



**Theme:**  
**'Around the Word'**

**Year 5/6 Summer 2**  
Values: Wisdom

**R.E.**  
What does it mean to be a Pilgrim? (Islam, Christianity and Judaism)  
Islamic pilgrimage of Hajj  
The importance of the Western Wall to Christians and Jews

**P.S.H.E.**  
Rights and Responsibilities  
rules, laws, rights, responsibilities, discrimination, aggression, bullying, communities, diversity, identity, antisocial behaviour  
RSE: my body, my rights and responsibilities

**Computing**  
Control Products  
Write algorithms for a Micro:bit. Programme it to keep score for a game in DT.

**Science**  
Animals Including Humans  
Understand the human circulatory system and the impact of diet and exercise on your body. Learn about the heart and the way it pumps blood cells, oxygen, nutrients and water around the body.

**P.E.**  
Athletics  
Throwing (Foam javelins and throwing for distance)  
Relay, aiming for personal bests  
Cricket: (striking, throwing, tactics, teamwork)

**G.P.S.**  
Grammar:  
- Synonym, antonym, prefix, suffix, root word, word family, homonym  
- Statement, question, command, exclamation and interjection  
Spellings:  
- Homophones  
- Revision

**English**  
Focus Texts: 'Romeo and Juliet' by Williams Shakespeare  
Writing: persuasive letter, theatre program, playscript  
Guided Reading: Harriet vs. The Galaxy by Samantha Baines  
LTE: narrative sequencing and classification

**Maths**  
Geometry  
Properties of 3D shapes, drawing nets  
Measure  
Converting between imperial and metric measures (mass & capacity)  
Review calculating the area, perimeter and volume of shapes and other 2D shapes

**DT**  
Programmed Electric Game  
Make a game with an electric circuit with a buzzer and programmed Micro:bit.

**History**  
Ancient Egypt  
Study the achievements of the earliest civilizations, such as the Ancient Egyptians. Learn about the discovery of ancient burial sites and the use of artefacts to build up a picture of the past.

**French**  
Shopping  
Learn the names of different shops and products. Know how to ask for items in a role-play shop.

**Music**  
Notation: Children are learning to read music and follow a simple score.