

Year 5 Curriculum Overview

	BLOCK 1	BLOCK 2	BLOCK 3	BLOCK 4	BLOCK 5
ART HISTORY GEOGRAPHY DT	<p><u>Savage Saxons</u> Geography Children learn to compare older maps with modern maps. They focus on changes and reasons for these.</p> <p>History Children learn about the Anglo Saxons and the conquest of Britain. Unit outcome: Create a Living Museum</p>	<p><u>Vicious Vikings</u> History Children learn about the Vikings and the impact on the lives of Anglo Saxons.</p> <p>Design and Technology Children learn about CAM mechanisms and design and make a Viking Automata toy Unit outcome: Hands on assembly display</p>	<p><u>Mountains and Rivers</u> Geography Children learn about physical geography and describe locations using a range of reference points.</p> <p>Art Children learn about Paul Cezanne and use watercolours to create landscapes. Unit outcome: Country File episode</p>	<p><u>Architectural Wonders</u> Design and Technology Children learn about architecture and examine structures. They design and create their own wonder.</p> <p>Geography Children use maps and atlases to locate landmarks and explore rationale for locations. Unit outcome: Dragon's Den.</p>	<p><u>The Victorians</u> History Children learn about the lives of Victorian children in Leicester.</p> <p>Art Children learn about William Morris, his designs and art. They create wallpaper using repeating patterns.</p> <p>DT Cooking Children make different versions of Victorian classic food. Unit outcome: Video diary</p>
SCIENCE	<p><u>Earth and Space</u> Children learn about our solar system, day and night and the phases of the moon Unit outcome: Space VLOG</p>	<p><u>Forces</u> Children learn about air resistance, water resistance and gravity. Unit outcome: TV Show</p>	<p><u>Properties of Materials</u> Children learn about different materials and states of matter. Unit outcome: Class Book</p>	<p><u>Habitats/Animals</u> Children learn about life cycles of different animals and plants. They learn about the stages of growth of humans. Unit outcome: Design a garden to encourage insects.</p>	<p><u>Animals including humans</u> Children learn about the circulatory system and explore diet and exercise and health.</p>
COMPUTING	<p><u>Communicate/Online Safety</u> Children learn to create a VLOG of life on Space Station using a Green Screen. They learn how to post safely. Unit outcome: VLOG</p>	<p><u>Code</u> Children learn to use Micro: Bits to create a program to control a motor.</p>	<p><u>Code 2</u> Children learn to use algorithms to select different outcomes using Scratch. Unit outcome: Quiz</p>	<p><u>Communicate 2</u> Children learn the basics of CAD to create a design of their architectural wonder. Unit outcome: Dragon's Den.</p>	<p><u>Collect and Communicate</u> Children learn about website design and create their own web page. Unit outcome: Webpage about Victorian Leicester.</p>
PE	<p><u>Keeping Fit</u> Children take part in and develop circuits to improve their fitness.</p>	<p><u>Invasion: Basketball</u> Children continue to apply rules and begin to implement tactics to overcome opponents.</p> <p><u>Outdoor and Adventurous</u> Children learn a range of skills needed for orienteering, such as agility and endurance, navigation skills and map reading.</p>	<p><u>Dance</u> Children learn to choreograph advanced routines and develop their performance.</p>	<p><u>Athletics</u> Children learn a wider range of athletic events and analyse and critique performances.</p>	<p><u>Net/Wall Games: Tennis</u> Children learn to use different strokes to hit a ball and to return balls with control.</p>
	<p><u>Swimming</u> Children become comfortable and confident within the water. They should be able to get into the water safely, float on their fronts/back (with/without buoyance aid) and fully submerge their heads under the water. Children will learn different strokes. The children will also perform safe self-rescues in different water-based situations.</p>				

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MUSIC	<p><u>Pulse and Rhythm</u> Children learn to compose rhythmic patterns and explore graphic and formal notation.</p>	<p><u>Notation</u> Children learn the names and values of notes and create their own 4 beat patterns.</p>	<p><u>Pitch</u> Children learn about pitch through minimalism, working with the Pentatonic major and minor scale.</p>	<p><u>20th Century Music</u> Children learn about the genres of swing, jazz, blues, musical theatre and 20th Century war time music.</p>	<p><u>Structure and Form</u> Children learn to identify the structure and form of pop songs. They compose their own 12-bar blues.</p>	<p><u>Boomwhackers</u> Children learn to play the Boomwhacker and experiment with different ways to make sounds.</p>
PSHE	<p><u>Being Me in My World</u> Children learn about their rights and responsibilities in the wider community. They focus on the impact of their own behaviour and explore democracy.</p>	<p><u>Celebrating Difference</u> Children explore cultural differences and link this to racism. They revisit the topic of bullying and respect.</p>	<p><u>Dreams and Goals</u> Children learn about different jobs and think about their own dreams and goals and how they might achieve them.</p>	<p><u>Healthy Me</u> Children learn about the risks associated with alcohol and tobacco misuse. They learn basic emergency procedures and talk about negative body image.</p>	<p><u>Relationships</u> Children learn about self-esteem in an online and off line context. They learn internet safety rules and how to apply them.</p>	<p><u>Changing Me</u> Children revisit self-esteem and body image. They learn about puberty and changes and look at increased rights and responsibilities as they grow older.</p>
FRENCH	<p><u>All about ourselves</u> Children learn to describe their own appearance and are introduced to key grammatical features. Outcome: Grammar posters</p>		<p><u>That's tasty</u> Children learn key vocabulary related to food and drink. Outcome: Menu</p>		<p><u>Friends and family</u> Children learn how to identify and introduce family and pets. Outcome: Family tree</p>	
RE	<p><u>What does it mean to be a Christian?</u> Children learn how Christians practice their religion.</p>		<p><u>If God is everywhere, why go to a place of worship?</u> Children learn about the functions and significance of different places of worship to believers and communities.</p>		<p><u>Why do some people think that life is a journey? What significant experiences mark this?</u> Children learn about why some occasions are sacred to believers and what people think about life after death.</p>	