Medium Term Planning – Spring 2025: Year 6

Week beginning	Maths	English	Science	History / Geography	Art / DT	Computing / RE	PSHE	PE	Music / French
1 6th January 6.1.25 Inset Day	Unit 4 Fractions	T4W text: Sam's Thief Journey and Reflection Toolkit: Characterisation and Dialogue	ARK Curriculum Circulatory System	ARK Curriculum Conflict and Resolution	Art: Art in the 20th Century - Modernism and Beyond	RE: Sikh worship and community.	JIGSAW Piece 3: Dreams and Goals	See PE team plans	See LM plans
2 13th January	Unit 4 Fractions	T4W text: Sam's Thief Journey and Reflection Toolkit: Characterisation and Dialogue	ARK Curriculum Circulatory System	ARK Curriculum Conflict and Resolution	Art: Art in the 20th Century - Modernism and Beyond	RE: Sikh worship and community	JIGSAW Piece 3: Dreams and Goals		
3 20th January 22nd Jan 24 – Bletchley Park - Trip	Unit 5 Percentages	T4W text: Sam's Thief Journey and Reflection Toolkit: Characterisation and Dialogue	ARK Curriculum Circulatory System	ARK Curriculum Conflict and Resolution	Art: Art in the 20th Century - Modernism and Beyond	RE: Sikh worship and community	JIGSAW Piece 3: Dreams and Goals		
4 27th January *Assessment week*	Unit 6 Decimals and measures	T4W text: Sam's Thief Journey and Reflection Toolkit: Characterisation and Dialogue	ARK Curriculum Circulatory System	ARK Curriculum Conflict and Resolution	Art: Art in the 20th Century - Modernism and Beyond	RE: Sikh worship and community	JIGSAW Piece 3: Dreams and Goals		
5 3rd February *Interhouse sports Weds*	Unit 6 Decimals and measures	T4W text: Sam's Thief Journey and Reflection Toolkit: Characterisation and Dialogue	ARK Curriculum Circulatory System	ARK Curriculum Conflict and Resolution	Art: Art in the 20th Century - Modernism and Beyond	RE: Sikh worship and community	JIGSAW Piece 3: Dreams and Goals		
6 10th February	Unit 6 Decimals and measures	T4W text: A day in the Life of a soldier Diary Entry	ARK Curriculum Circulatory System	ARK Curriculum Conflict and Resolution	Art: Art in the 20th Century - Modernism and Beyond	RE: Sikh worship and community	JIGSAW Piece 3: Dreams and Goals		
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Highworth Combined School
Medium Term Planning – Spring 2025: Year 6

Week beginning	Maths	English	Science	History / Geography	Art / DT	Computing / RE	PSHE	PE	Music / French
7 24th February *Inset Day Monday* *Swimming starts*	Unit 7 Missing angles and lengths	T4W text: A day in the Life of a soldier Diary Entry	ARK Curriculum Evolution and inheritance	ARK Curriculum Conflict and Resolution	DT: Bird Houses	Computing: Exploring variables when designing and coding a game	JIGSAW Piece 4: Healthy Me	See PE team plans	See LM plans
8 3rd March *Fri: World Book Day*	Unit 8 Co-ordinates and shape	T4W text: The Door and the Dragon Beating the Monster	ARK Curriculum Evolution and Inheritance	ARK Curriculum Conflict and Resolution	DT: Bird Houses	Computing: Exploring variables when designing and coding a game	JIGSAW Piece 4: Healthy Me		
9 10th March *Assessment week*	Unit 8 Co-ordinates and shape	T4W text: The Door and the Dragon Beating the Monster	ARK Curriculum Evolution and Inheritance	ARK Curriculum Conflict and Resolution	DT: Bird Houses	Computing: Exploring variables when designing and coding a game	JIGSAW Piece 4: Healthy Me		
10 17th March	Unit 9 Statistics	T4W text: The Door and the Dragon Beating the Monster	ARK Curriculum Evolution and Inheritance	ARK Curriculum Conflict and Resolution	DT: Bird Houses	Computing: Exploring variables when designing and coding a game	JIGSAW Piece 4: Healthy Me		
11 24th March	Unit 10 Proportion problems	T4W text: The Door and the Dragon Beating the Monster	ARK Curriculum Evolution and Inheritance	ARK Curriculum Conflict and Resolution	DT: Bird Houses	Computing: Exploring variables when designing and coding a game.	JIGSAW Piece 4: Healthy Me		
12 31st March *Eid Monday?* *Book swop Thurs* *Mufti / Easter trail Fri*	Unit 10 Proportion problems	T4W text: The Door and the Dragon Beating the Monster	ARK Curriculum Evolution and Inheritance	ARK Curriculum Conflict and Resolution	DT: Bird Houses	Computing: Exploring variables when designing and coding a game	JIGSAW Piece 4: Healthy Me		