

# Sycamore Class Curriculum Map 2025 - 2026



Autumn 1 <sup>st</sup> Half Term	Autumn 2 <sup>nd</sup> Half Term
<p><b>Geography:</b> Extreme Earth  <b>Science:</b> Living Things  <b>Maths:</b> Place Value (2wks) Addition, Subtraction, Multiplication, Division (5 wks)  <b>English:</b> The Last Wild – Piers Torday  <b>Art:</b> Dystopian Landscapes  <b>PE:</b> Fitness  <b>RHE:</b> Me and My Relationships  <b>Computing:</b> E-Safety  <b>Music:</b> Garageband  <b>RE:</b> Christianity: ‘How do Christians show their belief that Jesus is God incarnate?’</p>	<p><b>History:</b> The World at War  <b>Science:</b> Electricity/Renewables  <b>English:</b> Resist – Tom Palmer  <b>Maths:</b> Fractions (4 wks) Converting Units (1 wk)  <b>DT:</b> Great British Dishes  <b>PE:</b> Rugby  <b>RHE:</b> Valuing Differences  <b>Computing:</b> Web Page Creation  <b>Music:</b> WW2  <b>RE:</b> Islam: ‘How does tawhid create a sense of belonging to the Muslim community?’</p>
Spring 1 <sup>st</sup> Half Term	Spring 2 <sup>nd</sup> Half Term
<p><b>Geography:</b> Japan  <b>Science:</b> Light  <b>English:</b> Romeo &amp; Juliet – William Shakespeare, Grimm Tales – Philip Pullman  <b>Maths:</b> Ratio (2 wks) Algebra (2 wks) Decimals (2 wks)  <b>Art:</b> WW2 Art  <b>PE:</b> Gymnastics  <b>RHE:</b> Keeping Myself Safe  <b>Computing:</b> Programming A: Variables in Games  <b>Music:</b> Electricity  <b>RE:</b> Hinduism: ‘How do questions about Brahman and atman influence the way a Hindu lives?’</p>	<p><b>History:</b> The Shang Dynasty  <b>Science:</b> Circulatory System (3 wks) Diet &amp; Lifestyle (3 wks)  <b>English:</b> Night Mail – W H Auden  <b>Maths:</b> Fractions (2 wks) Area &amp; Perimeter (2 wks) Statistics (2 wks)  <b>DT:</b> Bird House Builders  <b>PE:</b> Parkour  <b>RHE:</b> Rights and Responsibilities  <b>Computing:</b> Programming B: Sensing Movement  <b>Music:</b> Celebrations  <b>RE:</b> Buddhism: ‘How does the triple refuge help Buddhists in their journey through life?’</p>

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Summer 1 <sup>st</sup> Half Term	Summer 2 <sup>nd</sup> Half Term
<p><b>Geography:</b> Biomes  <b>Science:</b> Variation &amp; Adaptations  <b>English:</b> The Invention of Hugo Cabret – Brian Selznik  <b>Maths:</b> Shape (3 wks), Position &amp; Direction (1 wk)  <b>Art:</b> Biome Diorama  <b>PE:</b> Racquet Sports (Tennis &amp; Badminton)  <b>RHE:</b> Being my Best  <b>Computing:</b> MicroBits  <b>Music:</b> Reggae  <b>RE:</b> Christianity: ‘Should believing in the resurrection change how Christians view life and death?’</p>	<p><b>History:</b> Aztecs  <b>Geography:</b> World’s Fair Project  <b>Science:</b> Themed Project  <b>English:</b> The Final Year – Matt Goodfellow  <b>Maths:</b> Consolidation &amp; Problem Solving  <b>DT:</b> Inventions of the World  <b>PE:</b> Athletics &amp; Golf  <b>RHE:</b> Growing and Changing  <b>Computing:</b> Lego Robotics  <b>Music:</b> Bandlab  <b>RE:</b> Humanism: Why do Humanists say happiness is the goal of life?</p>