

Curriculum Map - Year 5

Subject:	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Religious Education	AS: How do people's beliefs about God, the world and others have impact on their lives?	Incarnation: Was Jesus the Messiah?	AS: Inspirational people in today's world. What can we learn from great leaders and inspiring examples in today's world?	Salvation: What did Jesus do to save human beings?	AS: Religion and the individual. What matters most to Christians. What is expected of a person in following a religion or belief?	AS: How are religious and spiritual beliefs expressed in arts, architecture, and generosity?
PSHE	How can friends communicate safely?		What job would we like? What decisions can people make with money?		What makes up a person's identity? How can we help in an accident or emergency? How can drugs common to everyday life affect health?	
Maths	White Rose Maths Hub Scheme - available to view on our school website's curriculum page.					
English	Spelling, Grammar & Guided Reading in addition to English lessons					
	Fiction: <i>Goth Girl</i> Black History Month/Non Fiction: Letters and correspondence Hidden Figures	Narrative Poetry: The Listeners Short stories: Short too	Non Fiction Reports: Tuesday Instructions & Explanations: Games	Fiction from faraway: <i>Mysterious Traveller</i> Cloud tea monkey Poetry: Shakespeare - Macbeth	Non Fiction: Travel Writing	Fiction: Who let the Gods out?
Science	'Earth and Space'	'Properties and Changes of Materials'	'Forces'	'Living Things and their habitats'	'Animals, Including Humans'	SRE
Computing	E.Safety	To know how search results are selected and ranked. To know how to analyse and evaluate information reaching a conclusion that helps with future developments.	To know about code structure, how to debug and interpret code. To know how to test and debug a program as they go. To know how to use logical methods to detect and correct errors. To know how to turn complex real-life situations into algorithm for a program by deconstructing it into manageable parts. To know how to combine a variety of software on a range of digital devices to design and create content to accomplish given goals.	To know how to write a program for an external device. To know how to change inputs to achieve different outputs To know how to develop a program that has specific variables identified.	To know the value of computer networks but are also aware of their dangers. To know how to use several ways of sharing digital content. To know how to analyse, evaluate and present data and information	
PE	Tag Ruby Netball	Dance Handball	Gym Dodgeball	Volleyball Football	Tennis Cricket	OAA Athletics

History	The Mayan Civilization				The Ancient Greeks	
Geography			Our world			
Design & Technology		Textiles - A Christmas toy		Moving mechanisms - cams		Programmable toys - fairground rides.
Art	Art study: Picasso Sketching/3D art/perspective		Artist study: Fred Tomaselli Experimenting with different materials/stroke/techniques.		Artist study: Barbara Walker Sculpture/observational drawing/big outdoor art	
Music	Rock Music: Living on a Prayer	Classroom Jazz 1	Make you feel my love.	Rap: The Fresh Prince of Bel Air	Motown: Dancing in the Street	Reflect, rewind, replay
Languages (French)	Getting to know you	All about me	Food glorious food	Family and friends	Our school	Time