

Mixed Age Teaching and curriculum sequencing

2025 - 2027



Please READ

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- This is an outline plan that is designed to be used as an example for you to edit.
- Please used the Mixed Age sequence with the Strong Start lessons, Reference lessons, Dual Knowledge Notes and Mixed Age Considerations documents.

- **Key Stage 1 Example Timetable**

An editable timetable can be downloaded from CUSP Core > Timetables.

8:45 Registration 8:50 - 9:20	9:20 - 10:20		10:20 - 10:35	10:35 -10:50	10:50 -1205	12:05 - 1:00	1-130	1:30 - 2	2 – 2:30	2:30 - 3	3 - 3:30
Phonics	Handwriting (10) English (50)		Assembly	Break	Maths Meeting + Maths	Lunch	PSHE	PE		RE	
Phonics	Handwriting (10) English (50)				Maths Meeting + Maths		Spelling, Reading	CUSP Art / DT			
Phonics	Handwriting (10) English (50)				Maths Meeting + Maths		PSHE	Music	PE		
Phonics	Handwriting (10) English (50)				Maths Meeting + Maths		Spelling, Reading	CUSP History / Geography / Computing			
Phonics	Transcription, Handwriting, spelling or sentence composition (45)	Longer celebration assembly 1005- 1035			Maths Meeting + Maths		Spelling, Reading	CUSP Science			

These are examples timings only. Please amend to suit the timings of your school.

Autumn 2025	Spring 2026	Summer 2026
CUSP Reading <ul style="list-style-type: none"> Bridging unit: Structured Storytime Grandad's Island 1 Block Aesop's Fables - The Goose that laid the Golden Eggs 1 Block Paddington 2 Blocks The Christmas Pine 1 Block or The Last Tree 1 Block 	<ul style="list-style-type: none"> The Quangle Wangle's Hat 1 Block or Somebody Crunched Colin 1 Block Coming to England 1 Block The Street Beneath My Feet 1 Block or A Planet Full of Plastic 1 Block Rhythm of the Rain 2 Blocks Aesop's Fables – The Sun and The Wind 1 Block 	<ul style="list-style-type: none"> Little People Big Dreams (DA) 1 Block Fantastically Great Women Who Changed the World 2 Blocks Mrs Noah's Pockets 1 Block Fantastic Mr Fox 3 Blocks or The Enormous Crocodile 3 Blocks
CUSP Writing Introduce = green (Block A) Revisit = orange (Block B) <ul style="list-style-type: none"> Bridging unit: Sentence composition Character descriptions A Simple retelling of a narrative A Formal invitations A Poems developing vocabulary A Stories from other cultures A 	<ul style="list-style-type: none"> Poetry on a theme (humorous) A Non-chronological reports A Formal invitations B Character description B Recount from personal experience A Poems developing vocabulary B (Enrichment) 	<ul style="list-style-type: none"> Non-chronological reports B Recount from personal experience B Stories from other cultures B Simple retelling of a narrative B Poetry on a theme (change) B (Enrichment)
Maths		
CUSP Science <ul style="list-style-type: none"> Living things and their habitats Animals, including humans 	<ul style="list-style-type: none"> Uses of everyday materials Revisit Living things and their habitats / materials <i>(or alternative focus for insecure knowledge)</i> 	<ul style="list-style-type: none"> Plants Revisit Living things and their habitats / Animals, including humans <i>(or alternative focus for insecure knowledge)</i>
CUSP Art and Design <ul style="list-style-type: none"> Drawing Block A Painting Block B 	<ul style="list-style-type: none"> Creative Response Block 2026 Printmaking Block C 	<ul style="list-style-type: none"> Textiles and collage Block D 3D Block E
Unity iPad Computing <ul style="list-style-type: none"> Everyone Can Create: Drawing People and Places Everyone Can Code Early Learners: Variables and App Design 	<ul style="list-style-type: none"> Online Safety: Smartie the Penguin Scratch: Musical Actions and Sequences 	<ul style="list-style-type: none"> Technology All Around Us Everyone Can Create: Photo Collages
CUSP Design and Technology <ul style="list-style-type: none"> Textiles Block A Food and Nutrition Block B <i>Sci Living things</i>	<ul style="list-style-type: none"> Mechanisms Block C Materials Block D <i>Sci Use of Everyday materials</i>	<ul style="list-style-type: none"> Food and Nutrition Block E Structures Block F
CUSP Geography <ul style="list-style-type: none"> Human and Physical features Compare a small part of the UK to a non-European location – London and Nairobi 	<ul style="list-style-type: none"> Compare a small part of the UK to a non-European location – London and Nairobi Fieldwork and map skills 	<ul style="list-style-type: none"> Fieldwork and map skills Compare a different non-European location to our locality - Amazon Rainforest
CUSP History <ul style="list-style-type: none"> Events beyond living memory 	<ul style="list-style-type: none"> Significant historical events, people, places in our locality 	<ul style="list-style-type: none"> Significant historical events, people, places in our locality Revisit – Events beyond living memory <i>(or alternative focus for insecure knowledge)</i>
CUSP Music - Tuned and untuned percussion Untuned percussion <ul style="list-style-type: none"> Untuned focus: Experimenting with sounds 2 Block A Representing sounds pictorially Block A Singing <ul style="list-style-type: none"> Singing focus: Being together in music 2 Block B Control the voice – sing as a choir Block B 	Music Untuned percussion <ul style="list-style-type: none"> Untuned focus: Introducing rhythm and pulse 2 Block C Compose short patterns Block C Singing <ul style="list-style-type: none"> Singing focus: Introducing pitch 2 Block D Control and describe pitch Block D 	Music Untuned percussion <ul style="list-style-type: none"> Tuned focus: Introducing tempo and dynamic 2 Block E Control and describe tempo and dynamic Block E Singing <ul style="list-style-type: none"> Singing focus: Exploring emotions through music 2 Block F Choose sounds to create an effect Block F
PE	PE	PE
PSHE	PSHE	PSHE
Discovery RE <ul style="list-style-type: none"> Christianity - What did Jesus teach? Christianity - Christmas - Jesus as gift from God 	<ul style="list-style-type: none"> Judaism – Passover Islam – Prayer at home Christianity – Easter and the Resurrection 	<ul style="list-style-type: none"> Judaism – The Covenant / Rites of Passage and good works Islam – Community and belonging / Hajj

Suggested Sequence

MA KS1 Cycle 1 Autumn 2025				Science 1.5 hours		
Sep 1	Geography	Human and physical features			Living things and their habitats	STRONG START
	Art	Drawing Block A				
8	History	Events beyond living memory – Great Fire of London				What is alive and what is not?
	Art	Drawing				
15	Computing	Everyone Can Create: Drawing People and Places				What do all living things have in common?
	Art	Drawing				
22	Geography	Human and physical features CUSP Money Matters Festival – Tuesday 23rd September				Where do plants and animals live?
	DT	Textiles Block A				
29	History	Events beyond living memory - Great Fire of London				What plants and animals live in our local environment?
	DT	Textiles				
Oct 6	Computing	Everyone Can Create: Drawing People and Places			What are food chains? How are they connected?	
	DT	Textiles				
13	Geography	Human and physical features			Why do plants and animals need each other?	
	Art	Painting Block B				
20	History	Events beyond living memory - Great Fire of London			REMEMBER: what is an animal?	
	Art	Painting				
Oct 27 Nov 3	Half term					
10	Computing	Everyone Can Code Early Learners: Variables and App Design			Animals, including humans	How do animals change as they mature?
	Art	Painting				
17	Geography	Compare a small part of the UK to a non-European location				How do we change as we mature?
	DT	Food and Nutrition Block B				
24	History	Events beyond living memory - Great Fire of London CUSP Spoken Language Festival – Tuesday 25th November				What do all animals need to stay alive?
	DT	Food and Nutrition				
Dec 1	Computing	Everyone Can Code Early Learners: Variables and App Design				Keeping healthy: why do we exercise?
	DT	Food and Nutrition				
8	Geog	Optional sessions in the learning sequence where you can adapt and add what you want to teach, given the understanding and provision of the children.				Keeping healthy: why do we eat different types of food?
	History					
15	Use these flexible blocks to enrich the curriculum. The time can be allocated to any term you choose, for example you could use it to support local mapwork, science fieldwork or museum visits. Term ends possibly Friday 19th December 2025					

Suggested Sequence

MA KS1 Cycle 1 Spring 2026				Science	
Jan 5	Geography	Compare a small part of the UK to a non-European location		STRONG START	Uses of everyday materials
	DT	Mechansims Block C			
12	History	Significant historical events, people, places in our locality			
	DT	Mechansims			
19	Computing	Online Safety: Smartie the Penguin			
	DT	Mechansims			
26	Geography	Compare a small part of the UK to a non-European location CUSP Art Festival			
	Art	Creative Response Block 2026			
Feb 2	History	Significant historical events, people, places in our locality.			
	Art	Creative Response			
9	Computing	Online Safety: Smartie the Penguin			
	Art	Creative Response			
16	Half term				
23	Geography	Compare a small part of the UK to a non-European location		Who invented waterproofing?	
	Art	Printmaking Block C			
Mar 2	History	Significant historical events, people, places in our locality		What is it made from?	Revisit Living things and their habitats / materials
	Art	Printmaking			
9	Computing	Scratch: Musical Actions and Sequences			
	Art	Printmaking			
16	Geography	Fieldwork and map skills			
	DT	Materials Block D			
23	History	Significant historical events, people, places in our locality			
	DT	Materials			
Easter – possible dates are 30 th April – 10 th April 2026					

Suggested Sequence

YEAR 2 Summer 2026				Science	
Apr 13	Computing	Scratch: Musical Actions and Sequences		STRONG START	
	DT	Materials			
21	Geography	Fieldwork and map skills		How do seeds germinate and what happens?	Plants
	Art	Textiles and collage Block D			
27	History	Significant historical events, people, places in our locality		What happens when bulbs sprout?	
	Art	Textiles and collage			
May 4	Computing	Technology All Around Us		What do plants need to thrive and be healthy?	
	Art	Textiles and collage			
11	Geography	Fieldwork and map skills		What can happen if plants don't get the things they need?	
	DT	Food and Nutrition Block E			
18	History	Significant historical events, people, places in our locality		What do I notice about plants around the school? How are they healthy? How are they unhealthy?	
	DT	Food and Nutrition			
25	Half Term				
Jun 1	Computing	Technology All Around Us		Show what you know How do seeds and bulbs grow? What do plants need to be healthy?	
	DT	Food and Nutrition			
8	Geography	Compare a different non-European location to ours – Amazon rainforest			
	Art	3D Block E			
15	History	Revisit – Events beyond living memory CUSP Food Festival			
	Art	3D			
22	Computing	Everyone Can Create: Photo Collages		How do seeds and bulbs grow?	
	Art	3D			
29	Geography	Compare a different non-European location to ours – Amazon rainforest	What do I know about animals, including humans?		
	DT	Structures			
Jul 6	History	Revisit – Events beyond living memory	What do plants need to thrive and be healthy?		
	DT	Structures			
13	Computing	Everyone Can Create: Photo Collages			
	DT	Structures			
20	Term possibly ends 20th July 2026				

KS1 CYCLE 2 (Y1 content) 2026-2027 (draft only to be updated May 2026)

Autumn 2026	Spring 2027	Summer 2027
CUSP Reading <ul style="list-style-type: none"> CUSP Bridging unit: Structured Storytime Beegu 1 Block Where the Wild Things Are 2 Blocks The Storm Whale 1 Block The Lion Inside 1 Block or Peace on Earth 1 Block Aesop's Fables – The Boy Who Cried Wolf 	<ul style="list-style-type: none"> The Tale of Peter Rabbit 2 Blocks Look Up! 1 Block Here We Are 2 Blocks The Proudest Blue 1 Block 	<ul style="list-style-type: none"> There's a Rangtan in my bedroom 2 Blocks And Tango Makes Three 1 Block The Enormous Crocodile 3 Blocks
CUSP Writing Introduce = green (Block A) Revisit = orange (Block B) <ul style="list-style-type: none"> CUSP Bridging unit: Daily Sentence Composition Poetry: pattern and rhyme A Setting descriptions A Instructional writing A Stories with familiar settings A Poetry: playing with language A 	Strong Start Sentence Composition <ul style="list-style-type: none"> Recount from personal experience A Informal letters A Poetry on a theme (nature) A Stories with a familiar setting B Poetry: playing with language B (Enrichment) 	Strong Start Sentence Composition <ul style="list-style-type: none"> Poetry: pattern and rhyme B (Enrichment) Instructional writing B Setting descriptions B Poetry on a theme (nature) B (Enrichment) Informal letters B Recount from personal experience B
School's choice modules: Shape poems and calligrams A and B		
Maths		
CUSP Science <ul style="list-style-type: none"> Seasonal changes and daily weather Introduce Plants – (trees) Animals, including humans 	<ul style="list-style-type: none"> Everyday materials Revisit 1: Animals, including humans <i>(or alternative focus for insecure knowledge)</i> 	<ul style="list-style-type: none"> Plants Revisit 2: Plants, Animals including humans <i>(or alternative focus for insecure knowledge)</i>
CUSP Art and Design <ul style="list-style-type: none"> Drawing Block A Painting Block B 	<ul style="list-style-type: none"> Creative Response Block 2027 Printmaking Block C 	<ul style="list-style-type: none"> Textiles Block D 3D Block E
Unity iPad Computing <ul style="list-style-type: none"> Everyone Can Create: Light and Shadows in Photography Everyone Can Code Early Learners: Functions and Loops 	<ul style="list-style-type: none"> Online Safety: Smartie the Penguin Scratch Jr: Creating a Quiz 	<ul style="list-style-type: none"> Technology Grouping data Everyone Can Create: Patterns and Shapes
CUSP Design and Technology <ul style="list-style-type: none"> Mechanisms Block A <i>Instructional writing A</i> Structures Block B 	<ul style="list-style-type: none"> Food and Nutrition Block C <i>Animals including humans</i> Materials Block D 	<ul style="list-style-type: none"> Textiles Block E <i>Hot and cold places</i> Food and Nutrition Block F <i>Instructional writing B</i>
CUSP Geography <ul style="list-style-type: none"> Continents Oceans Countries of UK 	<ul style="list-style-type: none"> Capital cities of UK Seas around UK Hot and cold locations 	<ul style="list-style-type: none"> Hot and cold places Mapping and fieldwork
CUSP History <ul style="list-style-type: none"> Changes within living memory 	<ul style="list-style-type: none"> The lives of significant people (<i>Mary Anning and David Attenborough</i>) 	<ul style="list-style-type: none"> More lives of significant people (<i>Neil Armstrong, Mae Jemison, Bernard Harris Jr, Tim Peake.</i>)
CUSP Music - Tuned and untuned percussion Singing <ul style="list-style-type: none"> Singing focus: Being together in music Block A Control the voice – nursery rhymes Block A Untuned percussion <ul style="list-style-type: none"> Untuned focus: Introducing rhythm and pulse Block B Representing sounds pictorially Block B 	Singing <ul style="list-style-type: none"> Singing focus: Introducing pitch Block C Identify changes in sounds (high/low) Block C Untuned percussion <ul style="list-style-type: none"> Untuned focus: Introducing tempo and dynamic Block D Identify changes in sounds (fast/slow, loud/soft) Block D 	Singing <ul style="list-style-type: none"> Singing focus: Exploring emotions through music Block E Responding to music Block E Untuned percussion <ul style="list-style-type: none"> Tuned focus: Introducing tempo and dynamic 2 Block F Control and describe tempo and dynamic Block F
PE	PE	PE
PSHE	PSHE	PSHE
Discovery RE <ul style="list-style-type: none"> Christianity – God / creation Incarnation 	<ul style="list-style-type: none"> Christianity - Incarnation Christianity - Salvation 	<ul style="list-style-type: none"> Judaism - Shabbat Judaism - Rosh Hashanah and Yom Kippur

Suggested Sequence

MA KS1 Cycle two Autumn 2026				Science (1.5 hours)		
Geography	Continents, Oceans, UK countries, capital cities and seas			STRONG START		Seasonal changes and daily weather
Art	Drawing Block A					
History	Changes within living memory			What are the four seasons?		
Art	Drawing					
Computing	Everyone Can Create: Light and Shadows in Photography			What's the weather like in Autumn, Winter, Spring and Summer?		Seasonal changes and daily weather
Art	Drawing					
Geography	Continents, Oceans, UK countries, capital cities and seas					
DT	Mechanisms Block A			Why does day become night?		
History	Changes within living memory			What makes a tree?		Introduce Plants – evergreen and deciduous trees
DT	Mechanisms					
Computing	Everyone Can Create: Light and Shadows in Photography			What trees live around my school?		
DT	Mechanisms					
Geography	Continents, Oceans, UK countries, capital cities and seas			What's the difference between trees?		Introduce Plants – evergreen and deciduous trees
Art	Painting Block B					
History	Changes within living memory					
Art	Painting			What is an animal?		
Half term						
Computing	Everyone Can Code Early Learners: Functions and Loops			What types of animals are there?		
Art	Painting					
Geography	Continents, Oceans, UK countries, capital cities and seas			What types of animals are there?		
DT	Structures Block B					
History	Changes within living memory			What is similar and what is different?		
DT	Structures					
Computing	Everyone Can Code Early Learners: Functions and Loops			What does food tell us about an animal?		
DT	Structures			What makes me an animal? What senses do I have?		
Geography	Continents, Oceans, UK countries, capital cities and seas		Optional sessions in the learning sequence where you can adapt and add what you want to teach, given the understanding and provision of the children.			
History	Changes within living memory					

Suggested Sequence

MA KS2 Cycle 2 Spring 2027			Science	
Geography	Continents, Oceans, UK countries, capital cities and seas		STRONG START	Introduce Materials
DT	Food and Nutrition Block C			
History	The lives of significant people		What are materials?	
DT	Food and Nutrition			
Computing	Online Safety: Smartie the Penguin		What are things made of in school?	
DT	Food and Nutrition			
Geography	Hot and cold locations		How can I describe materials?	
Art	Creative Response Block 2027			
History	The lives of significant people		Which materials are waterproof and which are not?	
Art	Creative Response			
Computing	Online Safety: Smartie the Penguin		Which materials are transparent and which are opaque?	
Art	Creative Response			
Half term				
Geography	Hot and cold locations		What's the best material for the job? Why?	
Art	Printmaking Block C			Revisit Animals including humans
History	The lives of significant people		Revisit and name it	
Art	Printmaking			
Computing	Scratch Jr: Creating a Quiz		Describe it	
Art	Printmaking			
Geography	Hot and cold locations		Sort it	
DT	Materials Block D			
History	The lives of significant people			
DT	Materials			

Suggested Sequence

MA KS1 Cycle two Summer 2027			Science	
Computing	Scratch Jr: Creating a Quiz		STRONG START	Plants
DT	Materials			
Geography	Hot and cold locations		What are the parts of a plant?	
Art	Textiles Block B		What are wild plants and where do you find them?	
History	More lives of significant people			
Art	Textiles		What are garden plants and where do find you them?	
Computing	Technology Grouping data			
Art	Textiles			
Geography	Hot and cold locations			
DT	Textiles Block E			
History	More lives of significant people			
DT	Textiles			
Half Term				
Computing	Technology Grouping data		Animals, including humans Remember it	Revisit Plants, Animals including humans, Seasonal change and weather
DT	Textiles		Animals, including humans Elaborate it	
Geography	Mapping and fieldwork		Plants Remember it	
Art	3D Block E			
History	More lives of significant people			
Art	3D			
Computing	Everyone Can Create: Patterns and Shapes			Class focused science to address misconceptions or deepen understanding
Art	3D			
Geography	Mapping and fieldwork			
DT	Food and Nutrition Block F			
History	School study			
DT	Food and Nutrition			
Computing	Everyone Can Create: Patterns and Shapes			
DT	Food and Nutrition			

Mixed Age Teaching and curriculum sequencing

2025 – 2027

INCREASED FREQUENCY MODEL

MIXED AGE SEQUENCING

Key Stage 2

KS2 Example Timetable

An editable timetable can be downloaded from CUSP Core > Timetables

8:45 Registration 8:50-9:05	9:05 – 9:50	9:50 – 10:20	10:20 - 10:35	10:35- 10:50	10:50 - 11:50	11:50 – 12:20	12:20 - 1:10	1:10 - 1:40	1:40 - 2:10	2:10- 2:40	2:40 - 3:10	3:10 – 3:30	
Spelling	Transcription, Handwriting, spelling or sentence composition	Reading	Assembly	Break	Maths	Double maths meeting (30)	Lunch	PE		RE		Reading	
Handwriting	Writing	Reading			Maths	MFL (30)		Music		PE		Reading	
Spelling	Writing	Reading			Maths	PSHE (30)		Maths meeting (15)	CUSP Art / DT 1:25 – 3:30				
Spelling	Writing	Reading			Maths	Handwriting (30)		Maths meeting (15)	CUSP History / Geography / Computing 1:25 – 3:30				
Reading 8:50 -9:20		Writing 9:20-10:05			Longer celebration assembly 10:05 - 10:35			Maths	PSHE (30)	Maths meeting (15)	CUSP Science		

These are examples timings only. Please amend to suit the timings of your school.

Autumn 2025	Spring 2026	Summer 2026
CUSP Reading (Y4) <ul style="list-style-type: none"> The Queen's Nose 2 Blocks <i>or The Land of Roar</i> Blocks 22, 23 The Raven 1 Block <i>or What a Waste</i> 1 Block The Girl who stole an Elephant 3 Blocks 	<ul style="list-style-type: none"> Varjak Paw 3 Blocks Young, Gifted and Black 3 Blocks (Caged Bird - Maya Angelou) 	<ul style="list-style-type: none"> Young, Gifted and Black 1 Block (Caged Bird - Maya Angelou) The Boy at the back of the class 3 Blocks Wind in the Willows (The Walrus and the Carpenter – Lewis Carroll) 3 Blocks <i>or The Borrowers</i> 2 Blocks (pupils must also read the first block of the Wind in the Willows)
CUSP Writing Introduce = green (Block A) Revisit = orange (Block B) Strong Start Sentence Composition <ul style="list-style-type: none"> Poems which explore form A Persuasive writing (adverts) A First person diary entries (imaginative) A Critical analysis of narrative poetry A Third person adventure stories A News reports A 	Strong Start Sentence Composition <ul style="list-style-type: none"> Stories from other cultures A Explanatory texts A Persuasive writing (adverts) First person diary entries B Poems which explore form B (Enrichment) 	Strong Start Sentence Composition <ul style="list-style-type: none"> Critical analysis of narrative poetry B (Enrichment) Third person adventure stories B News reports B Stories from other cultures B Explanatory texts B
Maths		
CUSP Science <ul style="list-style-type: none"> Living things and their habitats States of matter 	<ul style="list-style-type: none"> Animals, including humans 	<ul style="list-style-type: none"> Electricity Sound
CUSP Art and Design <ul style="list-style-type: none"> Drawing Block A Painting Block B 	<ul style="list-style-type: none"> Creative Response Block 2026 Printmaking and textiles Block C 	<ul style="list-style-type: none"> 3D and collage Block D Painting Block E
Unity iPad Computing <ul style="list-style-type: none"> Everyone Can Create: Storyboards + Movie Pitch Scratch: Using Variables in a Game 	<ul style="list-style-type: none"> Be Internet Legends: Making Good Decisions Online, Being Brave Online and Speak Up & Report It Everyone Can Code: Commands and Functions 	<ul style="list-style-type: none"> Computer systems and networks - The Internet Everyone Can Create: Infographics
CUSP Design and Technology <ul style="list-style-type: none"> Food and Nutrition Block A Mechanisms Block B 	<ul style="list-style-type: none"> Textiles Block C Structures Block D 	<ul style="list-style-type: none"> Electrical systems Block E <i>Science - Electricity</i> Food and Nutrition Block F <i>Science – Animals including humans</i>
CUSP Geography <ul style="list-style-type: none"> Rivers Latitude and longitude 	<ul style="list-style-type: none"> Latitude and longitude Water cycle 	<ul style="list-style-type: none"> Water cycle Map skills & Environmental regions
CUSP History <ul style="list-style-type: none"> Britain's settlement by Anglo-Saxons and Scots Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor 	<ul style="list-style-type: none"> Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor Ancient civilisation: Egypt or Shang Dynasty 	<ul style="list-style-type: none"> Ancient civilisation – Egypt or Shang Dynasty
CUSP Music - mastering the glockenspiel Untuned percussion <ul style="list-style-type: none"> Untuned focus: Mastering rhythm 2 Block A Follow beats in a bar (time signatures/metre) Block A Singing <ul style="list-style-type: none"> Singing focus: Introducing texture 2 Block B Sing parts in an ensemble (harmony) Block B 	Glockenspiel <ul style="list-style-type: none"> Tuned focus: Musical notation 2 Block C Revisit the staff Block C Singing <ul style="list-style-type: none"> Singing focus: The history of singing 2 Block D Singing for entertainment e.g. opera, theatrical, modernism Block D 	Glockenspiel <ul style="list-style-type: none"> Performance focus: Composition 2 Block E Perform including an element of composition Block E Range of instruments studied <ul style="list-style-type: none"> Tuned focus: Introducing timbre 2 Block F Identify and describe how sounds are combined Block F
CUSP French <ul style="list-style-type: none"> The calendar (Days, months, date) Colours, emotions and numbers 0-20 	<ul style="list-style-type: none"> Items from daily life (Clothes) Learning together (Subjects and school) 	<ul style="list-style-type: none"> The natural world (Animals and plants) Celebration (Bastille Day)
PE	PE	PE
PSHE	PSHE	PSHE
RE <ul style="list-style-type: none"> Judaism – Belief and practice Buddhism – Buddha's teachings Christianity - Christmas 	<ul style="list-style-type: none"> Judaism - Passover Buddhism – The 8-fold-path Christianity - Easter 	<ul style="list-style-type: none"> Judaism - Rites of Passage and good works Buddhism – The 8-fold-path Christianity – Prayer and Worship

Suggested Sequence

MA LKS2 Cycle 1 Autumn 2025						Weekly Science 1.5 hours		
Sep 1	Geography	Rivers			STRONG START		Living things and their habitats	
	Art	Drawing Block A						
8	History	Britain’s settlement by Anglo-Saxons and Scots			What are the characteristics of living things?			
	Art	Drawing						
15	Computing	Everyone Can Create: Storyboards + Movie Pitch			What animals are vertebrates?			
	Art	Drawing						
22	Geography	Rivers	CUSP Money Matters Festival – Tuesday 23 rd September		What animals are invertebrates?			
	DT	Food and Nutrition Block A						
29	History	Britain’s settlement by Anglo-Saxons and Scots			What groups are plants classified in?			
	DT	Food and Nutrition						
Oct 6	Computing	Everyone Can Create: Storyboards + Movie Pitch			What is classification? How do I use a key?			
	DT	Food and Nutrition						
13	Geography	Rivers				What happens if the environment in a habitat changes?		
	Art	Painting Block B						
20	History	Britain’s settlement by Anglo-Saxons and Scots			What is matter? What does ‘state’ mean?			
	Art	Painting						
Oct 27 Nov 3	Half term							
10	Computing	Scratch: Using Variables in a Game			What are solids, liquids and gases?		States of matter	
	Art	Painting						
17	Geography	Latitude and longitude			Melting: how do materials change state?			
	DT	Mechanisms Block B						
24	History	Britain’s settlement by Anglo-Saxons and Scots	CUSP Spoken Language Festival – Tuesday 25 th November		Evaporating: how do materials change state?			
	DT	Mechanisms						
Dec 1	Computing	Scratch: Using Variables in a Game		Condensing: how do materials change state?				
	DT	Mechanisms						
8	Geography	Latitude and longitude	Optional sessions in the learning sequence where you can adapt and add what you want to teach, given the understanding and provision of the children.		Summary: how do materials change their state of matter?			
	History	Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor						
15	Use these flexible blocks to enrich the curriculum. The time can be allocated to any term you choose, for example you could use it to support local mapwork, science fieldwork or museum visits. Term ends possibly Friday 19th December 2025.							

Suggested Sequence

MA LKS2 Cycle 1 Spring 2026				Weekly Science				
Jan 5	Geography	Latitude and longitude		STRONG START		Animals, including humans		
	DT	Textiles Block C						
12	History	Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor		What teeth do humans have? What do they do?				
	DT	Textiles						
19	Computing	Be Internet Legends: Making Good Decisions Online, Being Brave Online and Speak Up & Report It		How does our mouth and teeth help digestion? What’s the process?				
	DT	Textiles						
26	Geography	Latitude and longitude CUSP Art Festival		Can teeth tell us what animals eat?				
	Art	Creative Response Block 2026						
Feb 2	History	Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor		What are the parts of the digestive system? What do they do?				
	Art	Creative Response						
9	Computing	Be Internet Legends: Making Good Decisions Online, Being Brave Online and Speak Up & Report It		How does digestion work? What’s the process?				
	Art	Creative Response						
16	Half term							
23	Geography	Latitude and longitude		How does digestion work? What’s the process?				
	Art	Printmaking and textiles Block C						
Mar 2	History	Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor		What are food chains How do they work?		Animals, including humans		
	Art	Printmaking and textiles						
9	Computing	Everyone Can Code: Commands and Functions		How do I construct and interpret a food chain?				
	Art	Printmaking and textiles						
16	Geography	Water cycle		SUMMARY How are teeth, digestion and food chains connected?				
	DT	Structures Block D						
23	History	Ancient civilisation – Egypt / Shang Dynasty						
	DT	Structures						
Easter – possible dates are 30 th April – 10 th April 2026								

Suggested Sequence

MA LKS2 Cycle 1 Summer 2026				Weekly Science	
Apr 13	Computing	Everyone Can Code: Commands and Functions		STRONG START	
	DT	Structures			
20	Geography	Water cycle		What appliances use electricity? What sort of power makes them work?	Electricity
	Art	3D and collage Block D			
27	History	Ancient civilisation – Egypt / Shang Dynasty		What are the components in a simple series circuit?	
	Art	3D and collage			
May 4	Computing	Computer systems and networks - The Internet		What are the effects of changing circuit components and batteries?	
	Art	3D and collage			
11	Geography	Environmental regions – map skills			
	DT	Electrical systems Block E			
18	History	Ancient civilisation – Egypt / Shang Dynasty			
	DT	Electrical systems			
25	Half Term				
Jun 1	Computing	Computer systems and networks - The Internet		What is sound?	Sound
	DT	Electrical systems			
8	Geography	Environmental regions – map skills		How does sound travel?	
	Art	Painting Block E			
15	History	Ancient civilisation – Egypt / Shang Dynasty CUSP Food Festival		What is the pitch and loudness of sound?	
	Art	Painting			
22	Computing	Everyone Can Create: Infographics			
	Art	Painting			
29	Geography	Environmental regions – map skills			
	DT	Food and Nutrition Block F			
Jul 6	History	Ancient civilisation – Egypt / Shang Dynasty			
	DT	Food and Nutrition			
13	Computing	Everyone Can Create: Infographics			
	DT	Food and Nutrition			
20	Term possibly ends 20 th July 2026				

LKS2 CYCLE 2 (Y3 Content) 2026-2027 (draft only to be updated May 2026)

Autumn 2026	Spring 2027	Summer 2027
CUSP Reading <ul style="list-style-type: none"> Greta and the Giants 1 Block Pebble in my Pocket 2 Blocks Leon and the Place Between 2 Blocks 'Twas the Night before Christmas Anon 1 Block 	<ul style="list-style-type: none"> Sam Wu is Not Afraid of the Dark 3 Blocks (includes My Shadow Robert Louis Stephenson) Operation Gadgetman 3 Blocks or The Great Food Bank Heist 3 Blocks 	<ul style="list-style-type: none"> Dancing Bear 3 Blocks or Wildsmith: Into the Dark Forest 3 Blocks The Magician's Nephew 3 Blocks or The Little Prince Blocks 2 Blocks
CUSP Writing Introduce = green (Block A) Revisit = orange (Block B) <ul style="list-style-type: none"> Strong Start Sentence Composition Poetry on a theme (emotions) A First person narrative descriptions A Non-chronological reports A Formal letters to complain A Performance poetry (including poetry from other cultures A Dialogue through narrative (historical stories) A 	<ul style="list-style-type: none"> Third person narrative (animal stories) A Non-chronological reports B Advanced instructional writing A Performance poetry (including poetry from other cultures) B (Enrichment) First person narrative descriptions B 	<ul style="list-style-type: none"> Third person narrative (animal stories) B Advanced instructional writing B Dialogue through narrative (historical) B Poetry on a theme (emotions) B (Enrichment) Formal letters to complain B
Maths		
CUSP Science <ul style="list-style-type: none"> Rocks Animals, including humans Revisit Rocks (or alternative focus for insecure knowledge) 	<ul style="list-style-type: none"> Forces and magnets Plants 	<ul style="list-style-type: none"> Plants continued... Light
CUSP Art and Design <ul style="list-style-type: none"> Drawing and painting Block A Printmaking Block B 	<ul style="list-style-type: none"> Creative Response Block 2027 Textiles and collage Block C 	<ul style="list-style-type: none"> 3D Block D Painting Block E
Unity iPad Computing <ul style="list-style-type: none"> Everyone Can Create: Your First Movie Scratch: Using Loops and Repetition 	<ul style="list-style-type: none"> Be Internet Legends: Online Reputation, Passwords & Behaviour and Opinions and Differences Scratch: Selection in Quizzes 	<ul style="list-style-type: none"> Data and information - Branching databases Everyone Can Create: Artistic Adjectives
CUSP Design and Technology <ul style="list-style-type: none"> Textiles Block A Food and Nutrition Block B Science – Animals including humans 	<ul style="list-style-type: none"> Mechanisms Block C Science – Forces and magnets Writing – Advanced instructional writing A Food and Nutrition Block D Science – Animals including humans 	<ul style="list-style-type: none"> Systems Block E Structures Block F
CUSP Geography <ul style="list-style-type: none"> KS2 fieldwork and map skills – physical and human geography OS map skills and fieldwork 	<ul style="list-style-type: none"> UK Study 	<ul style="list-style-type: none"> UK Study continued Revisit countries, counties and regions of the UK (or alternative focus for insecure knowledge)
CUSP History <ul style="list-style-type: none"> Stone Age – Iron Age 	<ul style="list-style-type: none"> Stone Age – Iron Age Rome and the impact on Britain 	<ul style="list-style-type: none"> Rome and the impact on Britain
CUSP Music - mastering the glockenspiel Singing <ul style="list-style-type: none"> Singing focus: Introducing texture Block A Sing parts in an ensemble (e.g. rounds) Block A Untuned percussion <ul style="list-style-type: none"> Untuned focus: Mastering rhythm Block B Recognise beats in a bar (time signatures/metre) Block B 	Music Singing <ul style="list-style-type: none"> Singing focus: The history of singing Block C Singing for togetherness e.g. folk songs, war chants, hymns Block C Glockenspiel <ul style="list-style-type: none"> Tuned focus: Musical notation Block D Introduce the staff Block D 	Music Glockenspiel <ul style="list-style-type: none"> Tuned focus: Composition Block E Compose in pairs Block E Range of instruments studied <ul style="list-style-type: none"> Performance focus: Introducing timbre Block F Perform as an ensemble (range of instruments) Block F
CUSP French <ul style="list-style-type: none"> Greetings and the classroom Colours, emotions and numbers (0-10) 	<ul style="list-style-type: none"> Introductions and questions Working together (Following instructions) 	<ul style="list-style-type: none"> Playing together (Asking to play) Eating together
PE		
Jigsaw PSHE		
Discovery RE <ul style="list-style-type: none"> Hinduism – Divali Sikhism - The Amrit Ceremony and the Khalsa Christianity - Christmas 	<ul style="list-style-type: none"> Christianity – The miracles of Jesus Christianity - Forgiveness 	<ul style="list-style-type: none"> Hinduism - Hindu Beliefs / Pilgrimage to the River Ganges Sikhism - Sharing and Community / Prayer and Worship

Suggested Sequence

MA LKS2 Cycle 2 Autumn 2026			Weekly Science	
Geography	KS2 fieldwork and map skills – physical and human geography		STRONG START	Rocks
Art	Drawing and painting Block A			
History	Stone Age – Iron Age			
Art	Drawing and painting			
Computing	Everyone Can Create: Your First Movie			
Art	Drawing and painting			
Geography	KS2 fieldwork and map skills – physical and human geography			
DT	Textiles Block A			
History	Stone Age – Iron Age			
DT	Textiles			
Computing	Everyone Can Create: Your First Movie			
DT	Textiles			
Geography	KS2 fieldwork and map skills – physical and human geography			
Art	Printmaking Block B			
History	Stone Age – Iron Age			
Art	Printmaking			
Half term				
Computing	Scratch: Using Loops and Repetition		What effect does the food we eat have?	Animals, including humans
Art	Printmaking			
Geography	OS map skills and fieldwork			
DT	Food and Nutrition Block B			
History	Stone Age – Iron Age			
DT	Food and Nutrition			
Computing	Scratch: Using Loops and Repetition		How are rocks formed and what types are there?	
DT	Food and Nutrition			
Geography	OS map skills and fieldwork	Optional sessions in the learning sequence where you can adapt and add what you want to teach, given the understanding and provision of the children.	Remember: how can rocks change?	Revisit Rocks
History	Stone Age – Iron Age			
Use these flexible blocks to enrich the curriculum. The time can be allocated to any term you choose, for example you could use it to support local mapwork, science fieldwork or museum visits.			Remember: how are fossils formed and how do we know?	

Suggested Sequence

MA LSK2 Cycle 2 Spring 2027			Weekly Science	
Geography	UK Study		STRONG START	Forces and magnets
DT	Mechanisms Block C			
History	Stone Age – Iron Age		What are contact forces?	
DT	Mechanisms			
Computing	Be Internet Legends: Online Reputation, Passwords & Behaviour and Opinions and Differences		How do surfaces affect the motion of an object?	
DT	Mechanisms			
Geography	UK Study		How does friction affect moving objects?	
Art	Creative Response Block 2027			
History	Stone Age – Iron Age		What is a non-contact force? How is this different to a contact force?	
Art	Creative Response			
Computing	Be Internet Legends: Online Reputation, Passwords & Behaviour and Opinions and Differences			
Art	Creative Response		How do magnets attract and repel?	
Half term				
Geography	UK Study		Which materials are magnetic? Forces and magnetism summary	
Art	Textiles and collage Block C			
History	Rome and the impact on Britain		What are the parts of a flowering plant? What do they do?	Plants
Art	Textiles and collage			
Computing	Scratch: Selection in Quizzes		Do all plants need the same things to thrive and grow?	
Art	Textiles and collage			
Geography	UK Study		How do leaves make food for the plant?	
DT	Food and Nutrition Block D			
History	Rome and the impact on Britain			
DT	Food and Nutrition			

Suggested Sequence

MA LSK2 Cycle 2 Summer 2027			Weekly Science			
Computing	Scratch: Selection in Quizzes		STRONG START			
DT	Food and Nutrition					
Geography	UK Study continued		How does water move through a plant?	Plants		
Art	3D Block D					
History	Rome and the impact on Britain					
Art	3D					
Computing	Data and information - Branching databases					
Art	3D					
Geography	UK Study continued					
DT	Systems Block E					
History	Rome and the impact on Britain					
DT	Systems					
Half Term						
Computing	Data and information - Branching databases				Do we need light to see things? Remember: what are light sources and what are not light sources?	Light
DT	Systems					
Geography	Revisit countries, counties and regions of the UK		How are shadows formed?	Light		
Art	Painting Block E					
History	Rome and the impact on Britain					
Art	Painting Block E					
Computing	Everyone Can Create: Artistic Adjectives					
Art	Painting Block E					
Geography	Revisit countries, counties and regions of the UK					
DT	Structures Block F					
History	Rome and the impact on Britain					
DT	Structures					
Computing	Everyone Can Create: Artistic Adjectives					
DT	Structures					

Autumn 2025	Spring 2026	Summer 2026
CUSP Reading <ul style="list-style-type: none"> Roof toppers (& The Listeners – Walter de la Mare) 3 Blocks Pig Heart Boy 2 Blocks or Now or Never: A Dunkirk Story 2 Blocks How to live forever 1 Block 	<ul style="list-style-type: none"> Skellig (+Flanders poem) 3 Blocks All Aboard the Empire Windrush 2 Blocks The Island 1 Block or Climate Action 1 Block 	<ul style="list-style-type: none"> The Island 1 Block or Climate Action (1 Block) Dare to be You (KS2 – KS3 transition) 3 Blocks Intro to Dickens – Oliver Twist 3 Blocks or Treasure Island (2 Blocks)
CUSP Writing Introduce = green (Block A) Revisit = orange (Block B) <ul style="list-style-type: none"> Autobiography A Discursive writing and speeches A First person stories with a moral A Poems that create images and explore vocabulary (War poetry) A News report A Explanatory text A Shakespeare (Sonnets) A 	<ul style="list-style-type: none"> Extended third person narrative A Explanatory texts B Autobiography B Lead piece: Extended third person narrative (adventure stories) B 	<ul style="list-style-type: none"> Lead piece: News report B Shakespeare (Sonnets) B (Enrichment) Lead piece: Discursive writing and speeches B Poems that create images and explore vocabulary B (Enrichment) First person stories with a moral B
Maths		
CUSP Science <ul style="list-style-type: none"> Electricity Animals including humans 	<ul style="list-style-type: none"> Animals including humans (+ water transport) Light 	<ul style="list-style-type: none"> Living things and their habitats Evolution and inheritance
CUSP Art and Design <ul style="list-style-type: none"> Drawing Block A Painting and collage Block B 	<ul style="list-style-type: none"> Creative Response Block 2026 Printmaking and textiles Block C 	<ul style="list-style-type: none"> 3D Block D Painting Block E
Unity iPad Computing <ul style="list-style-type: none"> Everyone Can Create: Special Effects in iMovie Everyone Can Code: Functions with Parameters and Logical Operators 	<ul style="list-style-type: none"> Be Internet Legends: Relationships & Being Kind, Refusing & Reporting and Handling & Reporting Mean Behaviour Everyone Can Code: While Loops and Arrays and Refactoring 	<ul style="list-style-type: none"> Computer systems and networks - Communication and networks Everyone Can Create: Year 6 Short Film
CUSP Design and Technology <ul style="list-style-type: none"> Food and Nutrition Block A <i>Writing – Discursive writing and speeches</i> Mechanisms Block B 	<ul style="list-style-type: none"> Food and Nutrition Block C Structures Block D 	<ul style="list-style-type: none"> Electrical systems Block E <i>Science – Electricity</i> Textiles Block F
CUSP Geography <ul style="list-style-type: none"> Physical processes 	<ul style="list-style-type: none"> Human and Physical Geography: Economic, settlement and trade links UK, Europe and N America comparison study 	<ul style="list-style-type: none"> UK, Europe and N America comparison study OS Maps and fieldwork (orienteering)
CUSP History <ul style="list-style-type: none"> Beyond 1066 <ul style="list-style-type: none"> Local History Study - how did conflict change our locality in World War 2? (Y6) 	<ul style="list-style-type: none"> Windrush generation (Y6) 	<ul style="list-style-type: none"> Ancient Greece (Place in time and significant events) (Y5)
CUSP Music - mastering the keyboard Singing <ul style="list-style-type: none"> Singing focus: Musical stories 2 Block A Cultural and social – lyrics Block A Untuned percussion <ul style="list-style-type: none"> Untuned focus: Music technology 2 Block B Alter tempo and rhythm to create effects Block B 	Music Singing <ul style="list-style-type: none"> Singing focus: Introducing structure 2 Block C Identify cyclic patterns inc. verse/chorus, coda Block C Keyboard <ul style="list-style-type: none"> Tuned focus: Musical notation 4 Block D Create simple notation Block D 	Music Keyboard <ul style="list-style-type: none"> Tuned focus: Composition 4 Block E Improvise using melodic phrases Block E Range of instruments studied <ul style="list-style-type: none"> Performance focus: Improvisation 2 Block F Perform including an element of improvisation Block F
CUSP French <ul style="list-style-type: none"> Where I live (Homes) Emotions and numbers – beyond 100 	CUSP French <ul style="list-style-type: none"> Items from daily life (Money and personal effects) Learning together 	CUSP French <ul style="list-style-type: none"> The natural world (The environment) Visiting France (Directions and transport)
PE		
Jigsaw PSHE		
Discovery RE <ul style="list-style-type: none"> Islam - Beliefs and Practices Christianity - Christmas 	<ul style="list-style-type: none"> Christianity – Beliefs and meaning Christianity - Easter 	<ul style="list-style-type: none"> Islam - Beliefs and moral values

Suggested Sequence

MA UKS2 Cycle 1 Autumn 2025				Weekly Science	
Sep 1	Geography	Physical processes		STRONG START	
	Art	Drawing Block A			
8	History	Local History Study - how did conflict change our locality in World War 2? (Y6)		What is electricity? How does it work?	
	Art	Drawing			
15	Computing	Everyone Can Create: Special Effects in iMovie		What are the components in a series circuit?	
	Art	Drawing			
22	Geography	Physical processes CUSP Money Matters Festival – Tuesday 23 rd September		What are the effects and consequences of changing circuit components and batteries?	
	DT	Food and Nutrition Block A			
29	History	Local History Study - how did conflict change our locality in World War 2? (Y6)			
	DT	Food and Nutrition			
Oct 6	Computing	Everyone Can Create: Special Effects in iMovie			
	DT	Food and Nutrition			
13	Geography	Physical processes		What is blood made of and why do we need it?	
	Art	Painting and collage Block B			
20	History	Local History Study - how did conflict change our locality in World War 2? (Y6)		Why do our bodies need nutrients and how are they transported?	
	Art	Painting and collage			
Oct 27 Nov 3	Half term				
10	Computing	Everyone Can Code: Functions with Parameters and Logical Operators		What is our circulatory system?	
	Art	Painting and collage			
17	Geography	Physical processes		What is our heart like inside? How does it work?	
	DT	Electrical systems Block E			
24	History	Local History Study - how did conflict change our locality in World War 2? (Y6) CUSP Spoken Language Festival – Tuesday 25 th November		Who influenced what we know about our circulatory system?	
	DT	Electrical systems			
Dec 1	Computing	Everyone Can Code: Functions with Parameters and Logical Operators		What can we do to keep healthy?	
	DT	Electrical systems			
8	Geography	Physical processes		Present and explain what we know about the circulatory system, nutrients and keeping healthy	
	History	Local History Study - how did conflict change our locality in World War 2? (Y6)			
15	Use these flexible blocks to enrich the curriculum. The time can be allocated to any term you choose, for example you could use it to support local mapwork, science fieldwork or museum visits. Term ends possibly Friday 19 th December 2025				

Suggested Sequence

MA UKS2 Cycle 1 Spring 2026				Weekly Science	
Jan 5	Geography	Settlements		STONG START	Animals, including humans
	DT	Food and Nutrition Block C			
12	History	Windrush generation (Y6)		Remember circulation and digestion: how are these two systems connected?	
	DT	Food and Nutrition			
19	Computing	Be Internet Legends: Relationships & Being Kind, Refusing & Reporting and Handling & Reporting Mean Behaviour		Where are the kidneys and what do they do?	
	DT	Food and Nutrition			
26	Geography	Settlements CUSP Art Festival		How do kidneys keep us healthy?	
	Art	Creative Response Block 2026			
Feb 2	History	Windrush generation (Y6)			
	Art	Creative Response			
9	Computing	Be Internet Legends: Relationships & Being Kind, Refusing & Reporting and Handling & Reporting Mean Behaviour			
	Art	Creative Response			
16	Half term				
23	Geography	UK, Europe and N America comparison study		How does light travel?	Light
	Art	Printmaking and textiles Block C			
Mar 3	History	Windrush generation (Y6)		What colour is light made of?	
	Art	Printmaking and textiles			
10	Computing	Everyone Can Code: While Loops and Arrays and Refactoring		Reflection - how does light help us to see objects?	
	Art	Printmaking and textiles			
17	Geography	UK, Europe and N America comparison study		Which surfaces make the best reflectors?	
	DT	Structures Block D			
24	History	Windrush generation (Y6)		Why do we see objects as a particular colour?	
	DT	Structures			
31	Computing	Everyone Can Code: While Loops and Arrays and Refactoring		What happens to the appearance of objects when placed in water?	
	DT	Structures			
Easter – possible dates are 30 th April – 10 th April 2026					

Suggested Sequence

MA UKS2 Cycle 1 Summer 2026				Weekly Science		
Apr 13	Computing	Everyone Can Code: While Loops and Arrays and Refactoring		STRONG START		
	DT	Structures				
20	Geography	UK, Europe and N America comparison study		Who was the scientist Carl Linnaeus and what did he do?	Living things and their habitats	
	Art	3D Block D				
27	History	Ancient Greece (Place in time and significant events) (Y5) KN 1, 3, 4, 7, 9				How do we classify vertebrates?
	Art	3D				
May 4	Computing	Computer systems and networks - Communication and networks				How do we classify invertebrates we know?
	Art	3D				
11	Geography	UK, Europe and N America comparison study				SATS Week How do we classify invertebrates we don't know? (Sponges, Jellyfish and Flatworms)
	DT	Electrical systems Block E				
18	History	Ancient Greece (Place in time and significant events) (Y5) KN 1, 3, 4, 7, 9	What are microorganisms?			
	DT	Electrical systems				
25	Half Term					
Jun 1	Computing	Computer systems and networks - Communication and networks		How do we classify plants?		
	DT	Electrical systems				
8	Geography	OS Maps and fieldwork (orienteering)		How have living things changed over time? How do we know?	Y6 Evolution and inheritance	
	Art	Painting Block E				
15	History	Ancient Greece (Place in time and significant events) (Y5) KN 1, 3, 4, 7, 9 CUSP Food Festival				How has life evolved over time?
	Art	Painting				
22	Computing	Everyone Can Create: Year 6 Short Film				What is DNA and what does it do? Working scientifically
	Art	Painting				
29	Geography	OS Maps and fieldwork (orienteering)				Are all offspring identical to their parents?
	DT	Textiles Block F				
Jul 6	History	Ancient Greece (Place in time and significant events) (Y5) KN 1, 3, 4, 7, 9	Darwin and Wallace – what evidence did they share to argue the case for evolution?			
	DT	Textiles				
13	Computing	Everyone Can Create: Year 6 Short Film	Survival of the fittest - how have animals adapted and evolved to suit their environment?			
	DT	Textiles				
20	Term possibly ends 20 th July 2026					

UKS2 CYCLE 2 (Y5 Content) 2026-2027 (draft only to be updated May 2026)

Autumn 2026	Spring 2027	Summer 2027
CUSP Reading <ul style="list-style-type: none"> Shackleton's Journey 3 Blocks The Explorer 3 Blocks 	<ul style="list-style-type: none"> The Boy in the Tower (including Daffodils – William Wordsworth) 3 Blocks or Boy Giant 3 Blocks A Midsummer Night's Dream 1 Block I am not a label 1 of 2 Blocks 	<ul style="list-style-type: none"> I am not a label 2 of 2 Blocks Secrets of a Sun King and If – Rudyard Kipling 3 Blocks or A Wrinkle in Time 2 Blocks Five Children and It 3 Blocks or The Rabbits 1 Block
CUSP Writing Introduce = green (Block A) Revisit = orange (Block B) <ul style="list-style-type: none"> Formal letters of application A Dialogue in narrative A Poems which explore form A Balanced argument A Third person stories set in another culture A Poems that use word play A 	<ul style="list-style-type: none"> Biography A Third person stories set in another culture B Playscripts (Shakespeare retelling) A Formal letters of application B 	<ul style="list-style-type: none"> Biography B Dialogue in narrative (first person myths and legends) B Playscripts B Poems that use word play B (Enrichment) Balanced argument B Poems which explore form B (Enrichment)
Maths		
CUSP Science <ul style="list-style-type: none"> Properties and changes of materials Animals, including humans 	<ul style="list-style-type: none"> Forces (Gravity and Galileo) Earth in space 	<ul style="list-style-type: none"> Living things and their habitats Forces (continued)
CUSP Art and Design <ul style="list-style-type: none"> Drawing and painting Block A Printmaking Block B 	<ul style="list-style-type: none"> Creative Response Block 2027 Textiles and collage Block C 	<ul style="list-style-type: none"> 3D Block D Painting Block E
Unity iPad Computing <ul style="list-style-type: none"> Augmented Reality: Ancient Greek Civilisation Everyone Can Code: For Loops and Variables 	<ul style="list-style-type: none"> Be Internet Legends: Positive Digital Footprints, Spotting Fake Information Online and Sharing, Settings & Password Everyone Can Code: Conditional Code and Types + Initialisation 	<ul style="list-style-type: none"> Data and Information - Flat-File Databases Everyone Can Create: Podcasts
CUSP Design and Technology <ul style="list-style-type: none"> Food and Nutrition Block A Systems Block B 	<ul style="list-style-type: none"> Textiles Block C <i>Writing Formal Letters of Application B</i> Food and Nutrition Block D <i>Geography World Biomes</i> 	<ul style="list-style-type: none"> Structures Block E Mechanisms Block F <i>Science Forces</i>
CUSP Geography <ul style="list-style-type: none"> World countries – biomes and environmental regions 	<ul style="list-style-type: none"> 4 and 6 figure grid references 	<ul style="list-style-type: none"> OS maps and fieldwork
CUSP History <ul style="list-style-type: none"> Ancient Greece Myths, Legends, Culture (Y5) 	<ul style="list-style-type: none"> Comparison study – Maya and Anglo-Saxons or Benin or The Golden Age of Islam (Y5) 	<ul style="list-style-type: none"> Study 5 significant monarchs (Y6) Or Battle of Britain (Y6)
CUSP Music – mastering the keyboard Untuned percussion <ul style="list-style-type: none"> Untuned focus: Musical stories Block A One piece, different performers Block A Singing <ul style="list-style-type: none"> Singing focus: Introducing structure Block B Identify parts of a song Block B 	Music Keyboard <ul style="list-style-type: none"> Tuned focus: Musical notation 3 Block C Follow musical notation Block C Singing <ul style="list-style-type: none"> Singing focus: Music technology Block D Alter pitch and dynamic to create effects Block D 	Music Range of instruments studied <ul style="list-style-type: none"> Performance focus: Composition 3 Block E Perform including an element of composition Block E Keyboard <ul style="list-style-type: none"> Tuned focus: Improvisation Block F Improvise using repeated patterns Block F
CUSP French <ul style="list-style-type: none"> Local places (Amenities) Emotions and numbers 0- 100 	French <ul style="list-style-type: none"> Friends and family Working together 	French <ul style="list-style-type: none"> Playing together (Sports and hobbies) Eating together (Preparing a meal)
PE	PE	PE
PSHE	PSHE	PSHE
Discovery RE <ul style="list-style-type: none"> Hinduism – Prayer and Worship Sikhism - Belief into action Christianity - Christmas 	<ul style="list-style-type: none"> Sikhism - Beliefs and moral values Hinduism - Hindu Beliefs Christianity - Salvation 	<ul style="list-style-type: none"> Hinduism - Beliefs and moral values Sikhism - Prayer and Worship Christianity - Beliefs and Practices

Suggested Sequence

MA UKS2 Cycle 2 Autumn 2026			Weekly Science 1.5 hours	
Geography	World countries - biomes and environmental regions		STRONG START	Properties and changes of materials
Art	Drawing and painting Block A			
History	Ancient Greece Myths, Legends, Culture (Y5) KN 1, 2, 5, 6, 8			
Art	Drawing and painting			
Computing	Augmented Reality: Ancient Greek Civilisation			
Art	Drawing and painting			
Geography	World countries - biomes and environmental regions			
DT	Food and Nutrition Block A			
History	Ancient Greece Myths, Legends, Culture (Y5) KN 1, 2, 5, 6, 8			
DT	Food and Nutrition			
Computing	Augmented Reality: Ancient Greek Civilisation			
DT	Food and Nutrition			
Geography	World countries - biomes and environmental regions			
Art	Printmaking Block B			
History	Ancient Greece Myths, Legends, Culture (Y5) KN 1, 2, 5, 6, 8			
Art	Printmaking			
Half term				
Computing	Everyone Can Code: For Loops and Variables		What is the human timeline?	Animals, including humans
Art	Printmaking			
Geography	World countries - biomes and environmental regions			
DT	Systems Block B			
History	Ancient Greece Myths, Legends, Culture (Y5) KN 1, 2, 5, 6, 8			
DT	Systems			
Computing	Everyone Can Code: For Loops and Variables			
DT	Systems			
Geography	World countries – biomes and environmental regions			
History	Ancient Greece Myths, Legends, Culture (Y5) KN 1, 2, 5, 6, 8			
Use these flexible blocks to enrich the curriculum. The time can be allocated to any term you choose, for example you could use it to support local mapwork, science fieldwork or museum visits.				

Suggested Sequence

MA UKS2 Cycle 2 Spring 2027			Weekly Science	
Geography	4 and 6 figure grid references		STRONG START	Forces
DT	Textiles Block C		Remember gravity When is friction helpful and when is it not?	
History	Comparison study – Maya and Anglo-Saxons or Benin or The Golden Age of Islam (Y5)			
DT	Textiles		What’s the effect of air resistance?	
Computing	Be Internet Legends: Positive Digital Footprints, Spotting Fake Information Online and Sharing, Settings & Password			
DT	Textiles		What’s the effect of water resistance?	
Geography	4 and 6 figure grid references			
Art	Creative Response Block 2026		Who was Galileo Galilei?	
History	Comparison study – Maya and Anglo-Saxons or Benin or The Golden Age of Islam (Y5)			
Art	Creative Response Block 2026			
Computing	Be Internet Legends: Positive Digital Footprints, Spotting Fake Information Online and Sharing, Settings & Password			
Art	Creative Response Block 2026			
Half Term				
Geography	4 and 6 figure grid references		What are the planets in our solar system?	Earth and space
Art	Textiles and collage Block C		How does our view of the Moon change in a lunar month?	
History	Comparison study – Maya and Anglo-Saxons or Benin or The Golden Age of Islam (Y5)			
Art	Textiles and collage		Why does the rotation of Earth result in night and day?	
Computing	Everyone Can Code: Conditional Code and Types + Initialisation			
Art	Textiles and collage		Why is the Earth’s tilt (axis) responsible for the seasons?	
Geography	4 and 6 figure grid references			
DT	Food and Nutrition Block D		Review, summarise and present what you know about Earth and Space	
History	Comparison study – Maya and Anglo-Saxons or Benin or The Golden Age of Islam (Y5)			
DT	Food and Nutrition			

Suggested Sequence

MA UKS2 Cycle 2 Summer 2027			Weekly Science	
Computing	Everyone Can Code: Conditional Code and Types + Initialisation		STRONG START	
DT	Food and Nutrition			
Geography	OS maps and fieldwork		Life cycle differences – what’s the difference between a mammal and an amphibian?	Living things sand their habitats
Art	3D Block D			
History	Study 5 significant monarchs (Y6) Or Battle of Britain (Y6)		Life cycle differences – what’s the difference between an insect and a bird?	
Art	3D			
Computing	Data and Information - Flat-File Databases		What is similar and what is different between the life cycles of a mammal, an insect, an amphibian and a bird?	
Art	3D		Summer birds – who was Maria Merion and what did she do?	
Geography	OS maps and fieldwork			
DT	Structures Block E		The science of life - how do living things reproduce?	
History	Study 5 significant monarchs (Y6) Or Battle of Britain (Y6)			
DT	Strutures			
Half Term				
Computing	Data and Information - Flat-File Databases		Plants and animals: what’s the life process of reproduction?	
DT	Structures			
Geography	OS maps and fieldwork			Forces continued
Art	Painting Block E			
History	Study 5 significant monarchs (Y6) Or Battle of Britain (Y6)		How do levers help us?	
Art	Painting		How do pulleys and gears help us?	
Computing	Everyone Can Create: Podcasts			
Art	Painting			
Geography	OS maps and fieldwork			
DT	Mechanisms Block F			
History	Study 5 significant monarchs (Y6) Or Battle of Britain (Y6)			
DT	Mechanisms			
Computing	Everyone Can Create: Podcasts			
DT	Mechanisms			