Year 5 Spring Term 1 - 2026

Science

Intent: To understand what a force is and the impact of forces on the world around us.

SEQUENCE OF LESSONS

Forces

1. Gravity
2. Friction
3. Air resistance
4. Water resistance

5 and 6. Levers, pulleys and gears.

Key Vocabulary:
Forces, resistance, friction, levers, pulleys, gears, gravity, magnetism, air resistance, water resistance

Impact: Children can understand what a force is, and how they impact the world around us.

History - Roman Britain

Intent: To understand how we find out about Roman Britain from a range of sources

SEQUENCE OF LESSONS

1. Romans invade Britannia.
2. Caratacus
3. Boudicca
4. Roman town Aquae Sulis
5. Hadrian's Wall
6. Black Romans

Key Vocabulary: Britannia veni, vedi, vici invasion Celtic tribes Claudius chieftain Caratacus warriors forces fort ascend breast-plates defeat placed in chains heavy taxes capital city Colchester stationed revolt Iceni Boudicca raised an army razed to the ground Londinium Watling Street increased in number heavily outnumbered without delay showed no mercy Aquae Sulis spring fortune strigil hypocaust furnaces palestra intersecting branched grid forum basilica theatre temple frontier Hadrian Hadrian's Wall approaching Vindolanda wooden tablets garrison

Impact: Children can recall key facts about Roman Britain and how we find information from sources

Geography - Coastal processes

Intent: To understand how coasts change

SEQUENCE OF LESSONS

1. Coastal processes
2. Transporting and Depositing
3. Landforms
4. Jurassic coast
5. Coastal habitats
6. West coast Wales

Key Vocabulary: coastline waves erosion transport transportation groynes depositing deposit deposition landforms bay cliffs headland shingle Jurassic Coast preserved fossils cave arch stack habitat rock pools sand dunes coral reefs Cardigan Bay

Impact: Children can identify coastal landforms and the processes that shape the coastline.

RE - The Life and Teaching of Jesus

Intent: To understand how the stories about Jesus affect the way Christians live

SEQUENCE OF LESSONS

1. Jesus is baptised and tempted
2. The disciples and the Sermon on the Mount
3. The miracles of Jesus
4. The parables of Jesus
5. The transfiguration of Jesus
6. Why are these stories important for Christians?

Ky Vocabulary: Childhood, Jesus of Nazareth, prepare, baptised, sins, forgiven, John the Baptist, baptism, devil, tempt, Sea of Galilee, disciples, tax collectors, sinners, mercy, peacemakers, Beatitudes, an eye for an eye, turn the other cheek, love your enemies, the Lord's Prayer, forgive, authority, Sermon on the Mount, leprosy, lepers, healed, miracles, blind, deaf, paralysed, faith, Lazarus, resurrection, Samaritan, eternal life, parables, repents, transfigured, beloved, transfiguration, the good shepherd, resisted, sinner

Impact: Children can recall stories about Jesus and explain how they help to shape how Christians live

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PSHE

Intent: To understand how having aspirations, dreams and goals can impact our future.

SEQUENCE OF LESSONS

1. When I grow up (investigating my dream lifestyle).
2. Investigating jobs and careers.
3. My dream job.
4. Jobs and aspirations of other people.
5. How can we support each other?
6. Rallying support

Key Vocabulary:
Aspirations, jobs, careers, hopes, dreams, future, career, support, profession, determination, perseverance, profession, contribution, society

Impact: Children can understand how having aspirations, dreams and goals can positively impact our future.

DT

Intent: To design and make electrical systems

SEQUENCE OF LESSONS

1. To understand how motors are used in electrical products.
2. To investigate an existing product to determine the factors that affect the product's form and function.
3. To apply the findings from research to develop a unique product.
4. To develop a DIY kit for another individual to assemble their product.

Key Vocabulary:
circuit component, configuration, current, develop, DIY, investigate, motor, motorized, problem solve, product analysis, series circuit, stable, target user

Impact: Children can design and make a Doodler electrical system.

PE

Intent: To learn and develop the skills and techniques needed in Basketball and Circuit training.

SEQUENCE OF LESSONS
Invasion Games – Basketball

1. Expert dribbling
2. Skilful passing
3. Footwork and pivoting
4. Keeping possession
5. Smart marking
6. Let's play

Circuit Training

1. Simple circuits
2. Individual challenges
3. Fitness battles
4. Speed Agility Quickness
5. Group challenges
6. Fitness instructors

Key Vocabulary:
Balance, eyes, elbows, flick, pass, move, defence, offence, circuit, heart rate, pulse, cardiovascular, endurance, circuit

Impact: Children can learn and develop the skills and techniques needed in Basketball and Circuit training.

Music

Intent To be able to play the more complicated rhythms in time and with rests.

SEQUENCE OF LESSONS
Lesson 1: Shosholoza a cappella
Lesson 2: Playing Shosholoza
Lesson 3: The Shosholoza show
Lesson 4: Drumming away to Africa
Lesson 5: Eight-beat breaks

Key Vocabulary:
a capella. Break,, chord, progression, diction Djembe duo, dynamics,metronome, ,polyrhythms Pronunciation, pulse,Nostinato Rests, rhythm, eight-beat break, ensemblemajor chord, master drummer, syncopation, tempo tuned percussion,unaccompanied vocals

Impact: Create an eight beat break and play this in the correct place.

Computing

Intent:To know about the Mars Rover and be able to use binary code

SEQUENCE OF LESSONS
Mars Rover
1.Mars Rover-To identify how and why data is collected from space.
2.Binary code-To read and calculate numbers using binary code.
3.Computer architecture-To identify the computer architecture of the Mars Rovers.
4.Using binary- numbers-To use simple operations to calculate bit patterns.
5.Using binary-text-To represent binary as text.

Key Vocabulary:
8-bit binary, addition, ASCII, binary code, Boolean, byte, CPU, data, data transmission, decimal numbers, discovery, distance, hexadecimal, input, Mars Rover, moon, numerical data, output, Planet, radio signal, RAM, scientist, sequence, signal, simulation, space, subtraction

Impact: Children know about the Mars Rover and can read any number in binary, up to eight bits.