



## Naseby Curriculum Overview 2025 - 2026



Year 4/5/6						
Subject	Autumn 1	Autumn 2	Spring 3	Spring 4	Summer 5	Summer 6
<b>English (Talk for Writing)</b>	<p style="text-align: center;"><b>Fiction</b> Suggested text: Journey Type: Journey Story Toolkit Focus: Description/ setting</p> <p style="text-align: center;"><b>Non-Fiction</b> Suggested Text: Riddle of the Sphinx Type and Toolkit Focus: Recount/Diary</p> <p style="text-align: center;"><b>Fiction</b> Suggested Text: Kidnapped Type: Suspense Toolkit Focus: Suspense</p>		<p style="text-align: center;"><b>Non-Fiction</b> Suggested Text: Kidnapped Newspaper Type and Toolkit Focus: Recount (newspaper report)</p> <p style="text-align: center;"><b>Fiction (4 weeks)</b> Suggested Text: Frozen (based on Alma) Type: Flashback Story Toolkit Focus: Characterisation</p>		<p style="text-align: center;"><b>Non-Fiction (3 weeks)</b> Suggested Text: Whether you'd like a Dalek as a Neighbour Type and Toolkit Focus Discussion (Discursive Text)</p> <p style="text-align: center;"><b>Fiction (5 weeks)</b> Suggested Text: Smaug Type: Warning Story Toolkit Focus: Action and Dialogue</p> <p style="text-align: center;"><b>Incidental writes to be used for the rest of the term to ensure coverage for Year 6.</b></p>	
<b>Maths White Rose Maths Mixed Age Planning (v.3) Y4 taught separately</b>	<p><b>Year 4</b> Place Value Addition &amp; Subtraction Area Multiplication &amp; Division A</p>	<p><b>Year 5 &amp; 6</b> Place Value Addition &amp; Subtraction Multiplication &amp; Division A Fractions Multiplication &amp; Division B</p>	<p><b>Year 4</b> Multiplication &amp; Division B Length &amp; Perimeter Fractions Decimals A</p>	<p><b>Year 5 &amp; 6</b> Multiplication &amp; Division B Fractions B Decimals A Area, Perimeter &amp; Volume Decimals B Fractions, Decimals &amp; Percentages</p>	<p><b>Year 4</b> Decimals B Money Time Shape Statistics Position &amp; Direction</p>	<p><b>Year 5 &amp; 6</b> Ratio Algebra Shape Position &amp; Direction Statistics Converting Units</p>
<b>Science (Kapow Cycle A)</b>	Materials: Mixtures & Separation	Materials: Properties & Changes	Earth & Space	Humans & Animals: Circulation & Health	Light & Reflection	How reflective are space blankets?
<b>RE</b>	U2.15 Why do Hindus try to be good?	U2.11 Why do some people believe in God and some people	U2.2 UC 2b.2 Creation and Science: conflicting or complimentary?	UC U2b.7 What difference does the Resurrection make for	UC U2b.4 Why do Christians believe Jesus was the Messiah?	U2.14 How do religions help people live through good times and bad times?



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		not?		Christians?		
<b>History (Kapow: Cycle A)</b>	Vikings: Raiders, Traders or something else?		What was life like in Tudor England?		What was the impact of WWII on the people of Britain?	
<b>Geography (Kapow: Cycle A)</b>		What is it like to live in the Alps?		Would you like to live in the desert?		Where does our energy come from?
<b>Art (Kapow Art &amp; DT Cycle A)</b>		Drawing: Depth, emotion & movement		Drawing: Expressing Ideas		Craft & Design: Architecture
<b>DT (Kapow)</b>	Structures: Bridges		Food technology: Developing a recipe		Gears & Pulleys	
<b>PE (Rhino Sports)</b>	Tag Rugby Hockey	Dance Hockey	Dodgeball Football	Basketball Gymnastics	Athletics Invasion Game	Athletics Rounders Cricket
<b>PSHE/RSE (Kapow)</b>	Families & relationships	Health & Wellbeing	Safety & the Changing Body	Citizenship	Economic Wellbeing	Transition
<b>Music (Kapow Cycle B)</b>	Looping & Remixing	Blues	Dynamics: Pitch & Texture	Composition to represent the festival of colour	South & West Africa	Composing and performing a Leavers' song
<b>MFL (Language Angles)</b>	Fruit	Vegetables	Presenting Myself	Language Angels or Kapow? tbc	Language Angels or Kapow? tbc	Language Angels or Kapow? tbc
<b>Computing (Teach Computing)</b>	Computing Systems and Networks: <b>Sharing information</b>	Creating Media: <b>Vector drawing</b> (Information Technology-software)	Programming A: <b>Selection in quizzes</b> (Scratch)	Creating Media: <b>Web page creation</b> (Information Technology-software)	Computer Systems and Networks: <b>Communication</b> (Information Technology-software)	Programming A: <b>Variables in games (Scratch)</b> (Computer Science)



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	(Information Technology-software)						
<b>Computing – Digital Literacy (Project Evolve)</b>	September: <b>Self-image and identify</b>	October: <b>Online relationships</b>	November: <b>Online Bullying</b>	January: <b>Online reputation</b>	February: <b>Managing online information</b>	March: <b>Health, Well-being, and lifestyle</b>	May: <b>Privacy and security</b>