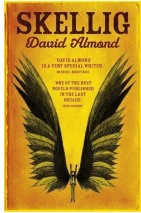


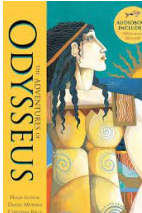

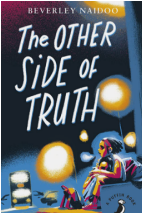
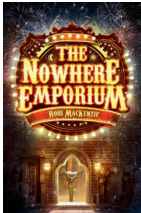



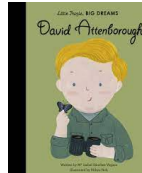





Curriculum Overview

Year 5

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reading Text	Skellig by David Almond 	The Night Bus by Onjali Rauf 	The 1,000 year old boy by Ross Welford 	Adventure of Odysseus 	There's a boy in the girl's bathroom by Louis Sachar 	The Other Side of Truth by Beverley Naidoo 
Read at 3						
Reading Skills	Inference + other content domains	Inference + other content domains	Inference + other content domains	Inference + other content domains	Inference + other content domains	Inference + other content domains
Writing Text			 	 		
The Write Stuff Unit	The Nowhere Emporium by Ross Mackenzie Refugees	The Fantastic Flying Books of Mr Morris Lessmore by Moonbot Studios (Film Unit/Book) Emperor Penguins	Scott of The Antarctic Diary by E and J Dowdeswell and Angela Seddon One Small Step by Taiko Studios (Film Unit)	David Attenborough by Maria Isabel Sanchez Vegara Kick by Mitch Johnson	Screen Use The Malfeasance by Alan Bold (Poem)	The Present by Jacob Frey (Film Unit)

Text Type/Genre	Narrative: Story Non-fiction: Non Chronological Report	Narrative: Mystery Non-fiction: Speech	Non-fiction: Diary Narrative: Adventure	Non-fiction: Biography Non-Fiction: Persuasive Letter	Non-fiction: Balanced Argument Poetry	Narrative: Story
Writing 1 + Grammar & Punctuation	E2: Expanded noun phrases E2: Figurative Language E4: Adverbials to build cohesion	E7: Relative clauses + commas to mark clauses E5: Degrees of possibility (adverbs & modal verbs) E4: Adverbials to build cohesion	E5: Degrees of possibility (adverbs & modal verbs) E7: Brackets to indicate parenthesis E4: Adverbials to build cohesion	E6: Tenses E7: Relative clauses + commas to mark clauses E5: Inverted commas used for quotations	E2: Figurative Language	E7: Semi-Colons for parenthesis E5: Degrees of possibility (adverbs & modal verbs) E4: Adverbials to build cohesion
Writing 2 + Grammar & Punctuation	E7: Relative clauses + commas to mark clauses E4: Adverbials to build cohesion E5: Degrees of possibility (adverbs & modal verbs)	E7: Semi-Colons for parenthesis	E3: Structure of non-fiction text e.g. subheadings E5: Register/Formality E4: Using a variety of sentence structures - conjunctions	E2: Dialogue E2: Descriptive devices E7: Hyphens		
Spelling	- review of year 4 suffixes - review of year 4 prefixes - words from the Year 3&4 wordlist - words containing the letter string -ough - words from the Year 5&6 wordlist - homophones and near homophones	- words from children's own writing - words ending in -ious - endings that sound like /shl/ and are spelled -cial or -tial - words from the Year 5&6 wordlist - words from the Year 5&6 wordlist - words from children's own writing	- review of Autumn term spellings - words ending in -able and -ible - words ending in -ably and -ibly - homophones and near homophones - words from the Year 5&6 wordlist - words from children's own writing	- words with silent letters - words ending in -ant and -ent - words ending in -ance/-ancy or -ence/-ency - homophones and near homophones - words from the Year 5&6 wordlist - words from children's own writing	- review of Spring term spellings - revision of prefixes - converting nouns and adjectives into verbs - homophones and near homophones - homophones and near homophones - words from the Year 5&6 wordlist	-Special Focus 8: -Homophones and other words that are easily confused -RWI Unit Spelling Assessment 4 -Unit 9: Words ending in -ant, -ance and -ancy -Special focus 9: -Orange words -Unit 10: Words ending in shus spelt -cious -Special focus 10: Orange words
Maths	To explore the place value of numbers up to 1,000,000. To read and write numbers to 1,000,000,	To round to the nearest 10, 100 or 1,000 To round to the nearest 100,000. To round to the nearest	Understand negative numbers Count through zero Compare and order negative numbers	Multiply a 3-digit number by a 2 digit number Multiply a 4-digit number by a 2 digit number Draw lines and angles	Multiply a unit/non unit fraction by an integer Multiply a mixed number by an integer Divide with remainders	Kilograms and kilometres Millimetres and millilitres Convert units of length Convert between metric

	<p>To partition numbers to 1,000,000.</p> <p>To use the column method for addition and apply this to numbers with more than four digits.</p> <p>To use the column method for subtraction and apply this to numbers with more than four digits.</p> <p>To find the perimeter of rectangles by measuring and calculation.</p> <p>To calculate the perimeter of rectilinear shapes.</p> <p>To find the perimeter of polygons.</p> <p>To use knowledge of perimeter to find missing sides.</p> <p>To explore Roman numerals up to 1,000.</p> <p>To label, identify and find missing values on the number line up to 1,000,000.</p> <p>To compare and order numbers to 1,000,000.</p> <p>Multiples</p> <p>Common multiples</p> <p>Factors</p> <p>Common factors</p> <p>Find fractions equivalent to a unit/non unit fraction</p> <p>Recognise equivalent fractions</p>	<p>1,000,000.</p> <p>To round within 1,000,000.</p> <p>Decimals up to 2 decimal places</p> <p>Equivalent fractions and decimals</p> <p>Find missing numbers</p> <p>Multiply & divide by 10, 100 and 1,000</p> <p>Multiples of 10, 100 and 1,000</p> <p>Areas of rectangles & compound shapes</p> <p>Estimate area</p> <p>Convert mixed numbers to improper fractions.</p> <p>Compare and order fractions less than 1</p> <p>Compare and order fractions greater than 1</p> <p>Prime numbers</p> <p>Square numbers</p> <p>Cube numbers</p>	<p>Find the difference. Thousandths as fractions</p> <p>Thousandths as decimals</p> <p>Thousandths on a place value chart</p> <p>Order and compare decimals (same number of decimals)</p> <p>Multiply up to a 4-digit number by a 1-digit number.</p> <p>Multiply a 2 digit number by a 2 digit number.</p> <p>Understand and use degrees</p> <p>Classify angles</p> <p>Estimate angles</p> <p>Measure angles up to 180 degrees</p> <p>Add and subtract fractions with the same denominator</p> <p>Add fractions within 1</p> <p>Add fractions with total greater than 1</p> <p>Add to a mixed number</p>	<p>accurately</p> <p>Calculate angles around a point</p> <p>Calculate angles on a straight line</p> <p>Lengths and angles in shapes</p> <p>*Regular and irregular polygons</p> <p>* 3-D shapes</p> <p>Could these both be taught via quadrants?</p> <p>Add two mixed numbers</p> <p>Subtract fractions</p> <p>Subtract from a mixed number</p> <p>Subtract two mixed numbers</p> <p>Order and compare any decimals with up to 3 decimal places</p> <p>Round to the nearest whole number</p> <p>Round to 1 decimal place</p> <p>Short division</p> <p>Divide a 4-digit number by a 1-digit number</p> <p>Read and plot coordinates</p> <p>Problem solving with coordinates</p> <p>Translation</p> <p>Translation with coordinates</p>	<p>Solve problems with multiplication and division</p> <p>Calculate fraction of a quantity/Fraction of amount</p> <p>Find the whole</p> <p>Lines of symmetry</p> <p>Reflection in horizontal and vertical lines</p> <p>To use rounding to estimate answers to additions and subtractions.</p> <p>To use inverse operations (addition and subtraction) to check the accuracy of calculations and find unknown numbers.</p> <p>To apply addition and subtraction strategies to solve addition and subtraction problems with more than one step.</p> <p>Understand percentages</p> <p>Percentages as fractions/decimals</p> <p>Equivalent fractions, decimals and percentages</p>	<p>and imperial units</p> <p>Add and subtract decimals across 1</p> <p>Add and subtract decimals with the same number of decimal places (formal method)</p> <p>Add and subtract decimals with different numbers of decimal places</p> <p>Cubic centimetres</p> <p>Compare volume</p> <p>Estimate volume</p> <p>Estimate capacity</p> <p>Decimal sequences</p> <p>Multiply/Divide by 10, 100 and 1,000</p> <p>Multiply and divide decimals - missing values</p>
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	Convert improper fractions to mixed numbers					
History	Benin Kingdom		Medieval Monarchs		Changing Britain	
Geography		Slums		Biomes		Energy and Sustainability
Science Plymouth Resources	Forces	Properties of materials	Space	Science Week	Living things and habitats	Animals including humans
Art	Typography & Maps		Fashion Design		Set Design	
Design Technology		<p>Kapow: Monitoring Device</p> <p>Drawing upon Micro:bit coding skills acquired in Year 3, the children will use advanced coding to program a device for a specific purpose. The children will use a secondary program: TinkerCAD to understand further how a sketch of a concept becomes a 3D representation of a design before it goes to manufacture.</p>		<p>Structures Bridges</p> <p>Drawing upon joining and building skills acquired in Year 1, Year 2 and Year 4, This topic develops children's understanding of secure structures and introduces them to measuring, sawing and joining wood accurately. After learning about different types of bridges and also exploring how the strength of structures can be affected by the shapes used. Children create their own wooden bridge and test its durability.</p>		<p>Textiles Stuffed Toys</p> <p>Drawing upon fabric cutting and joining skills acquired in Year 2 and Year 3, the children will use applique and advanced fabric shapes, to create stuffed fabric toys, set to a specific design brief.</p>
PSHE	Being Me in My World	Celebrating Differences	Dreams and Goals	Healthy Me	Relationships	Changing Me
RE	Sikhism Beliefs into action	Christianity Christmas Concept: Incarnation	Sikhism Beliefs and Moral Values	Christianity Easter Concept: Salvation	Sikhism Prayer and Worship	Christianity Beliefs and Practices
Computing	Be a coding genius	Program a robot	Emails & social network	Be a Podcaster	Design & create a computer game	Music creation

	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.	Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.
French	Healthy Eating	On the way to school	Return of Springtime	I am the music man	The planets	A beach scene
PE Lesson 1	Dodgeball	Gymnastics	Netball	Cricket	Athletics	OAA
PE Lesson 2	Tennis	Volleyball	Dance	Handball	Swimming	Tag rugby
Music	Africa Pupils will compose and perform rhythmic pieces of music using given musical conventions found in traditional African music. They will explore call and answer, ostinato, polyrhythms and the use of mnemonics, through games, song and whole class ensemble performance.	Vikings Pupils explore pulse, rhythm and notation through performance, improvisation and composition.	Planets Pupils learn how the use of motif and the inter-related dimensions of music combine to create an intended effect and are introduced to the use of chords, triads and major/minor tonality.	Rock and Roll Pupils explore the genre of rock and roll music through singing, instrumental playing, composition and improvisation, and listening and appraising. Pupils learn about the different instruments that typically play in a rock and roll band and their role within the band; exploring lead and backing vocals, chords, lead guitar and bass guitar.	Melodies of Divinity Pupils will have the opportunity to listen to a fusion of both Indian and Western music on their musical journey, identifying features and instruments.	Animal Kingdom Pupils explore features of harmony starting with the study of intervals then expanding to chords
Trips & Experiences	Trip to Gurdwara.		Visit Windsor Castle	Experience a Rainforest	Visit a Gurdwara Visit a West End Show (CP)	Camping at school
100 Club	Help at Home Week Be a coding genius Have a penpal from another country	Baking bread Make a pop up book Control a Robot	Visit Windsor Castle Take part in a public speaking event Recite a Poem Navigate Public transport	Making an emergency telephone call Experience a Rainforest Build a bridge Read with a younger	Visit a Gurdwara Visit a West End Show (CP) Watch Living Things Grow - caterpillar/butterfly in Science (*have nets -	Buy ingredients and cook a healthy meal at home Camping at school Story under the stars (Sum 1/Spr2?)

				child	order caterpillars!). Design and create a computer game	Write and Record Computer Music
	Name British Monarchs and the years they ruled from 1066. Swim 25m (tbc)					