

# Year 5 curriculum 2016/17

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Subject/ topic</b>						
<b>English</b>	<b>Beowulf</b> Non-chronological report/Poetry/Mini Saga Spelling strategies/'ough' words/'silent' letters/ etymology/use of dictionaries/words ending in 'ible', 'able'/modal verbs/ homophones	<b>Shakespeare</b> Drama/Poetry/Play scripts/ Explanation  Words ending in -fer/use of hyphen/proofreading/word webs/relative pronouns/relative clauses/words ending in -tious, -cious	<b>Clockwork</b> Narrative Structure/ Poetry  Homophones/words ending in -ant, -ance, -ent, -ence/words ending in -ibly, -ably/ prefixes/suffixes	<b>Narrative Poetry</b> Character study/ fiction/ instructions  Parenthesis/use of commas/cohesion/root words/'ei' and 'ie' words/words ending in -tial, -cial	<b>Salisbury</b> Recount/ persuasion/ science fiction  Problem spellings/tricky homophones/GPS revision	<b>Skellig</b> Dilemma/ Discussion  Personal spelling strategies and lists/homophones/Statutory Word List revision/proofreading/dictionary skills
<b>Mathematics</b>	<b>Number and Place Value</b> Read, write, order and compare numbers to at least 1000000. Interpret negative numbers Recognise and use square numbers and cube numbers. Identify multiples and factors.	<b>Operations (+ - X ÷) and Formal Methods</b> Learn the formal methods for all four operations and recognise when to use them. Add and Subtract whole numbers with more than 4 digits. Multiply numbers up to 4 digits by a one or two digit number. Divide numbers up to 4 digits by a one digit number.	<b>Fractions</b> Compare and order fractions. Find equivalent fractions. Convert between mixed numbers and improper fractions. Add and subtract fractions. Multiply proper fractions by whole numbers. Read and write decimal numbers as fractions.	<b>Decimals and Percentages</b> Read, write, order and compare numbers with up to three decimal places. Recognise the per cent symbol (%), Learn the decimal, fraction and percentage equivalents. a	<b>Geometry</b> Estimate, measure and construct angles. Identify 3D shapes from 2D representations. Identify, describe and represent the position of a shape following a reflection or translation,	<b>Review and Recap</b> Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints. Use all four operations to solve problems involving measure
<b>Science</b>	<b>Properties and changes of materials</b> Study the properties of materials. Investigate reversible and irreversible changes.	<b>All living things</b> Life cycles of mammals, birds, amphibians, insect. The process of reproduction in some plants and animals.	<b>Forces Gravity, friction, force diagrams.</b> identify the effects of; gravity, air resistance, water resistance and friction.	<b>Forces Levers, Pulleys and gears</b> Recognise that some mechanisms, including levers, pulleys and gears, allow a smaller force to have a greater effect.	<b>Earth and Space</b> Describe the movement of the Earth, and other planets, relative to the Sun. Describe the movement of the Moon relative to the Earth. Investigate day, night and seasons	<b>Animals including humans</b> Describe the changes as humans develop to old age.
<b>History</b>	<b>Anglo Saxons and Vikings</b> Chronology, Interpretations of history			<b>Chronological study</b> change and continuity,	<b>Mayan Culture</b> Historical enquiry , interpretations of the past	
<b>Geography</b>		<b>Mountains and volcanoes</b> How are they formed? Where are they?	<b>Europe-The Alps</b> Human geography, including: types of settlement and land use, economic activity.		<b>Geographical skills and fieldwork</b> Use maps, atlases, globes. Use the eight points of a compass, Four and six-figure grid	

					references, symbols and keys. Use fieldwork to observe, measure, record.	
<b>Art</b>	<b>Anglo-Saxon Art</b> Learn about great artists and designers in history. Improve their mastery of art and design techniques, including drawing and painting.		<b>European Artists (Landscapes)</b> Learn about great artists and designers in history. Improve their mastery of art and design techniques, including drawing and painting.		<b>Sculpture</b> Improve their mastery of art and design techniques.	
<b>PSHE</b>	10 sessions per term – recurring themes repeated and expanded term by term. Why are we here? Praise and criticism, personal power, the power to choose, thinking about feelings, managing difficult feelings, nurturing ourselves, peer power, celebrating differences, saying goodbye.					
<b>RE</b>	<b>Christianity Teaching and Authority</b> Jesus, Sabbath law, Sermon on the Mount, Taxes, Authority to heal, Authority over Nature.	<b>Christianity The Church and buildings</b> Church Buildings Denominations The work of our local Christians and Churches	<b>Islam beliefs in action</b> The Five Pillars Pilgrimage Giving Fasting	<b>Islam Ritual and Symbolism</b> Mosque Imam Family and community	<b>Christianity – the Bible</b> Old and New Testaments Different books and genres Different translations Guidebook for Christians Mary Jones	<b>Christianity - Rites of Passage</b> Marriage Funerals Rituals symbols
<b>DT</b>		<b>Macbeth Moving Toys (axels, cams, wheels)</b> understand and use mechanical systems in their products		<b>Cooking for our Residential</b> cook and apply the principles of nutrition and healthy eating.		<b>Mayan Food design</b> Design, make and evaluate innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
<b>PE</b>	<b>Handball / Dance</b> Use passing, travelling, receiving, shooting Know how to mark an opponent effectively Demonstrate a range of skills using one and two hands.	<b>OAA Orienteering/ Circuit training/skipping</b> Begin to read map symbols. Develop team building skills with a range of challenges. Follow and create circuits including stamina, skills and partner work.	<b>Dance/ Gymnastics</b> Develop flexibility, strength, technique, control and balance Create a routine. Perform dances using a range of movement patterns.	<b>Lacrosse/Netball</b> Apply previously learned fielding and teamwork skills. Recognise what aspects of the game they need to develop and invent skills practices.	<b>Hockey/Gymnastics</b> Play small sided invasion games. Use a range of techniques to pass and travel with the ball. Use a range of tactics to keep possession.	<b>Cricket/ Athletics</b> Develop running, jumping, throwing skills: Introduce shot put, triple jump Time/measure with appropriate accuracy, spot for throws.
<b>Music</b>	<b>Listen and Evaluate historical styles</b> Appreciate and understand a wide range of music drawn from different traditions. Develop an understanding of the history of music.	<b>Explore rhythm and pulse</b> Listen with attention to detail and recall sounds with increasing aural memory.	<b>Learn a musical instrument</b> Play and perform in solo and ensemble contexts, using their voices and playing musical instruments. Use and understand staff and other musical notations.		<b>Cyclic patterns (drumming)</b> Improvise and compose music for a range of purposes using the inter-related dimensions of music.	
<b>Computing</b>	<b>We are game developers</b>	<b>We are code breakers</b>	<b>We are artists</b> Computer-based art	<b>We are Web developers</b>	<b>We are bloggers</b>	<b>We are architects</b> Computer-based architecture
Design, write and debug programs, Solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. Understand computer networks including the internet. Use technology safely, respectfully and responsibly.						

