

Curriculum Planning Grid Y5 (updated February 2020)

	Science	CCL	Discrete Units	Computing	Music	P.E	R. E
Aut 1	<p><u>Animals and lifecycles</u> Seven life processes and classifying objects as living, not living and once living. Identifying characteristics of mammals, amphibians, insects and birds. Study the changes in humans from birth to old age including puberty.</p>	<p><u>Through the Ages History</u> Stone Age – tools and houses Bronze Age - mining Iron Age - forts Celts – a guide to being a druid.</p> <p><u>Geography</u> UK – cities and towns, rivers and mountains, significant places of interest e.g. Stone Henge.</p> <p><u>Art</u> Drawing people in action (Stone Age hunter).</p>		<p><u>E-Safety</u> Discuss and sign the Acceptable Use Policy. Staying safe online: Content, Contact, Conduct. Watching CEOP video.</p> <p><u>Programming</u> Programming the Lego giant and Lego Wedo.</p>	<p><u>Churanga – ‘Don’t Stop Believing’</u> How to listen to music and sing the song. To experience and learn how to apply key musical concepts/elements e.g. finding a pulse, clapping a rhythm, use of pitch. To work together in a band/ensemble.</p>	<p><u>Outdoor and Adventurous Activities – ROKT</u> Take part in outdoor and adventurous activity challenges both individually and within a team.</p> <p><u>Games – Golf and Netball</u> Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending.</p>	<p><u>Why are some places and journeys special?</u> Identify and explain features of some special places and journeys.</p> <p>Investigate places of pilgrimage for Christian, Jewish and Muslim religions.</p> <p>Reflect on the challenges involved in the journey</p>

<p>Aut 2</p>	<p><u>Animals and Lifecycles</u> Comparing lifecycles and life habits of mammals, amphibians, insects and birds. Exploring the work of David Attenborough – endangered and extinct animals</p>	<p><u>Through the Ages Geography</u> UK – Study and compare topographical, OS, Satellite and Digital map of Castle Hill (hillfort). Create a hillfort settlement map on Castle Hill. Compare maps/altitude of Castle Hill to Machu Picchu. Study the history of Machu Picchu and its earthquake. Study the reasons for earthquakes and the impact of them. <u>History</u> To learn about how the Anglo Saxons arrived in Britain what life was like under their ruling.</p>	<p><u>Art</u> Day of the Dead artwork (David Lozeau) - links to Lit topic</p>	<p><u>Digital Goals</u> To consolidate and learn word processing skills.</p>	<p><u>Churanga – ‘Don’t Stop Believing’</u> How to listen to music and sing the song. To experience and learn how to apply key musical concepts/elements e.g. finding a pulse, clapping a rhythm, use of pitch. To work together in a band/ensemble. Learning songs relating to Christmas carols.</p>	<p><u>Outdoor and Adventurous Activities – ROKT</u> Take part in outdoor and adventurous activity challenges both individually and within a team. <u>Games – Golf and Football</u> Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending.</p>	<p><u>What do Christians believe about the old and new covenants?</u> Explore some of the different covenants between God and various key figures in the Bible, including Abraham, Moses, David and Jesus and why these are important to Christians and other faiths.</p>
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<p>Spr 1</p>	<p><u>Plants</u> Study the lifecycles of plants including seed dispersal and photosynthesis.</p>	<p><u>Myths and Legends History</u></p> <ul style="list-style-type: none"> - Know some of the main characteristics of the Athenians and the Spartans. - Know about the influence of the gods on Ancient Greece. - Know about sports from the Ancient Greek Olympics. - Understand the concept of democracy and its origin from Ancient Greek society. - Know about the achievements and influences the Ancient Greeks had on the western world (e.g. Olympics/democracy) 	<p><u>Art</u> Using inspiration from the visit of local artist (Roger Davis) and a visit to local landmark (Castle Hill) children to produce a piece of art work (paints and charcoal) in the style of the chosen artist.</p> <p>Art Skills:</p> <ul style="list-style-type: none"> - Experiment with and combine materials and processes to design and make 3D form using clay to make an ancient Greek pot. 	<p><u>Computing</u> Introduction to Microsoft Excel. Digital Goals Spreadsheet Silver & Gold skills</p>	<p><u>Churanga – Fresh prince of Bel Air</u></p> <ul style="list-style-type: none"> - Listen and Appraise the Fresh Prince of Bel Air and other Hip Hop tunes through recognising styles, finding the pulse and recognising instruments. 	<p><u>Swimming</u> Pupils are expected to achieve the swimming level of Stage 6 (Jellyfish).</p> <p><u>Gymnastics</u> Pupils will be learning to create a sequence of movements in pairs based on the core tasks of jumping, turning, balancing and travelling.</p>	<p><u>What do Christians believe about the old and new covenants?</u> Explore some of the different covenants between God and various key figures in the Bible, including Abraham, Moses, David and Jesus and why these are important to Christians and other faiths.</p>
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<p>Spr 2</p>	<p><u>Mission to Mars</u> Study the planets in the solar system, their distance from the sun and the time take to orbit the sun. Study solar and lunar eclipses and how this is affected by planets movement. Learn how the earth orbits the sun and the direction in which the earth does orbit the sun. Explain how this happens and how long it takes the earth to orbit the sun, and further how this causes day and night. Study the theories of Galileo and Isaac Newton with regards to gravity and forces. Explain and experiment what friction, air resistance and water resistance are. Investigate and test the use of levers, gears and pulleys using equipment and learn about the differences between them.</p>	<p><u>Mission to Mars</u> <u>Art</u> Charcoal and pastel pictures, creating a picture in Peter Thorpe's style.</p>		<p><u>Game Creator</u> Using Game Creator software to design and build a levelled computer game.</p>	<p><u>Churanga – Fresh prince of Bel Air</u> Learn and/or build on knowledge and understanding about the interrelated dimensions of music through singing, playing, improvising and composing.</p> <p><u>Oliver Twist</u> Learn the lyrics to 'Food, Glorious Food' from the Musical Oliver.</p>	<p><u>Swimming</u> Pupils are expected to achieve the swimming level of Stage 6 (Jellyfish).</p> <p><u>Dance – Line Dancing</u> Learn how to dance in unison and in time to Michael Jackson's 'Beat It'.</p>	<p><u>What values are shown in codes for living?</u> Identify values in human life, and think about values, with special reference to the values of Christians, Humanists, Jews and Muslims.</p>
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Sum 1	Properties of materials	<u>Building a Village</u> Art/DT – building a wooden model/village Geography- Physical and human, coastlines, feature of a city, types of settlements		Kodu	Singing rounds Y5/6 Concert singing	Athletics	Should we forgive others?
Sum 2	Properties of materials			Building A Village - Minecraft		Swimming Cricket	Christianity