

Harriers - Half Termly Overview – Summer 1 2026 – The Great Outdoors

CORE SUBJECTS (SEE WEEKLY PLANS FOR MATHS AND ENGLISH OUTCOMES)				
	Maths Following White Rose Maths	English Oh I do like to be beside the seaside! Stories with flashbacks, based on the Titanic (4 weeks) Discussion and debate (2 weeks)	RE Old Testament Women	SCIENCE Living things and their habitats
Week 1	Ratio	Stories with flashbacks: Reading response phase	To know the names of important women in the Bible	To give reasons for classifying animals based on their similarities and differences
Week 2	Algebra	Stories with flashbacks: Reading analysis phase	To know the story of Jochebed and what courage is	To describe how living things are classified into groups
Week 3	Shape	Stories with flashbacks: Gathering content and planning phase	To know the story of Deborah and what makes a good judge/leader	To identify the characteristics of different types of animals
Week 4	Shape	Stories with flashbacks: Writing phase	To know the story of Rahab and Abigail and that being a person of faith isn't always easy	To describe and investigate helpful and harmful microorganisms
Week 5	Shape	Discussion and debate: Reading phase	To know the story of Hannah and Ruth and the power of prayer, loyalty and friendship	To identify the characteristics of different types of microorganisms
Week 6	Position and direction	Discussion and debate: Writing phase	I know the Jewish Festival of Purim celebrates how God used Esther to save his people	To research the four main types of plants

Harriers - Half Termly Overview – Summer 1 2026 – The Great Outdoors

FOUNDATION SUBJECTS							
	Creative Curriculum		Other curriculum subjects				
	History/Geography Ancient Greece	Art/DT Painting and Mixed Media: Artist Study	Computing Coding	PE Bowling/ Athletics	Music Dancing in the street	PSHE Being my best	French En Vacances (holidays)
Week 1	To explore some of the key events during the ancient Greek period	To understand how to analyse a famous painting	To review existing coding knowledge To begin to be able to simplify code To create a playable game	Athletics: To perform running techniques for short and long distances To perform a pull and push throw	To understand the structure of music, find the pulse, copy back rhythms and experiment with my own rhythms	To identify their own strengths and talents To identify areas that need improvement and describe strategies for achieving those improvements	To ask and say where you're going on holiday
Week 2	To examine how Alexander the Great's Empire grew and the effects of this	To apply drama techniques to explore the meaning of a painting.	To understand what a simulation is To program a simulation using 2Code	Athletics: To take off and land on one foot to on foot To perform a pull throw To develop running for a distance	To listen, appraise and respond to music and give my opinions about a piece of music	To identify people who are responsible for helping them stay healthy and safe To identify ways that they can help these people	To express opinions about holidays
Week 3	To research aspects of daily life and society in ancient Greece	To apply interpretation skills to analyse and respond to an abstract painting.	To know what decomposition and abstraction are in Computer Science To take a real-life situation, decompose it and think about the level of abstraction To use decomposition to make a plan of a real-life situation	Athletics: To take off and land on one foot to two To perform a push throw To develop running for speed	To learn to sing a song	To identify aspirational goals To describe the actions needed to set and achieve these	To talk about what you're going to do on holiday
Week 4	To make connections and draw contrasts between life in ancient Athens and life in ancient Sparta	To understand how art can tell stories or portray messages.	To understand how to use friction in code To begin to understand what a function is and how functions work in code	Athletics: To take off and land using a combination of jumps To perform a sling throw To develop running techniques at different speeds	To compose music To improvise with music	To identify risk factors in a given situation To understand and explain the outcomes of risk-taking in a given situation, including emotional risks	To talk about holiday plans
Week 5	To explore the Olympics in ancient Greek times through examining primary sources	To develop starting points for creative outcomes.	To understand what the different variable types are and how they are used differently To understand how to create a string	Athletics: To take off and land using a hop, step and jump To perform a heave throw To develop running techniques	To use and understand staff and other music notations	To recognise what risk is To explain how a risk can be reduced To understand risks related to growing up and explain the need to be aware of these To assess a risk to help keep themselves safe	
Week 6	To explore the beliefs of the ancient Greeks	To demonstrate an understanding of painting techniques to make personal choices.	To begin to explore text variables when coding To understand what concatenation is and how it works.	Athletics: To take part in athletic events and record times and distances	To perform a piece of music	To know the basic functions of the four systems covered and know they are inter-related To explain the function of at least one internal organ To understand the importance of food, water and oxygen, sleep and exercise for the human body and its health	