

Year 5 curriculum 2017/18

	Autumn 1 7 weeks	Autumn 2 8 weeks	Spring 1 5 weeks	Spring 2 6 weeks	Summer 1 6 weeks (-1 residential)	Summer 2 7 weeks
Subject/ topic						
OVERARCHING QUESTION	WHAT IS REAL?	WHAT DO FORCES DO?	WHERE ARE WE?	HOW DOES IT WORK?	WHO AM I?	HOW WILL I CHANGE?
HOOK	Would the Maya have seen this? Take one Picture	What effect do forces have on me and my surroundings?	Can we describe our location? Globe trip and performance of the Tempest	Are we as "clever" as Stone Age man? Build Stonehenge	Where do we come from? Where do we belong?	Are we capable of change?
FINISH	Take one picture parent open evening	Moving Toy extravaganza	Trip to the Globe	Mini Stonehenge Build-off	Sutton Hoo 'burial'	Anglo-Saxon/Viking day
SCHOOL VALUE	Friendship	Trust	Thankfulness	Forgiveness	Compassion	Wisdom
English	Legends – The hero twins (retell from different viewpoints)	Take one Book – Clockwork. Suspense and Mystery – develop skills of building up atmosphere in writing (4 weeks)	The Tempest – watch and respond to play. Poetry – personal responses to poetry in the Tempest. Read and write cinquains and free verse.	Take one poet – The Highwayman (3 weeks).	Take one Book (The Island). Poetry. Drama.	Take one Book. Beowulf. Take plot and theme from text to plan and write own contemporary version.
	Report – science life-cycles. Incomplete/ complete metamorphosis	Instructions (linked to science)	Recount – Biography of Shakespeare	Explanation – linked to science	Persuasion – formal letters / different audience/purposes	Discussion – write balanced discussion following debate.
	Spelling strategies/'ough' words/'silent' letters/ etymology/use of dictionaries/words ending in 'ible', 'able'/modal verbs/homophones	Homophones/words ending in -ant, -ance, -ent, -ence/words ending in -ibly, -ably/ prefixes/s suffixes	Words ending in -fer/use of hyphen/proofreading/word webs/relative pronouns /relative clauses/words ending in -tious, -cious	Parenthesis/use of commas/cohesion/root words/'ei' and 'ie' words/words ending in -tial, -cial	Problem spellings/tricky homophones/GPS revision	Personal spelling strategies and lists/homophones/ Statutory Word List revision /proofreading/dictionary skills
Mathematics	Number and Place Value Read, write, order and	Operations (+ - X ÷) and Formal Methods Learn the formal	Fractions Compare and order fractions. Find equivalent	Decimals and Percentages Read, write, order and	Geometry Estimate, measure and construct	Review and Recap Understand and use

	compare numbers to at least 1000000. Interpret negative numbers Recognise and use square numbers and cube numbers. Identify multiples and factors.	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.	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.	compare numbers with up to three decimal places. Recognise the per cent symbol (%), Learn the decimal, fraction and percentage equivalents. a	angles. Identify 3D shapes from 2D representations. Identify, describe and represent the position of a shape following a reflection or translation,	approximate equivalences between metric units and common imperial units such as inches, pounds and pints. Use all four operations to solve problems involving measure
Science	All living things Life cycles of mammals, birds, amphibians, insect. The process of reproduction in some plants and animals.	Forces Gravity, friction, force diagrams. identify the effects of; gravity, air resistance, water resistance and friction.	Earth and Space 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	Forces Levers, Pulleys and gears Recognise that some mechanisms, including levers, pulleys and gears, allow a smaller force to have a greater effect.	Properties and changes of materials Study the properties of materials. Investigate reversible and irreversible changes.	Animals including humans Describe the changes as humans develop to old age.
History	Mayan Culture Historical enquiry , interpretations of the past Who and where? How did they live? How was society structured? What did they believe? What did they achieve? What happened to them?			Local Study – Salisbury Chronology What do the building projects of the past tell us about faith, values and society?	Anglo Saxons and Vikings Chronology, Interpretations of history Who and where? How do we know about them? What did they value? How did life changeover time? How important was Augustine, Alfred? What happened to them?	
Geography		Mountains and volcanoes How are they formed? Where are they?	Geographical skills and fieldwork 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.	Europe-The Alps Human geography, including: types of settlement and land use, economic activity		
Art	Take one Picture Art and design techniques, including drawing and painting, mixed media and collage.		European Artists (Landscapes) Learn about great artists and designers in history. Improve their mastery of art and design techniques, including drawing and painting.		Anglo Saxon Art Analyse techniques and style. Design and make a brooch.	

PSHE	Being Me in my World	Celebrating Difference	Dreams and Goals	Healthy Me	Relationships	Changing Me
	5EC will follow the 'Friends' programme for 10 weeks					
PSHE	Jigsaw programme - bringing together PSHCE education, emotional literacy, social skills and spiritual development in a comprehensive scheme of learning					
RE	Christianity Teaching and Authority Jesus, Sabbath law, Sermon on the Mount, Taxes, Authority to heal, Authority over Nature.	Christianity The Church and buildings Church Buildings Denominations The work of our local Christians and Churches	Islam beliefs in action The Five Pillars Pilgrimage Giving Fasting	Islam Ritual and Symbolism Mosque Imam Family and community	Christianity – the Bible Old and New Testaments Different books and genres Different translations Guidebook for Christians Mary Jones	Christianity - Rites of Passage Marriage Funerals Rituals symbols
DT		'Clockwork' Moving Toys (axels, cams, wheels) understand and use mechanical systems in their products		Wind Power Project CREST project to design, build and evaluate a machine for a specific purpose		Anglo Saxon Recipes cook and apply the principles of nutrition and healthy eating looking at food from the past.
PE	Handball / Circuit training Use passing, travelling, receiving, shooting Know how to mark an opponent effectively Demonstrate a range of skills using one and two hands. Follow and create circuits including stamina, skills and partner work.	Dance/ OAA Orienteering Begin to read map symbols. Develop team building skills with a range of challenges. Create a routine. Perform dances using a range of movement patterns.	Gymnastics/ Handball or Circuit training/skipping Follow and create circuits including stamina, skills and partner work. Develop flexibility, strength, technique, control and balance	Lacrosse/ Hockey Apply previously learned fielding and teamwork skills. Recognise what aspects of the game they need to develop and invent skills practices.	Netball /Gymnastics 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. Develop flexibility, strength, technique, control and balance	Cricket/ Athletics Develop running, jumping, throwing skills: Introduce shot put, triple jump Time/measure with appropriate accuracy, spot for throws.
Music	Exploring Medieval Music Listen to early Medieval Music and explore early notation. Compose own melodies and learn to notate these Develop understanding of pitch and rhythm and place music in context.		Explore rhythm and pulse Listen with attention to detail and recall sounds with increasing aural memory. Use and understand staff and other musical notations.		Cyclic patterns (drumming) Improvise and compose music for a range of purposes using the inter-related dimensions of music.	
Computing	We are game developers Develop a game for Xilbalba	We are code breakers	We are Web developers	We are bloggers Create a blog for our upcoming residential	We are artists Computer-based art	We are architects 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.						