

Harriers - Half Termly Overview – Spring 2 2026 – Watery Worlds



CORE SUBJECTS (SEE WEEKLY PLANS FOR MATHS AND ENGLISH OUTCOMES)				
	Maths Following White Rose Maths	English Myths and legends (3 weeks) Non chronological report on rivers (2 weeks)	RE The Eucharist	SCIENCE Evolution and inheritance
	Area and perimeter	Myths and legends Reading response phase	To find out about The Last Supper	To explain the scientific concept of inheritance
	Decimals	Myths and legends Reading analysis/gathering content phase	To learn about The Eucharist Service in church	To demonstrate understanding of the scientific meaning of adaptation
	Decimals	Myths and legends Writing phase	To reflect on and evaluate key words from The Eucharist Service	To examine the evidence demonstrating how plants have evolved
	Fractions, decimals and percentages	Non chronological report Reading phase	To create a guide for The Eucharist Service	To understand how human beings have evolved
	Fractions, decimals and percentages	Non chronological report Writing phase	To create a modern-day Eucharist Service	To explain how adaptations can result in both advantages and disadvantages

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FOUNDATION SUBJECTS							
	Creative Curriculum		Other curriculum subjects				
	History/Geography Rivers	Art/DT Spring Horticultural Show To design and make a miniature garden	Computing Game creator	PE Badminton Hockey	Music Recorder	PSHE Rights and respect	French En Ville (Places in a town/directions)
Week 1	To explain the water cycle	To research and generate ideas for my design	To explore the 2DIY 3D tool and begin planning a game	Badminton: To demonstrate a forehand shot with some consistency Hockey: To pass a ball to a team mate using a hockey stick	Session 6 Muddy Waters	Fact or opinion Understand the difference between a fact and an opinion Understand what biased reporting is and the need to think critically about things we read	To name places in the town
Week 2	To locate the key rivers of the world	To collect materials for my design	To design the game environment	Badminton: To demonstrate a forehand and backhand shot with some consistency Hockey: To demonstrate dribbling and passing a ball using a hockey stick	Session 7 Black Storm Castle	Two sides to every story Define the terms 'fact', 'opinion', 'biased' and 'unbiased', explaining the difference between them Describe the language and techniques that make up a biased report Analyse a report also extract the facts from it.	To ask the way and give directions
Week 3	To describe the key features of a river system	To assemble and join parts using a range of materials	To design the game quest to make it a playable game	Badminton: To direct the shuttlecock reasonably well to their partner to continue a rally Hockey: To demonstrate shooting a ball at a goal	Session 8 Futura	What's it worth? Explain some benefits of saving money Describe the different ways money can be saved, outlining the pros and cons of each method Describe the costs that go into producing an item	To say where you are going
Week 4	To understand how erosion can change the shape of a river	To assemble and join parts using a range of materials	To finish and share the game	Badminton: To demonstrate a simple tactic in a net- type game Hockey: To select attacking tactics when playing a game	Session 9 Central City	Spending wisely Y5 State the costs involved in producing and selling an item Suggest questions a consumer should ask before buying a product.	To give the time and say where you are going
Week 5	To explain the ways that rivers can be used	To improve my design and evaluate the success of my product	To self- and peer evaluate	Badminton: To play the game and incorporate tactics to score points Hockey: To apply simple attacking and defending tactics when playing a hockey-type game	Session 10 Mount Firebucket	Lend us a fiver Y5 Define the terms loan, credit, debt and interest Suggest advice for a range of situations involving personal finance.	

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