



Year 5 Curriculum Overview

Terms 1 and 2



English

Key Texts:

Darwin's Dragons, Lindsey Gavin (class novel)
Journey, Aaron Becker

Key Skills:

- Setting & character descriptions (short tasks)
- Narrative
- Create complex sentences by adding a relative pronoun (who, which, where, whose, when, that)
- Create and punctuate complex sentences using -ed opening clauses e.g. Exhausted from the race, Reading comprehension & fluency; handwriting

Science

Evolution and inheritance

- Offspring and variation
- Adaptation and evolution
- Fossils provide information

Light

- How we see
- Light travels in straight lines
- Shape of shadows

History Industrial Revolution & Victorians

1. What were the key features of Victorian society?
2. What were living conditions like during the Industrial Revolution?
3. What were working conditions like during the Industrial Revolution?
4. What inventions revolutionised the lives of British people?
5. What impact did Brunel have on the Victorian Era?
6. What was school life like for a child in the Victorian Era?

Art Landscapes – drawing and painting, using view

finders; proportion, scale

Rousseau, Monet & Constable

Music

Rhythm Builders – Exploring rhythmic layers

Ten Pieces – Symphony No 9 in E Minor from the New World (Antonin Dvorak)

PSHE & RSE

Planning the forthcoming year. Being a citizen. Rights and responsibilities. Rewards and consequences. How behaviour affects groups. Democracy, having a voice, participating.

Cultural differences and how they can cause conflict. Racism, rumours and name-calling. Types of bullying. Material wealth and happiness. Enjoying and respecting other cultures.

Maths

Number: Place Value – numbers up to 1,000,000

Addition & Subtraction – add/subtract whole numbers with more than 4 digits

Multiplication & Division – multiples; factors; square, cube and prime numbers; multiply and divide by 10, 100 and 1000.

Fractions – proper and improper fractions; mixed numbers; add/subtract fractions; order and compare fractions

Number Fluency – Daily times tables

Computing Computer Science

Unit 5.1 Coding Program – 2Code

Information Technology

Unit 5.3 Spreadsheets Program – 2Calculate

Geography Slums

1. What is a slum?
2. Why do slums develop?
3. What is life like in a slum?
4. How can we use 4-figure grid references to locate features of slums?
5. What challenges do people face living in a slum?
6. How can life in slums be improved?

RE

Judaism, Enquiry 1

Are Rosh Hashanah and Yom Kippur important to Jewish children?

Christianity

Is the Christmas story true?

DT Structures - Lighthouses – building more complex tall structures.

PE

Invasion Games

Football - possession and space, apply in game

Basketball - passing, dribbling, shooting in game

Gymnastics - symmetrical and asymmetrical balance routines

Yoga - create paired flow sequence

French

Je suis le musician (I am the music man)