Curriculum Overview for Year 5 WAR AND PEACE 2017(Persistence and Patience. Reflectiveness and Appreciation)

Reading

Read and discuss a broad range of genres and texts including newspapers Identify and discuss themes
Make recommendations to others
Draw inference and make predictions
Discuss author's use of language- poetry
Retrieve and present information form nonfiction texts

Formal presentation and debates Roald Dahl and visit to House Goodnight Mr Tom

Number/ Calculation

Secure place value to 1,000,000

Use Roman numerals to 100(M)

Confidently add and subtract

Use square and cube numbers

meal for a week on a budget

Rationing statistics and planning a

Use standard written methods for all

Use vocabulary of prime, factor and

Multiply and divide by powers of ten

Negative numbers-

four operations

mentally

multiple

English

Writing

Secure spelling, prefixes, silent letters etc

Use at thesaurus

Plan writing to suit audience and purpose- Report Writing
Use legible, fluent handwriting
Develop character, setting and atmosphere in narrative
Use organisational and presentational features

Proof read Drama

Using Play scripts for various themes Evacuees Drama Participate in discussions, presentations and debates

Grammar

Use modal and passive verbs
Use of Standard English
Use relative clauses
Use commas for clause
Use brackets, dashes
and commas for parenthesis
Speaking and Listening

Give well structured explanations
Command of Standard English
Consider and evaluate different
viewpoints

Use appropriate register

Art & Design

Use sketch books to collect, record, review, revisit and evaluate ideas- collage Blitz Improve mastery of techniques such as drawing, painting and sculpture with varied materials- Pencil Blitz Art- 'The Day After.' Learn about great artists, architects and designers- street Party Art

Computing

Kodu Game Lab – What is kodu?

Making Kodu move.Program a a creatable

Creating terrain

Objectives and earning points
Refine my coding
Debugging

Camera angles

Decomposition and behaviour
Originality within my game

Design & Technology

Design Air raid shelter and 3d Evacuee models

Use research and criteria to develop products which are fit for purpose and aimed at specific groups
Use annotated sketches, cross-section diagrams and computer aided design/ models in different positions
Analyse and evaluate existing products a and improve own work

PHSE

To recognise that actions have consequences

To value new experiences

To appreciate the aesthetic qualities of their surroundings

To know how to help a group to perform a task

Mathematics

Geometry and Measures

Calculate perimeter of composite shapes and areas of rectangles

Estimate volume and capacity Identify 3d shapes

Measure and identify angles Understand regular polygons Reflect and translate shape

Data

Interpret tables and line graphs-

Solve questions about graphs

Fractions

Compare and order fractions
The four rules for Fractions
Write decimals as fractions
Order and round decimal numbers
Link percentages to decimal and
fractions

Recognise mixed numbers and improper fractions
Understand that percentage is out of a

hundred

Modern

Languages

Using Garage Band

basic features,

Music

French- Listen and Engage
Speak and be understood
Develop appropriate pronunciation
Present information orally

Extend vocabulary-

'Quelle heure est-il?' and 'Le Monde'

Smart drums, smart piano, pre-recorded loops

Transport- composition task using motifs

Constructive critique of compositions

Science

<u>Physics</u>

Forces

Introduce gravity, resistance and mechanical forces Explain that unsupported objects fall towards Earth Recognise that some mechanisms allow a smaller force to have a greater effect

Light and Shadows/ The Eye

Light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye

Combined Humanities (War and

Peace)

Comparing life in the 1930s to now Chronology of events since 1930s The Blitz

Women in War

Evacuation during WW2 Children in the War

Physical

Education

Cricket use catching and batting in isolation and combination Athletics

compare performances to achieve personal bests
Taking part in Outdoor and Adventurous activities
Girls

Rounders catching and throwing overarm and bowling techniques. Roll of the backstop and hitting the ball into different areas. Fielding tactics in a game. House rounders.

Athletics – compare performances to achieve personal bests

Taking part in Outdoor and Adventurous activities

P4C

Fitting In

Arrival of a new sibling Being ignored in the family

Unconditional love

Paper mountain- outdoor learning, Knotty tree, map symbol games

Template adapted by Annette Wright 2017

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