YEAR 5 CURRICULUM MAP

		Autumn		Spring		Sui	Summer		
Books		Jumanji	Stormbreaker	Jamie Drake	Street Child	Room 13	Cloud Tea Monkey		
Author of the		Anthony I	Horowitz	•	Equation Christopher Edge		Ispeth Graham		
Term		Christopher Edge War reet & Espeth Graham							
Enhancements		Extreme Earth	Survival	Earth & Space	Killhope- mining	Rivers	India		
ы	Word reading	NC Appendix 1							
Reading	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), poetr plays, non fiction texts and reference books / text books (NC p 43)							
	Transcription		mme (NC App						
Writing	Composition	Writing focusing on audience, purpose and form (NC p 47/48)							
	VGP	NC Appendix 2							
Speaking and Listening Maths		12 Statutory statements (NC p 17)							
		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							
Science		Forces: Let's get moving		Earth and Space: Out of this world		Animals Including Humans: Growing up			
		Materials: Material world		States of mat	ter	Water cycle All Living Things: Circle of life			
		Working Scientifically – on going across the year							
Computing		Computing syst Networks: Search Engines a page ranks w to identify inact information Programming 1 Programming non programmir skills to create a sounds, beats of which are put to a Battle of the liperformance Online Safety —	: Learning how vords and how curate : nusic - Building and music different and melodies to the test with	the Mars Rove how and why data includin and how mes sent using bin Programming Microbit- Cre algorithms the the real world predict, test of cycle to creat programs with	earning about er, exploring to it transfers g instructions sage can be early code. 12: ating at are used in d. Using the	Creating media: Stop motion animation- Creating animations, storyboard ideas and decomposing a story into small parts before putting together to create the illusion of a moving image Skills showcase:Mars Rover 2- Exploring how the Mars Rover follows instructions, collects and sends data; understanding how computers work, what data is and how it is transferred			
Geography		What shapes m Processes and shaping places experiences Focus: weather tectonics, biom climate zones	key features and human r, water,	Where could Fantastic Jour Focus: key confeatures of the Regions, tropic hemispheres, zones Longitu	rneys. puntries and e world. ics, tropics, time	Local fieldwork – Rivers Suggested focus: Fieldwork *See Seaham data collection unit			

History	Were the Vikings really vicious? NC Ref: The Viking and Anglo Saxon struggle for England to 1066 Focus: Chronology and key features, making a supported judgement, use of primary sources to test an interpretation.	Has life got better for children in Britain? NC ref: Aspect or theme since 1066 (Changing life for children). Focus: Chronological security – sequence and duration, key periods and their features, causation and consequences, use of primary sources to evaluate utility, producing own representations of the past.	School designed unit – e.g. historic environment enquiry- mining NC ref: local history study Focus: Use of the historic local environment to further enquiry skills, develop chronological range and use of primary sources such as maps, census, buildings and photographs	
D.T.	Structures: Bridges Explore and experiment with a range of different bridge structures, forces and components involved in bridge building before designing and making their own to test it.	Every Picture Tells a Story Analysing famous artists' works Creating art with messages using cultural art forms SMSC Learning about principles such as democracy and the rule of law	Mechanisms: Pop up books Utilise a range of mechanisms and construction techniques to create a pop up book Food: What could be healthier? Adapt a recipe adding or altering ingredients. Learn about ethical and hygiene issues of food.	
Art and Design	Formal Elements of Art: Architecture 1.House Drawing Drawing from observation 2.House Monoprints Creating a monoprint from observation 3.Hundertwasser House Transforming buildings in a style inspired by the artist Hundertwasser 4.Be an Architect Designing a building in an architectural style 5.Monument Designing a monument to symbolize a building in an architectural style	Art & Design Skills 1&2.Packaging Collage Studying familiar packaging to inspire art 3.Drawing: Picture the Poet Creating visual representations of poetry 4.Drawing: A Walking Line Drawing using observation, imagination and creativity 5.Design: Little Inventors Designing a new invention 6.Learning AboutHow Artists Work Creating original art SMSC Expressing thoughts and ideas about the world around them	Design for Purpose Designing a coat of arms, a hospital room and creating new products Design, control and manipulate art materials to suit a purpose. Build confidence in using colour, shape and pattern Presenting, discussing and critically appraising each other's work using the language of art SMSC Inventing new products that will transform the world around them	
	Create sketchbooks to record	observations		
Music (Durham Music Online)	 Ongoing musical learning foc Listen & Appraise, Musical Activities (Games, Singing, Playi 	Dancin' In The Street Resh Prince of Bel Air Dancin' In The Street Reflect, Rewind & Replay ongoing musical learning focus, a unit-specific focus: (learning new musical skills/concepts and revisiting them):), Performing. Improvisation and Composition //concepts that may be discrete to a particular unit and		
MFL	Core units review Writing	Core Units Review On Holiday	Core Units Review Eating out	
	Reading out loud, Listening & S	L peaking from memory (Core u	L nits review with writing)	

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P.E.	Games – NETBALL Pass, control, dribble and shoot with accuracy and fluency while on the move Understand own and others' strengths and weaknesses and how to Choose the most competent person for a specific role within the team Control the feelings experienced to help themselves and others enjoy the games	Gymnastics – Work with a partner to create a sequence of up to 8 elements: e.g. a combination of asymmetrical shapes and balances and symmetrical rolling and jumping actions. Include: changes of direction and level and show mirroring and matching shapes and balances. Perform/assess/improve	Games – RUGBY Send and receive ball with hands and feet accurately Demonstrate the confidence and competence to successfully take part in the range of games as described above Make decisions quickly in a game Change tactics/roles as necessary for the success of the whole team Understand and keep to the rules of the games described above to enable the game to flow and keep players safe
	Dance – Show co-ordination, control, alignment and strength Use dynamics, space and relationships (mirroring, unison, canon) Understand and use dance vocabulary Perform and improve with reason	Athletics – Long distance running, hurdles, demonstrate a range of jumps with power and control, throw in a range of different styles with different equipment and targets	OAA – Draw own trails and follow Share roles and responsibilities Plan strategies to problem solve e.g. build a shelter Consider the feelings of others
R.E.	Why is Moses important to Jewish people? Why do Jewish people go to the synagogue? What are the themes of Christmas?	What do Christians believe about God? Why is the Last Supper so important to Christians?	How are Jewish beliefs expressed in the home? Why do people use rituals today?
	Statutory subject in all year groups Curriculum must be based on Durham A	greed Syllabus 2012 for all maintained so	chools
R.S.E./ P.S.H.E	How should we treat others? What different relationships are there? What is gender?	How can I take care of myself? What is gender identity?	Careers Fair Puberty