# Year 5 Curriculum Overview

<u>English</u>				<u>Art and Design</u>	
<ul> <li>Reading</li> <li>Use knowledge of morphology &amp; etymology when reading new words</li> <li>Reading &amp; discuss a broad range of genres &amp; texts</li> <li>Identifying &amp; discussing themes</li> <li>Make recommendations to others</li> <li>Learn poetry by heart</li> <li>Draw inferences and make predictions</li> <li>Discuss authors' use of language</li> <li>Retrieve &amp; present information from non- fiction texts</li> <li>Formal presentations &amp; debates</li> </ul>	<ul> <li>Writing</li> <li>Secure spelling, inc. homophones, prefixes, silent letters etc.</li> <li>Use a thesaurus</li> <li>Legible, fluent handwriting</li> <li>Plan writing to suit audience &amp; purpose</li> <li>Develop character, setting and atmosphere in narrative</li> <li>Use organisational &amp; presentational features</li> <li>Use consistent appropriate tense</li> <li>Proof-reading</li> <li>Perform own compositions</li> </ul>		Grammar         • Use expanded noun phrases         • Use modal & passive verbs         • Use relative clauses         • Use commas for clauses         • Use brackets, dashes & commas for parenthesis         Speaking and Listening         • Give well-structured explanations         • Command of Standard English         • Consider and evaluate different viewpoints	<ul> <li>Use sketchbooks to collect, record, review, revisit and evaluate ideas</li> <li>Improve mastery of techniques such as drawing, painting, and sculpture with varied materials</li> <li>Learn about great artists (Picasso), architects and designers (Greece)</li> <li><u>Design Technology</u></li> <li>Use research &amp; criteria to develop products which are fit for purpose and aimed at specific</li> </ul>	<ul> <li>D</li> <li>Sc</li> <li>Us</li> <li>De</li> <li>Ur</li> <li>co</li> <li>Be</li> </ul>
Maths			• Use appropriate register	groups • Shelters – linked to Brazil topic • Use annotated sketches, cross-section diagrams	
Number/Calculation         • Secure place value to 1,000,000         • Use negative whole numbers in context         • Use Roman numerals to 1000 (M)         • Use standard written methods for all four operations         • Confidently add & subtract mentally         • Multiply & divide by powers of ten         • Use square & cube numbers         Times Tables         • Consolidation and application of all times tables and their division facts (up to and including 12 x 12) to larger numbers and decimals         Science         Biology         • Life cycles of plants & animals ( inc. mammal,	Geometry and Measures  Convert between different units Calculate perimeter of composite shapes & area of rectangles Estimate volume & capacity Identify 3-d shapes Measure & identify angles Understand regular polygons Reflect & translate shapes Data Interpret tables & line graphs Solve questions about line graphs British History (taug)			<ul> <li>Cose annotated sherenes, er oss section algrams &amp; computer-aided design</li> <li>Analyse &amp; evaluate existing products and improve own work</li> <li>Use mechanical &amp; electrical systems in own products, including programming</li> <li><u>Modern Languages</u></li> <li>Listen and engage</li> <li>Engage in conversations, expressing opinions</li> <li>Speak in simple language &amp; be understood</li> <li>Develop appropriate pronunciation</li> <li>Present ideas &amp; information orally</li> <li>Show understanding in simple reading</li> <li>Adapt known language to create new ideas</li> <li>Describe people, places &amp; things</li> <li>Understand basic grammar, e.g.gender</li> </ul>	<ul> <li>S1</li> <li>Ut</li> &lt;</ul>
<ul> <li>Describe changes as humans develop &amp; mature</li> <li>Chemistry</li> <li>Classify materials according to a variety of properties</li> <li>Understand mixtures &amp; solutions</li> <li>Know about reversible changes; identify irreversible changes</li> <li>Physics</li> <li>Understand location and interaction of Sun, Earth &amp; Moon</li> <li>Introduce gravity, resistance &amp; mechanical forces, including gravity</li> </ul>		<ul> <li>Anglo-Saxons - invasions, settlements &amp; kingdoms</li> <li>Broader History Study</li> <li>Ancient Greece, i.e. A study of Greek life and achievements and their influence of the western world</li> </ul>		<ul> <li>Physical Education</li> <li>Use running, jumping, catching and throwing in isolation and in combination</li> <li>Play competitive games applying basic principles</li> <li>Develop flexibility and control in gym, dance and athletics</li> <li>Take part in Outdoor &amp; Adventurous activities</li> <li>Compare performances to achieve personal bests</li> <li>Swimming proficiency at 25m</li> </ul>	• Is • Ad • So • Ed • Jo • Pr

## <u>Computing</u>

- Design and write programs to solve problems cratch & KODU
- se sequences, repetition, inputs, variables and utputs in programs
- etect & correct errors in programs
- nderstand uses of networks for collaboration & ommunication
- e Discerning in evaluating digital content

### <u>Geography</u>

- ame & locate counties, cities, regions & eatures of UK
- nderstand latitude, longitude, Equator,
- emispheres, tropics & time zones
- tudy a region of Europe (Greece) and of the mericas (Brazil)
- nderstand biomes , vegetation belts, land se, economic activity, distribution of esources etc.
- se 4-figure grid references on OS maps se fieldwork to record & explain areas

### <u>Music</u>

- erform with control & expression, solo and in nsembles
- mprovise and compose using dimensions of nusic
- isten to detail and recall aurally
- lse & understand basics of staff notation nevelop an understanding of the history of nusic, including great musicians & composers
- Holst)

#### **Religious Education**

- slam
- dvent
- acred Texts
- aster
- ourneys & pilgrimage
- rayer & worship