

Upper Primary: Semi-Formal Pathway

CYCLE 2 2027-28	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
THEME	THE ROMANS	FRUITS	ANIMALS AND PEOPLE	CELEBRATIONS	OCEANS	AFRICAN ADVENTURE
English	Power of Reading Text: ▪ Have you heard of the Romans?	Power of Reading Text: ▪ Handa's Surprise	Power of Reading Text: ▪ Lulu Gets a Cat	Power of Reading Text: ▪ Happy Birthday Maisy	Power of Reading Text: ▪ Surprising Sharks	Power of Reading Text: ▪ The Leopard's Drum
Mathematics (Maths Mastery)	Stages 1 - 4					
	▪ Unit 1: Number Systems ▪ Unit 2: Pattern Spotting	▪ Unit 2: Pattern Spotting ▪ Unit 3: Investigating Numbers	▪ Unit 4: Exploring Shape ▪ Unit 6: Reasoning with Measure	▪ Unit 1: Number Systems ▪ Unit 12: Exploring Change	▪ Unit 3: Investigating Numbers ▪ Unit 4: Exploring Shape ▪ Unit 6: Reasoning with Measure	▪ Unit 6: Reasoning with Measure ▪ Unit 12: Exploring Change ▪ Unit 15: Measuring and Estimating
	Stages 5 - 6					
	▪ Unit 1: Number Systems ▪ Unit 2: Pattern Spotting	▪ Unit 2: Pattern Spotting ▪ Unit 3: Investigating Numbers	▪ Unit 4: Exploring Shape ▪ Unit 6: Reasoning with Measure ▪ Unit 5: Generalising Arithmetic	▪ Unit 7/8: Discovering Equivalency/ Reasoning with Fractions ▪ Unit 9: – Solving Problems with Number ▪ Unit 12: Exploring Change	▪ Unit 10: Investigating Statistics ▪ Unit 11: Visualising Shape ▪ Unit 12: Exploring Change	▪ Unit 13: Reasoning Proportionally ▪ Unit 14: Describing Position ▪ Unit 15: Measuring and Estimating
Science (MKS SOW)	▪ TO BE ADDED	▪ Animals including humans (Healthy eating) (Ref: NC/POS – Year 2, 3 & 5)	▪ Animals including humans (Changes as humans grow) Ref: NC/POS – Year 2 & 5)	▪ Light (Ref: NC/POS – Year 3)	▪ Living things and their habitats (Ref: NC/POS – Year 4)	▪ Sound – (Ref: NC/POS – Year 4)

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Computing (MKS SOW)	Computing skills and concepts should be embedded across all areas of the curriculum, ensuring that Computer Science, Information Technology and Digital Literacy are taught in meaningful contexts and linked to whole-school themes wherever possible.					
Humanities (MKS SOW)	History (Ref: NC/POS – KS2) The Roman Empire	Geography Human and physical geography (Ref: NC/POS – KS1) Identify seasonal and daily weather patterns in the UK and the location of hot and cold areas of the world Human and physical geography (Ref: NC/POS – KS2) Describe and understand key aspects of: Climate zones, biomes and vegetation belts Types of settlement and land use	Geography Geographical skills and fieldwork: (Ref: NC/POS – KS1 & 2) Use simple compass directions; Use world maps, atlases and globes; Use aerial photographs Use simple fieldwork and observational skills	History (Ref: NC/POS – KS2) Ancient Greece	Geography (Ref: NC/POS – KS1) Locational knowledge: Name and locate the 5 oceans (Ref: NC/POS – KS2) Locational knowledge: Coasts	History (Ref: NC/POS – KS2) Ancient Egypt

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PSHE (Story Project)	Health and Wellbeing		Relationships		Living in the Wider World	
	▪ To recognise and explain a wider range of feelings ▪ To understand why I feel certain emotions ▪ To express feelings in clearer and more independent ways ▪ To use strategies to manage emotions and understand loss ▪ To understand how my behaviour affects myself and others ▪ To follow rules and expectations with increasing independence	▪ To choose positive behaviour strategies instead of unsafe ▪ To consistently use safe and kind behaviour (hands are for helping) ▪ To recognise a wider range of healthy foods and make healthy choices ▪ To compare healthy and less healthy choices ▪ To understand how exercise and movement help my body ▪ To make healthy lifestyle choices more independently	▪ To take turns and share safely with increasing independence ▪ To play safely alongside others in shared and online environments ▪ To understand and follow safety rules in school, the community and near water ▪ To stay safe in public places and know when to get help ▪ To use accurate names for all body parts, including private body parts ▪ To understand that my body belongs to me	▪ To understand private and public behaviours and boundaries ▪ To use consent and safety language independently ▪ To join in play and group activities with increasing independence ▪ To recognise and choose kind behaviour ▪ To develop and maintain positive friendships ▪ To solve simple social problems safely and respectfully	To complete daily routines with increasing independence To manage changes and unexpected routines more successfully To make simple choices independently throughout the day To develop independent skills for everyday life To complete hygiene and toileting routines with increasing independence To practice effective handwashing and cleanliness routines To develop personal care and self-care skills	▪ To understand how to stay healthy and safe outdoors ▪ To recognise safe and unsafe feelings and situations ▪ To identify trusted adults and know who can help me ▪ To use help-seeking strategies more independently ▪ To understand online safety and safe digital behaviour ▪ To understand emergencies and how to get help in an emergency

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Art, Design and Technology (MKS SOW)		DT: Cooking & Nutrition Fruit kebabs - Explore a variety of fruits through sensory experiences - Develop basic food preparation skills (washing, cutting, threading) - Learn about healthy eating - Understand simple sequences (make → eat) - Build independence in choice-making and participation in cooking	Art & Design: Painting and mixed media - Explore painting and mixed media techniques - Experience colour, texture, and layering - Create simple Art & Design works inspired by animals and people - Develop confidence in mark-making, choice-making, and expression - Engage in sensory, hands-on creative activities	DT: Structures – Making decorations - Explore a range of materials used for decorations - Develop skills in joining, assembling and constructing simple items - Understand the purpose of decorations in celebrations - Engage in creative, sensory, and hands-on making experiences - Build independence in choice-making and following simple processes	DT: Mechanisms – Boats - Explore floating and sinking (cause and effect) - Investigate how boats move on water - Develop skills in building simple structures that float - Experience basic mechanisms (push, paddle, wind movement) - Engage in hands-on, sensory learning linked to water play	Art & Design: Sculpture and 3D Musical instruments - Explore 3D materials to make simple musical instruments - Investigate sound (shake, tap, hit) and cause & effect - Experience patterns, colours, and textures inspired by African Art - Develop confidence in joining, decorating, and constructing - Engage in sensory, musical, and creative expression
RE	RE Day: Hinduism	RE Day: Christianity Christmas Performance	RE Day: Judaism	RE Day: Islam	RE Day: Sikhism	RE Day: Buddhism

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PE (Specialist SOW)	Year 4: Locomotion (Running and Jumping)	Year 4: Playing through Games	Year 4: Gymnastics (Body Parts); Dance (Mr Candy's Sweet Factory)	Year 4: Ball Skills Hands 1	Year 4: Rackets, Balls and Balloons	Year 4: Sports Day Activities; Team Building
	Year 5: Playing through Games	Year 5: Target Games (Boccia and Kurling)	Year 5: Gymnastics (Canon and Unison); Dance (Wild Animals)	Year 5: Striking and Fielding: Cricket	Year 5: Rackets, Balls and Balloons	Year 5: Sports Day Activities; Athletic Activities
	Year 6: Playing through Games	Year 6: Target Games (Boccia and Kurling)	Year 6: Gymnastics (Levels and Direction); Dance (Cats)	Year 6: Striking and Fielding: Cricket	Year 6: Rackets, balls and balloons	Year 6: Sports Day Activities; Athletic Activities
Music (Specialist SOW)	Rhythm	Primary Nativity	Composition	Upper Primary Performance	Upper Primary Performance	Improvisation