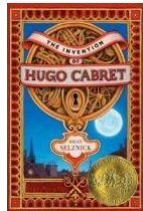
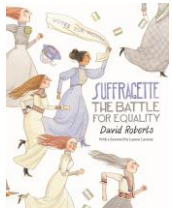


Oak Class

Spring Term 2026

As **readers**, our children will use the following texts to support and enhance their learning:



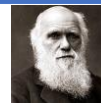
Fiction: 'The Invention of Hugo Cabret,' 'Robot Girl' and 'The Boy in the Tower.'

Non-fiction: 'Suffragette: The Battle for Equality'

Our children will use the texts and the links to the curriculum to develop **their skills as writers** of:

- **Narrative texts** – Describing settings, characters and atmosphere and integrating dialogue to convey character and advance the action.
- **Poetry** – Preparing poems to read aloud and to perform, showing understanding through intonation, tone and volume so that the meaning is clear to an audience.
- **Non-fiction texts** – Retrieve, record and present information from non-fiction.
- **Grammar, Punctuation and Spelling** – Consolidation of key grammar and punctuation, as well as Y5/6 Statutory Spellings and rules. In our English topics we will focus on, clauses, cohesive devices, layout devices, parenthesis, semi-colons, colons, expanded noun phrases, inverted commas, sentence structure, hyphens and commas.

Science – 'Following Darwin's Footsteps'



- **Evolution and Inheritance:** Living things have changed over time and fossils give us clues about species that lived millions of years ago. Offspring usually vary from their parents, and animals and plants adapt to their environments in ways that can drive evolution.

Maths

- **Fractions, Decimals & percentages:** Compare, order, add, subtract, multiply and divide fractions and decimals up to two decimal places, associate decimals with their percentage and fraction equivalents (including mixed number and improper) and solve problems involving fractions, decimals and percentages.
- **Multiplication and Division:** Multiply and divide numbers up to 4 digits by 2 digits and perform mental calculations with mixed operations and large numbers and identify common factors, multiples, and prime numbers.
- **Measurement: Area, perimeter & volume:** Recognise and use formulae for area and volume, calculate, compare and estimate the volume of different shapes and recognise that shapes with the same areas can have different perimeters.
- **Statistics:** Interpret and construct pie charts and line graphs and solve problems with these and find the mean.
- **Consolidation of KS2 curriculum (Y6):** In preparation for SATS, Y6 will revise key areas of the KS2 curriculum.

PSHE

• **Keeping Myself Safe:**

Understanding emotional needs, staying safe online and drugs: norms and risks (including the law.)



• **Rights and**

Responsibilities: Understanding media bias, including social media, caring in the communities and the environment, earning and saving money, understanding democracy.

Languages:

- Places around the world and cardinal and ordinal numbers.
- Feminine and masculine nouns.
- Conjunctions

Key events:

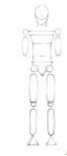
- Swimming for some (Tuesday)
- STEAM afternoon from Mary Webb
- World Book Day
- Easter Service



Art and Design

• **Drawing: Art of Anatomy:**

Inspired by the work of Albrecht Durer and other artists, explore the different techniques – including the ball-and-socket style to plan and draw my own sculpture.



Design Technology

• **Food**

Take inspiration from design throughout history that celebrate culture and seasonality.

History

• **The Maya:**

Investigate the builders and growers of the Mayan by using clues from the past.



Geography

• **Natural Disasters:**

Investigate the physical processes and impact of volcanoes and earthquakes and what the implications are to the environment.



RE

• **Christianity:** Why do Christians believe Jesus was the messiah?

• **Judaism:** Why is the Torah so important to Jewish people?



PE and Sport

- **Gymnastics**
- **Orienteering**
- **Tag Rugby**
- **Dodgeball/Benchball**
- **Swimming (for some)**



Music

- **Dona nobis pacem:** Explore pulse work in 3-time, learn to sing the song as a round, learn about texture in music, and compare music with different textures.
- **Baloo baleerie:** Compose a gentle melody inspired by lullabies, play an accompaniment using tuned percussion and understand the difference between 3/4 and 4/4 time signatures.

Computing

- **Variables in games:** Exploring variables when designing and coding a game.
- **Introduction to spreadsheets:** Answering questions by using spreadsheets to organise and calculate data.