

The Good Shepherd
Catholic Primary School



Medium Term
Planning

Year 5





























2025 - 2026

YEAR 5 Autumn 2025			Weekly Science		
Sep 2	History	Ancient Greece	Cycle 1	STRONG START	Properties and changes of materials
	Computing	Computing systems and networks- systems and searching			
	Art	Drawing and painting Block A			
8	History	Ancient Greece		What properties do materials have? How do we use them?	
	Computing	Computing systems and networks- systems and searching			
	Art	Drawing and painting			
15	History	Ancient Greece		What is a solution and what is a mixture?	
	Computing	Computing systems and networks- systems and searching			
	Art	Drawing and painting			
22	History	World countries - biomes and environmental regions		How can we separate materials from a mixture?	
	Computing	Computing systems and networks- systems and searching			
	DT	Food and Nutrition Block A			
29	History	Ancient Greece	How can we separate materials from a solution?		
	Computing	Computing systems and networks- systems and searching			
	DT	Food and Nutrition			
Oct 6	History	Ancient Greece	What changes are reversible?		
	Computing	Computing systems and networks- systems and searching			
	DT	Food and Nutrition			
13	History	Ancient Greece	What changes are irreversible?		
	Computing	Creating media- video production			
	Art	Printmaking Block B			
20	History	Ancient Greece			
	Computing	Creating media- video production			
	Art	Printmaking Block B			
27	Half Term				
Nov 3	Geography	World countries - biomes and environmental regions	Cycle 2	What is the human timeline?	Animals, including humans
	Computing	Creating media- video production			
	Art	Printmaking Block B			
10	Geography	World countries - biomes and environmental regions		How do we change into adults?	
	Computing	Creating media- video production			
	DT	Systems Block B			
17	Geography	World countries - biomes and environmental regions			
	Computing	Creating media- video production			
	DT	Systems Block B			
24	Geography	World countries - biomes and environmental regions			
	Computing	Creating media- video production			
	DT	Systems Block B			
Dec 1	Geography	World countries - biomes and environmental regions			
	Computing	Creating media- video production			
	Art	Creating Response block 2026			
8	Geography	World countries - biomes and environmental regions	How do human and animal lifespans compare?		
	Computing	Creating media- video production			
	Art	Creating Response block 2026			
15	Geography	World countries - biomes and environmental regions			
	Computing	Creating media- video production			
	Art	Creating Response block 2026			
22	Half Term				
29	Half Term				

Lesson 1				
 Warm-Up All Change	 Game Throw Tennis	 Skill Ball Skills	 Game	 Review Method Secret Stats
Lesson 2				
 Warm-Up All Change	 Game Throw Tennis	 Skill Reaction / Response	 Game	 Review Method Secret Stats
Lesson 3				
 Warm-Up All Change	 Game Throw Tennis	 Competition Bump Ladder / Ladder	 Game	 Review Method Secret Stats
Lesson 4				
 Warm-Up Gate Masters	 Game Endball	 Skill Ball Skills	 Game	 Review Method Secret Stats
Lesson 5				
 Warm-Up Gate Masters	 Game Endball	 Skill Reaction / Response	 Game	 Review Method Secret Stats
Lesson 6				
 Warm-Up Gate Masters	 Game Endball	 Competition Round Robins	 Game	 Review Method Secret Stats

Lesson 1				
 Warm-Up Shape Up!	 Game River Crossing	 Skill On a Line	 Game	 Review Method Roles on a Bus
Lesson 2				
 Warm-Up Shape Up!	 Game River Crossing	 Skill With a Partner	 Game	 Review Method Roles on a Bus
Lesson 3				
 Warm-Up Shape Up!	 Game River Crossing	 Competition Levelling the Playing Field	 Game	 Review Method Roles on a Bus
Lesson 4				
 Warm-Up Shadow Play	 Game Kabaddi	 Skill On a Line	 Game	 Review Method Roles on a Bus
Lesson 5				
 Warm-Up Shadow Play	 Game Kabaddi	 Skill With a Partner	 Game	 Review Method Roles on a Bus
Lesson 6				
 Warm-Up Shadow Play	 Game Kabaddi	 Competition Round Robins	 Game	 Review Method Roles on a Bus

YEAR 5 Spring 2026				Weekly Science					
		ENRICHMENT – Trip to The Space Centre							
Jan 5	History	Comparison study – Maya and Anglo-Saxons		Cycle 3	STRONG START	Forces			
	Computing	Programming A- Selection in physical computing							
	DT	Textiles. Block C							
12	History	Comparison study – Maya and Anglo-Saxons					Cycle 3	STRONG START	Forces
	Computing	Programming A- Selection in physical computing							
	DT	Textiles. Block C							
19	History	Comparison study – Maya and Anglo-Saxons							
	Computing	Programming A- Selection in physical computing							
	DT	Textiles. Block C							
26	History	Comparison study – Maya and Anglo-Saxons		Cycle 3	STRONG START	Forces			
	Computing	Programming A- Selection in physical computing							
	Art	Textiles and collage Block C							
Feb 2	History	Comparison study – Maya and Anglo-Saxons					Cycle 3	STRONG START	Forces
	Computing	Programming A- Selection in physical computing							
	Art	Textiles and collage Block C							
9	History	Comparison study – Maya and Anglo-Saxons							
	Computing	Programming A- Selection in physical computing							
	Art	Textiles and collage Block C							
16	Half Term								
23	History	Comparison study – Maya and Anglo-Saxons		Cycle 4	How does our view of the Moon change in a lunar month?	Earth and space			
	Computing	Data and information- flat file databases							
	DT	Food and Nutrition Block D							
Mar 2	History	Comparison study – Maya and Anglo-Saxons		Cycle 4	Why does the rotation of Earth result in night and day?	Earth and space			
	Computing	Data and information- flat file databases							
	DT	Food and Nutrition Block D							
9	History	Comparison study – Maya and Anglo-Saxons					Cycle 4	Why does the rotation of Earth result in night and day?	Earth and space
	Computing	Data and information- flat file databases							
	DT	Food and Nutrition Block D							
16	Geography	4 and 6 figure grid references							
	Computing	Data and information- flat file databases							
	Art	3D Block D							
23	Geography	4 and 6 figure grid references		Cycle 4	Review, summarise and present what you know about Earth and Space	Earth and space			
	Computing	Data and information- flat file databases							
	Art	3D Block D							
Easter break									

Lesson 1				
 Warm-Up Hi Baby!	 Game Bearbag Raid	 Skill Stance	 Game	 Review Method Badge of Honour
Lesson 2				
 Warm-Up Hi Baby!	 Game Bearbag Raid	 Skill Footwork	 Game	 Review Method Badge of Honour
Lesson 3				
 Warm-Up Hi Baby!	 Game Bearbag Raid	 Competition Knockouts	 Review Method Badge of Honour	
Lesson 4				
 Warm-Up Pass It On	 Game Dodgeball	 Skill Stance	 Game	 Review Method Badge of Honour
Lesson 5				
 Warm-Up Pass It On	 Game Dodgeball	 Skill Footwork	 Game	 Review Method Badge of Honour
Lesson 6				
 Warm-Up Pass It On	 Game Dodgeball	 Competition Bump Ladder / Ladder	 Review Method Badge of Honour	

Lesson 1				
 Warm-Up Like Clockwork	 Game Seated Volleyball	 Skill Seated	 Game	 Review Method Comfort, Stretch, Panic
Lesson 2				
 Warm-Up Like Clockwork	 Game Seated Volleyball	 Skill Floor Work	 Game	 Review Method Comfort, Stretch, Panic
Lesson 3				
 Warm-Up Like Clockwork	 Game Seated Volleyball	 Competition Bump Ladder / Ladder	 Review Method Comfort, Stretch, Panic	
Lesson 4				
 Warm-Up Balance Dice Frenzy	 Game Scorpion Handball	 Skill Seated	 Game	 Review Method Comfort, Stretch, Panic
Lesson 5				
 Warm-Up Balance Dice Frenzy	 Game Scorpion Handball	 Skill Floor Work	 Game	 Review Method Comfort, Stretch, Panic
Lesson 6				
 Warm-Up Balance Dice Frenzy	 Game Scorpion Handball	 Competition Round Robins	 Review Method Comfort, Stretch, Panic	

YEAR 5 Summer 2026				Weekly Science	
Apr 13	Geography	4 and 6 figure grid references	Cycle 5	STRONG START	Living things and their habitats
	Computing	Creating media- introduction to vector graphics			
	Art	3D Block D			
20	Geography	4 and 6 figure grid references		Life cycle differences – what's the difference between a mammal and an amphibian?	
	Computing	Creating media- introduction to vector graphics			
	DT	Structures block E			
27	Geography	4 and 6 figure grid references		Life cycle differences – what's the difference between an insect and a bird?	
	Computing	Creating media- introduction to vector graphics			
	DT	Structures block E			
May 4	History	OS maps and fieldwork		What is similar and what is different between the life cycles of a mammal, an insect, an amphibian and a bird?	
	Computing	Creating media- introduction to vector graphics			
	DT	Structures Block E			
11	History	Comparison study –Benin Anglo Saxons	Summer birds – who was Maria Merion and what did she do?		
	Computing	Creating media- introduction to vector graphics			
	Art	Painting block E			
18	History	Comparison study –Benin Anglo Saxons			
	Computing	Creating media- introduction to vector graphics			
	Art	Painting block E			
25	Half Term				
Jun 1	History	Comparison study –Benin Anglo Saxons	Cycle 6	The science of life - how do living things reproduce?	Forces continued
	Computing	Programming B selection in quizzes			
	Art	Painting block E			
8	History	Comparison study –Benin Anglo Saxons		Plants and animals: what's the life process of reproduction?	
	Computing	Programming B selection in quizzes			
	DT	Mechanisms block F			
15	Geography	OS maps and fieldwork		How do levers help us?	
	Computing	Mechanisms block F			
	DT	Mechanisms block F			
22	Geography	OS maps and fieldwork		How do pulleys and gears help us?	
	Computing	Programming B selection in quizzes			
	DT	Mechanisms block F			
29	Geography	OS maps and fieldwork			
	Computing	Programming B selection in quizzes			
	Art	Painting block E			
Jul 6	Geography	OS maps and fieldwork			
	Computing	Programming B selection in quizzes			
	Art	Painting block E			
13	Geography	OS maps and fieldwork			
	Computing	Programming B selection in quizzes			
	Art	Painting block E			
15	ENRICHMENT - Use these flexible blocks to enrich the curriculum - 19 th July term ends.				

Lesson 1 →

 Warm-Up Continuous Throwing Relay	 Game Jumpball	 Skill Jumping and Landing	 Game	 Review Method Gift Cards
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Lesson 2 →

 Warm-Up Continuous Throwing Relay	 Game Jumpball	 Skill One Leg	 Game	 Review Method Gift Cards
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Lesson 3 →

 Warm-Up Continuous Throwing Relay	 Game Jumpball	 Competition Round Robins	 Review Method Gift Cards
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Lesson 4 →

 Warm-Up Ball Champs	 Game Jump, Rotate, Balance	 Skill Jumping and Landing	 Game	 Review Method Gift Cards
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Lesson 5 →

 Warm-Up Ball Champs	 Game Jump, Rotate, Balance	 Skill One Leg	 Game	 Review Method Gift Cards
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Lesson 6 →

 Warm-Up Ball Champs	 Game Jump, Rotate, Balance	 Competition Scored on performance	 Review Method Gift Cards
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P.E.

Lesson 1 →

 Warm-Up Team Juggling	 Game Throff	 Skill Sending and Receiving	 Game	 Review Method Always, Sometimes, Rarely
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Lesson 2 →

 Warm-Up Team Juggling	 Game Throff	 Skill Ball Chasing	 Game	 Review Method Always, Sometimes, Rarely
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Lesson 3 →

 Warm-Up Team Juggling	 Game Throff	 Competition Leveling the Playing Field	 Review Method Always, Sometimes, Rarely
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Lesson 4 →

 Warm-Up Inside Out	 Game Scatterball	 Skill Sending and Receiving	 Game	 Review Method Always, Sometimes, Rarely
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Lesson 5 →

 Warm-Up Inside Out	 Game Scatterball	 Skill Ball Chasing	 Game	 Review Method Always, Sometimes, Rarely
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Lesson 6 →

 Warm-Up Inside Out	 Game Scatterball	 Competition Knockouts	 Review Method Always, Sometimes, Rarely
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