

Year 5 Curriculum Map

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
English	<u>Narrative</u> – Retelling traditional tales through the ‘Lost Happy Endings’	<u>Poetry</u> <u>Performance poetry</u> Jinnie the Ghost <u>Fiction</u> Biographies and autobiographies Focusing on Roald Dahl and Michael Murpurgo	<u>Narrative</u> – Short stories (Kevin Crossley-Holland) <u>Non Fiction</u> Journalistic report Using Tuesday by David Wiesner	<u>Persuasion</u> – argues the case for a point <u>Poetry</u> Slam poetry	<u>Narrative</u> – Jungle book and Just so stories <u>Instructions</u> Recipes and games rules	<u>Recount</u> - letters, diaries, write up of a trip <u>Non-Chronological Report</u> – information leaflet <u>Poetic style</u>
Mathematics	Mental strategies Problem Solving Number – Place value, addition & subtraction. Multiplication & division.	Mental strategies Problem Solving Number – Place value, addition & subtraction, Multiplication & division Fractions (inc decimals)	Mental strategies Problem Solving Number – Place value, addition & subtraction, Multiplication & division, Measurement	Mental strategies Problem Solving Number – Place value, addition & subtraction, Multiplication & division, Fractions (inc decimals) Measurement Geometry – properties of shape, position & direction	Mental strategies Problem Solving Number – Place value, addition & subtraction, Multiplication & division, Fractions (inc decimals) Measurement Geometry – properties of shape, position & direction Statistics	Mental strategies Problem Solving Number – Place value, addition & subtraction, Multiplication & division, Fractions (inc decimals) Measurement Geometry – properties of shape, position & direction Statistics
Science	Living things	Earth and Space	Forces	Living things	Properties of materials	Animals including humans
ICT	Computational Thinking & Creativity Web Research / Spreadsheets and Databases / 3D Modelling / Coding / Art Challenge					
History	Anglo Saxons Timelines / Settlements / Invasions Beliefs / Art and Culture / Understanding connections between cultural, social and military history					

Geography	Anglo Saxons Settlements - Interpret and draw sketch maps Invasions - Understand how Anglo Saxon tribes spread across the country		Computational Thinking & Creativity Web Research - Name and locate counties and cities of the United Kingdom		Comparing People & Places Local area - Locate area on a map, research jobs, landmarks, plan a map of the school grounds The Grand Canyon - Examine topographical maps Mexico - Find out about 3 fiestas / Learn about varying vegetation biomes Peruvian Andes - Explore tourism Alps - Study aerial maps and recognise vegetation and climate	
	Anglo Saxons Invasions – Create different Anglo Saxon Shields Beliefs - Make an Anglo Saxon Amulet		Computational Thinking & Creativity 3D Modelling - Sketch a building design inspired by selected architects Art Challenge - Learn about David Hockney, record observations of landscapes in sketchbook and using the painting app		Comparing People & Places The Grand Canyon - Explore the photographic work of Ansel Adams Mexico - Drawing and painting motifs and features of fiesta costumes and decorations	
	Anglo Saxons Settlements - Design Anglo Saxon Houses) Invasions - Design Anglo Saxon Shield) Art and Culture - Create Anglo Saxon Jewellery				Comparing People & Places Mexico - Cook Mexican food Alps - Make a model of the Alps from modroc	
RE	Following 'Come and See' scheme – Liverpool Archdiocese					
PE	Invasion games Netball	Gymnastics Shapes and balance/ Symmetrical / Asymmetrical	Gymnastics Sequences and counter balance	Gymnastics Cannon and unison	Striking and fielding Cricket	Striking and fielding Rounders
Music	Anglo Saxons Art and Culture - Identify instruments played in Anglo-Saxon times				Comparing People & Places Mexico - Listen to Mexican mariachi music and comment on tempo, rhythm and beat	
Modern Foreign Language	French – following Mrs G Buckley SOW					