals. • Rounding decimals. • Order and compare decimals. • Understand percentages. • Percentages as fractions and decimals. • Equivalent F.D.P.	• Read and interpret line graphs. • Draw line graphs. • Use line graphs to solve problems. • Read and interpret tables. • Two-way tables. • Timetables.	Calculating lengths and angles in shapes. • Regular and irregular polygons. • Reasoning about 3D shapes. **Position and Direction** • Position in the first quadrant. • Reflection. • Reflection with coordinates. • Translation. • Translation with coordinates. **Decimals** • Adding decimals within 1. • Subtracting decimals within 1. • Complements to 1. • Adding decimals – crossing the whole. • Adding decimals with the same number of decimal places. • Subtracting decimals with the same number of decimal places. • Adding decimals with a different number of decimal places. • Subtracting decimals with a different number of decimal places. • Adding and subtracting whole and decimals. • Decimal sequences. • Multiplying decimals by 10, 100 and 1000. • Dividing decimals by 10, 100 and 1,000	• Metric units. • Imperial units. • Converting units of time. • Timetables. **Volume** • What is volume? • Compare volume. • Estimate volume. • Estimate capacity.
Main project	**The Kingdom of Benin** **History** 		**Frozen Kingdoms** **Geography** 		**Britain at war** **History** 	
Science	**Materials and their properties**		**Forces and mechanisms**	**Living things animal reproduction**	**Earth and space**	**Human reproduction and aging**

Art	**Tints, Tones, and Shades**	**Taotie**	**Light, line and Shadow**	**Nature's Art**	**Mixed Media**	**Expression**
DT	**Moving Mechanisms**		**Eat the Seasons**		**Architecture**	
Geography	**Investigating our world**		Covered in main project		**Sow, grow and farm**	
RE	**Islam/Light**		**Expressions of faith**	**Faith in action**	**Precious**	**Our World**
Computing	**Systems** Computer systems and networks	**Creating Media** Video Editing	**Programming A** Selection in Physical computing	**Data and Information** Flat-file databases	**Creating Media** Introduction into Vector Graphics	**Programming B** Selection Quizzes
Staying Safe Online	**Online Relationships**	**Self-image and image sharing**	**Copyright and Ownership**	**Privacy and Security**	**Health, Wellbeing and Lifestyle**	**Online Reputation**
Physical Education & Wellbeing	**Tactics and strategies (through basketball) (1-4)**	**Tactics and strategies (through basketball) (4-6)**	**Linking actions (through cricket) (1-6)**	**Athletics (1-6)**	**Dance (1-6)**	**Outdoor adventures (1-6)**
	Health and fitness (1-6)	**Gymnastics (1-6)**	**Linking actions (through football) (1-6)**	**Badminton (1-6)**	**Creating and closing space (Through rugby) (1-6)**	**Creating and closing space (Through Netball) (1-6)**
My Happy Mind	**My Happy Mind** **Module 1: Meet Your Brain** Your brain and your mind are different Neuroplasticity Team H-A-P	**My Happy Mind** **Module 2: Celebrate** Character strengths	**My Happy Mind** **Module 3: Appreciate** Attitude of gratitude	**My Happy Mind** **Module 4: Relate** Positive relationships Active Listening Diversity- Stop, Understand, Consider	**My Happy Mind** **Module 5: Engage** Goal setting Perseverance Reflection	

PSHE/ RSE	Being me in my World	Celebrating Difference	Dreams and Goals	Healthy Me	Relationships	Changing Me
MFL Spanish	Spanish phonetic sounds		Pets and family		In College/School	
Music	Dynamics, pitch and texture	Songs of World War 2	Film music	Theme and variations	Baroque	Musical theatre