

ASH CLASS – LONG TERM PLANNING 2025/2026

Summer 2 nd half		STEAM FOCUS: ART
BIG QUESTION	How do I experience the sights, sounds, feeling and emotions of the world?	
PROJECT OUTCOME	Represent sights, sounds, feelings and emotions through art, in particular drawing.	

STEAM LEARNING		
MATHS	<p><u>Measurement</u> Write money using decimals, convert between pounds and pence, compare amounts of money, estimate with money, calculate with money and solve problems with money.</p> <p><u>Time</u> Become aware of the relationship between years, months, weeks and days, hours, minutes and seconds, convert between analogue and digital times, convert to the 24-hour clock and convert from the 24-hour clock.</p> <p><u>Geometry and shape</u> Understand angles as turns, identify angles, compare and order angles, understand lines of symmetry and complete a symmetric figure.</p>	<p>PLACE VALUE ADD & SUBTRACT MULTIPLY & DIVIDE FRACTIONS MEASUREMENT GEOMETRY STATISTICS ALGEBRA RATIO AND PROPORTION</p>
ENGLISH	<p><u>Class read</u> The Twits</p> <p><u>Persuasive writing</u> Use cause and effect conjunctions, strong emotive adjectives, points with detailed elaborated examples and rhetorical questions.</p> <p><u>Debate</u></p>	<p>NARRATIVE BIOGRAPHY DISCURSIVE ARGUMENT/DEBATE EXPLANATION INSTRUCTIONS NEWSPAPER REPORT NON-CHRONOLOGICAL REPORT PERSUASIVE WRITING RECOUNT POETRY</p>
SCIENCE	<p>Good Vibrations - To identify how sounds are made, associating some of them with something vibrating.</p> <p>Hearing Sounds - Identify how sounds are made, find patterns between the volume of a sound and the strength of the vibrations. Recognise that vibrations from sounds travel through a medium to the ear.</p> <p>Higher and Lower - Explore how high and low sounds are created, find patterns between the pitch of a sound and features of the object that produced it.</p> <p>String Telephone - Explore how sounds change over distance by making a string telephone.</p> <p>Soundproofing - Investigate the best material for absorbing sound</p>	<p>WORKING SCIENTIFICALLY PLANTS ANIMALS INCLUDING HUMANS ROCKS, EVOLUTION AND INHERITANCE LIVING THINGS AND THEIR HABITATS MATERIALS STATES OF MATTER LIGHT SOUND ELECTRICITY FORCES SEASONAL CHANGES, EARTH & SPACE</p>
HISTORY		<p>SETTLEMENTS BELIEFS CULTURE PASTIMES LOCATION MAIN EVENTS FOOD FARMING TRAVEL EXPLORE CONFLICT SOCIETY ARTEFACTS</p>
GEOGRAPHY	<p><u>Mountains and Rivers continued</u> Locate and label rivers in our local area on a map. Use local area field trip to explore local rivers. Explore rivers in our local area by making careful observations and measurements.</p> <p><u>Weathering and erosion</u> Explore erosion and deposition of coasts and rivers and the weathering of landforms. Physical processes- define the words weather and climate. Describe the physical processes of climate change. Describe the predicted effects of climate change. Human processes – describe the main causes of climate change. Describe the effects on animals and humans of climate change. Describe attempts to manage the effects of climate change.</p>	<p>LOCATION PHYSICAL FEATURES HUMAN FEATURES DIVERSITY PHYSICAL PROCESSES HUMAN PROCESSES TECHNIQUES</p>

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<p>ART</p>	<p>Make informed choices in drawing including paper and media. Alter and refine drawings and describe changes using art vocabulary. Collect images and information independently in a sketchbook. Use research to inspire drawings from memory and imagination. Explore relationships between line and tone, pattern and shape, line and texture.</p>	<p>MEDIA AND MATERIALS TECHNIQUES EFFECTS COLOUR THEORY EMOTIONS ARTISTS AND ARTISANS STYLES AND PERIODS VISUAL LANGUAGE PROCESS</p>
<p>DESIGN TECHNOLOGY</p>	<p>Not covered this half term</p>	<p>TECHNICAL KNOWLEDGE PRACTICAL KNOWLEDGE DESIGN INSPIRATION DESIGN PROCESS FOOD CONSTRUCTION TEXTILES SHEET MATERIALS</p>
<p>COMPUTING</p>	<p><u>Data Logging linked with science and geography fieldwork</u> Use a digital device to collect data automatically. Use sensors to collect specific data over specified periods of time. Recognise how a computer can help us analyse data. Identify the data that can help us answer specific questions.</p>	<p>E-SAFETY HANDLING DATA MULTIMEDIA PROGRAMMING TECHNOLOGY IN OUR LIVES</p>
<p>PHYSICAL EDUCATION</p>	<p><u>Cricket</u> Hit the ball in different directions. To get into the best body position to field the ball. Hit a moving ball with one hand. To stop a moving ball using the long barrier technique. <u>Sports day:</u> track and field</p>	<p>ATHLETICS GAMES GYMNASTICS DANCE HEALTH AND FITNESS OUTDOOR AND ADVENTUROUS SWIMMING</p>
<p>MUSIC</p>	<p>Arrange individual notation cards of known note values (i.e. minim, crotchet, crotchet rest and paired quavers) to create sequences of 2-, 3- or 4-beat phrases, arranged into bars. Explore developing knowledge of musical components by composing music to create a specific mood, for example creating music to accompany a short film clip. Capture and record creative ideas using any of: graphic symbols, rhythm notation and time signatures, staff notation or technology.</p>	<p>SINGING LISTENING TO MUSIC PULSE AND RHYTHM MELODY AND ACCOMPANIMENT CONTROL OF INSTRUMENTS COMPOSITION READING AND WRITING NOTATION PERFORMANCE SKILLS EVALUATING AND APPRAISING</p>
<p>RELIGIOUS EDUCATION</p>	<p>How and why do people mark the significant events in life?</p>	<p>CHRISTIANITY HINDUISM ISLAM JUDAISM BUDDHISM SIKHISM NON-RELIGIOUS VIEWS</p>
<p>PSHE AND CITIZENSHIP</p>	<p><u>Economic wellbeing. Transition and RSE</u> Spending choices, keeping track of money, looking after money, influences on career choice</p>	<p>RIGHTS AND RESPONSIBILITIES HEALTH AND WELL-BEING DRUGS AWARENESS RELATIONSHIPS RSE LIVING IN THE WIDER WORLD (SMSC)</p>

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FRENCH	I eat and I drink For Breakfast I eat A Balanced Diet A Balanced Diet 2 Opinions I like Pasta Competition Week	
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