



Curriculum Overview

Year 5 Autumn Term

Subject	Content
Religious Education	 recognise that we are made in the image and likeness of God have an understanding of the creation story hear the words of the Canticle of Creation Miracles & the Sacrament of the Sick know a number of miracles that Jesus performed and identify how his actions brought change to people's lives know about some places of pilgrimage understand that the Sacrament of the Sick is an important celebration for those that are ill research some of the messages of the Old Testament learn the story of the birth of John the Baptist Advent prepare to remember the first Coming of Christ and prepare for his second coming during Advent know and discuss the messages of those who have proclaimed the coming of Christ know the main features of the Christmas story form Matthew's Gospel
English	 Reading read a range of texts fluently and accurately identify language within the text that is different from that in everyday use can dramatise and perform a story for others, using a narrator if necessary use appropriate voices for characters and adapt a story telling voice when needed compare how different news is presented in different formats skim materials and note down different views and arguments distinguish between fact and opinion

- pause appropriately in response to punctuation and/ or meaning
- justify predictions made by referring to the story
- considers different formats and approaches to book reviews

Writing:

Tales from other cultures

- identify features of play scripts
- recognise and identifying direct and indirect (reported) speech
- study the use of the subjunctive verb form
- investigate synonyms and antonyms of adjectives

Chronological reports

- discuss features of chronological reports
- explain the use of hyphens
- evaluate their own and others' writing
- write sentences using the perfect form of verbs

Recounts

- identify features of recounts.
- understand the use of perfect verb forms to mark relationships of time and cause
- understand how to add detail to text by use of adverbials
- identify devices that authors use to persuade the reader to continue reading

Dialogue poems

- identify the characters in the dialogue poem
- identify and define the idioms used in poems
- study the language used including contractions and dialect
- prepare a poem for a class performance.

Free form poems

- understand the use of adjectives, verbs and adverbs in poetry
- understand the value and purpose of punctuation in poetry
- understand the use of preposition phrases which modify nouns
- understand alliteration, rhyme and assonance.

Grammar, Punctuation and Spelling

 Re-order simple sentences, noting the changes which are required in word order and verb forms ad discuss the effects of changes

- construct sentences in different ways while maintaining the meaning
- understand the basic conventions of modern English and consider when and why standard English is used
- discuss, edit and proof read work for clarity and correctness, e.g by creating more complex sentences, using a range of connectives, simplifying clumsy constructions

Mathematics

Place Value

- read, write, order and compare numbers to at least 1,000,000 and determine the value of each digit
- count forwards or backwards in steps of powers of 10 for any given number up to 1,000,000
- interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers including through zero
- round any number up to 1,000,000 to the nearest 10, 100, 1,000, 10,000 and 100,000
- solve number problems and practical problems that involve all of the above
- read Roman numerals to 1000 (M) and recognise years written in Roman numerals

Addition and Subtraction

- add and subtract numbers mentally with increasingly large numbers
- add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)
- use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy
- solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why

Statistics

- solve comparison, sum and difference problems using information presented in a line graph
- complete, read and interpret information in tables including timetables

Multiplication and Division

- multiply and divide numbers mentally drawing upon known facts
- multiply and divide whole numbers by 10, 100 and 1000

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	 identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers recognise and use square numbers and cube numbers and the notation for squared (2) and cubed (3) solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers establish whether a number up to 100 is prime and recall prime numbers up to 19 Area and Perimeter
	 measure and calculate the perimeter of composite
	rectilinear shapes in cm and m
	 calculate and compare the area of rectangles (including squares), and including using standard units, cm2, m2
	estimate the area of irregular shapes
Physics	Earth and Space
	describe the movement of the Earth, and other planets,
	relative to the Sun in the solar system
	 describe the movement of the moon relative to the Earth
	 describe the Sun, Earth and Moon as approximately spherical bodies
	 use the idea of the Earth's rotation to explain day and night and the apparent movement of the Sun across the sky
	 compile a survey based on the Solar System
	 draw a graph based on the survey
Biology	Life Cycles and Reproduction
	describe the changes as humans develop to old age
	 describe how your heart works and how it is affected by exercise
	 describe how tobacco, alcohol and other drugs can harm your body
	 plan and carry out investigations and know the
	importance of taking repeat findings
	 present results in bar charts and line graphs
	 describe the differences in the life cycles of a mammal,
	an amphibian, an insect and a bird
	describe the life process of reproduction in some plants
	and animals
Computing	We are game developers
	 create original artwork and sound for a game

- design and create a computer program for a computer game, which uses sequence, selection, repetition and variables
- detect and correct errors in their computer game
- use iterative development techniques (making and testing a series of small changes) to improve their game

We are cryptographers

- be familiar with semaphore and Morse code
- understand the need for private information to be encrypted
- encrypt and decrypt messages in simple ciphers
- appreciate the need to use complex passwords and to keep them secure
- have some understanding of how encryption works on the web

Creative Curriculum

We deliver the following subjects through whole school topics and they are collectively referred to as the Creative Curriculum: Art and Design, Design Technology, Geography, History and Music.

Each term the whole school follow a topic theme incorporating many curriculum areas with a particular focus on one of the Creative Curriculum subjects. (See Creative Curriculum Two Year Cycle).

Year A

Autumn 1: Community

Main focus: History –The UK in depth Developing a deeper knowledge of the United Kingdom

- know about the wider context of places in the UK - county, region, country
- know and describe the location of places in relation physical and human features
- know location of: capital cities of countries of British Isles and U.K., seas around U.K., places with high populations and large areas, largest cities in each country
- explore the physical or human features of a region of the UK
- understand how humans affect the environment
- identify and describe the significance of the Prime/Greenwich Meridian and time zones including day and night

Secondary focus: Anglo Saxon/ Viking Settlers

- place the settlement/ invasion in a chronological context
- identify places in the UK where Anglo Saxons/ Vikings settled and their impact
- research some aspects of life in this period

Year B

Autumn 1: Journeys

Main Focus: History- Viking Settlers – Transport

Exploring the journeys of the Viking settlers and how they are portrayed.

- use dates to order and place events on a timeline
- make comparisons between aspects of periods of history and the present day
- understand that the type of information available depends on the period of time studied
- evaluate the usefulness of a variety of sources
- compare sources of information available for the study of different times in the past
- present findings and communicate knowledge and understanding in different ways

Secondary focus: Geography

Know where the Vikings came from and where they settled in relation to modern day maps

- recognise the different shapes of countries
- know about the wider context of places - county, region, country
- know location of: capital cities of countries of British Isles and U.K., seas around U.K

Year A Autumn 2: Celebrations

Main Focus: Design Technology
Using Christmas as the stimulus, create a classroom village scene with cottages that light up

 generate ideas and identifies a purpose for a product

Year B Autumn 2: Memories

Main Focus: Art and Design- objects and meanings

Explore the work of still life artists and create a personal composition using memorable items.

- make labelled diagrams giving extra information about their designs
- use ICT when developing and testing out design ideas
- cut, join and decorate with care and accuracy to ensure a quality finish
- explore ways of adding lighting to their product- circuits and batteries
- evaluate their contribution to the Christmas Village against the original design specification

- collect ideas in a sketch book with more developed observation skills and control
- use line, tone and shading to represent things seen, remembered or imagined in three dimensions
- mix colours to express mood, divide foreground from background or demonstrate tones
- experiment with using layers and overlays to create new colours/textures
- evaluate his/her work against their intended outcome
- research and discuss various artists, and explore the work of painter

Dance **Physical Education** express energetic dynamics demonstrate physical skill – extension through the limbs demonstrate Rock n' Roll technique - hand jive and demonstrate relationships - contact work execute lifts safely and competently Invasion develop knowledge of attacking and defending know how to 'mark' an opponent further develop their understanding of space recognise the importance of rules within games understanding the need to warm up and cool down **Gymnastics** gain elevation from a powerful run and jumping technique perform different movements with a range of dynamics perform a sequence of movements to music evaluate a gymnastic performance review different methods of balance **PSHE** expresses own views confidently and listens, showing respect for the views of others identifies and explains how to manage the risks in different familiar situations connected to personal safety