# Curriculum Overview for Year 5 WAR AND PEACE 2018(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 - Boy 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

#### **PHSE**

To recognise that actions have consequences

To value new experiences

# **Design & Technology**

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

Design Air raid shelter and 3d Evacuee models

To appreciate the aesthetic qualities of their surroundings

To know how to help a group to perform a

## **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 2

French- Listen and Engage, toeak and be understood Develop appropriate pronunciation Introduction to French verbs (Regular & Irregular) How to conjugate a regular –er verb Le monde: Where I live (recap)

France in relation to other countries in western Europe Moi et mon école:

School lessons, preferences and opinions Present information orally

## Languages

Topic is The Planets

Music

Listening project on The Planets by Holst Performing project using themes The Planets

Composing project based on The Planets

### Science

#### **Physics**

#### **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

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

Rounders catching and throwing overarm and bowling techniques. Roll of the backstop and hitting the ball into differen 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

Go Givers – cause

Template adapted by Annette Wright 2017 www.primarycurriculum.me.uk