

Year 5 Curriculum Overview

	BLOCK 1	BLOCK 2	BLOCK 3	BLOCK 4	BLOCK 5
ART HISTORY GEOGRAPHY DT	<p><u>Savage Saxons</u> History Children learn about the Anglo Saxons and the conquest of Britain. Unit outcome: Assembly</p>	<p><u>Architectural Wonders</u> Design and Technology Children learn about architecture and examine structures. They design and create their own wonder. Geography Children use maps and atlases to locate landmarks and explore rationale for locations. Unit outcome: Dragon's Den.</p>	<p><u>Vicious Vikings</u> History Children learn about the Vikings and the impact on the lives of Anglo Saxons. Design and Technology Children learn about CAM mechanisms and design and make a Viking Automata toy Unit outcome: Hands on display</p>	<p><u>The Victorians</u> History Children learn about the lives of Victorian children in Leicester. Art Children learn about William Morris, his designs and art. They create wallpaper using repeating patterns. DT Cooking Children make different versions of Victorian classic food. Unit outcome: Video diary</p>	<p><u>Mountains and Rivers</u> Geography Children learn about physical geography and describe locations using a range of reference points. Art Children learn about Paul Cezanne and use watercolours to create landscapes. Unit outcome: Country File episode with watercolour scenes</p>
SCIENCE	<p><u>Properties of Materials</u> Children learn about different materials and states of matter. Unit outcome: Class Book</p>	<p><u>Animals including humans</u> Children learn about the circulatory system and explore diet and exercise and health.</p>	<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>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>Forces</u> Children learn about air resistance, water resistance and gravity. Unit outcome: TV Show</p>
COMPUTING	<p><u>Code 1</u> Children learn to use Micro: Bits to create a program to control a motor.</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>Code 2</u> Children learn to use algorithms to select different outcomes using Scratch. Unit outcome: Quiz</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>	<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>
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>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>

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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>	