



# YEAR 5 CURRICULUM MAP

		Autumn – Space (S)	Spring – Around the world in 80 days	Summer Food
Reading	Word reading	NC Appendix 1 (NC p 43)		
	Comprehension	Texts include: wide range of fiction (including fairy stories, myths and legends, modern fiction, fiction from our literary heritage and books from other cultures and traditions), poetry, plays, non fiction texts and reference books / text books (NC p 43)  Via Cracking Comprehension		
Writing	Transcription	Spelling programme ( NC Appendix 1) Via Spelling Shed <a href="https://www.spellingshed.com/en-gb">https://www.spellingshed.com/en-gb</a>		
	Composition	Writing focusing on audience, purpose and form (NC p 47/48)		
	VGP	NC Appendix 2		
Speaking and Listening		12 Statutory statements (NC p 17)		
Maths		Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions (decimals and percentages), Measures, Geometry: properties of shape, Geometry: position, direction and motion, Statistics  Following White Rose small step planning for Autumn, Spring, Summer  <a href="https://whiterosemaths.com/resources/schemes-of-learning/primary-sols/">https://whiterosemaths.com/resources/schemes-of-learning/primary-sols/</a>		
Science		Earth and Space Forces	Separating Mixtures Life Cycles	Materials Types of Change
		Working Scientifically – on going across the year		
History		Local History - Who was Tommy Armstrong?	Viking and Anglo Saxon struggles for power – Were the Vikings really Vicious?	Non-European Society (e.g. Maya) – Who was making history in faraway places?
Geography		Where could we go? Fantastic journeys around the world	What shapes my world?	Where has my food come from?
		Geographical skills and fieldwork – on going across the year		
D.T.		Electric control - make an electrically controlled moon buggy	Textiles - investigate and make an item of Viking clothing or design a Viking tapestry	Cooking and nutrition – Mexican food
Art and Design		Painting & Printing – space related	Sculpture – Viking helmet	Artists – Arcimboldo Drawing & Collage
		Create sketchbooks to record observations		
Music		Cyclic patterns - Exploring rhythm and pulse Journey into Space - exploring sound sources	Roundabout - Exploring rounds Songwriter - Exploring Lyrics and Melody	Stars, hide your fires - Performing together Who knows? Exploring music processes
MFL		Numbers above 20 Telling the Time Big and Little What is this?	Buildings around town Capital Cities What's the time? Developing conversation	Map and Directional work Where is the ...? Homes and Houses All about the garden

	<b>What is questions</b>		
<b>P.E.</b>	<b>Games &amp; Gymnastics Game &amp; Dance</b>	<b>Dance &amp; Gymnastics Games &amp; Gymnastics</b>	<b>Games &amp; Dance Athletics</b>



R.E.	<u>Come and See</u>	<u>Come and See</u>	<u>Come and See</u>
Computing	<p><u>Year A</u> Loving Vocation and Conviction Expectations Other Faiths</p> <p><u>Year B</u> Ourselves Life Choices Hope Other Faiths</p>	<p><u>Year A</u> Source Unity Death and new life Other Faiths</p> <p><u>Year B</u> Mission Memorial Sacrifice Sacrifice Other Faiths</p>	<p><u>Year A</u> Witnesses Healing Common good</p> <p><u>Year B</u> Transformation Freedom and Responsibility Stewardship</p>
	<p>Computer Science - Use logical reasoning to explain how some simple algorithms work. Use Flowol or Go to control an on-screen simulation. Using a control box use this to control their DT Moonbuggy Model</p> <p>IT - Select, use and combine software on a range of digital devices - Produce a storyboard and animation about the solar system. Evaluate. Use Video software (Photostory, imovie etc) to create a short documentary about the 1969 Moon Landings</p> <p>Digital Literacy - SWGFL – Digital Citizenship Pledge (Start of year – online rules) , You’ve Won a Prize Appreciate how search results are ranked Use the TASK test so that children search for a website a planet , and can explain why they have chosen it. (Title, Author, Summary, (K)Child Friendly) SWGFL How to Cite a Site. Use this to produce an information sheet about the planet</p>	<p>Computer Science - Solve problems by decomposing them into smaller parts, Use selection. Use logical reasoning to detect and correct errors in algorithms. Create simple repeating pattern (spirograph) by using nested loops (Scratch Logo/Textease turtle), Solve problems by using loops e.g. Cargobot App, create game using loops e.g. whack a witch. Use the “Peter Packet” activity to start to understand how data flows around the world. (warning – includes reference to AIDS)</p> <p>IT - Use and combine software Use GPS/QR codes to plot a journey around the school site to make, then follow a maths trail. Search a database (eg national rail) to plan a journey</p> <p>Digital Literacy - Be discerning in evaluating digital content and conditions. SWGFL strong Passwords. Work with a class from another area of the world to produce a blog on their school day. Use Skype to discuss progress</p>	<p>Computer Science - Work with variables Create a simple game in Kodu with a basic scoring system IT - Combine a variety of software to accomplish given goals, I analyse and evaluate data, design system. Create and use spreadsheet to calculate food miles for a meal. Create a poster along with explanatory text all about Where our food comes from? Digital Literacy - SWGFL – Picture perfect – linked to enhancing pictures of food. Understand the opportunities computer networks offer for collaboration. Create class wiki or blog explaining the design of their healthy meal</p>