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**Year 5 Curriculum Map**

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|  | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| Topic | ***History: Vikings and Roman Empire*** | | ***Geography: The United States of America and U.K.*** | | ***Science: Space*** | |
| English | Diary entry:  A day in the life of a Roman Legionnaire.  SPAG focus MS  Non-Chronological report.  An informative piece on Roman mythology.  Quest stories  Reading and writing Norse myths. | Instructions:  How to forge a mythical weapon.  Reading and writing Norse myths.  Narrative*:* :  Quest stories about mythical weapon. | Newspaper Report Based on the crimes committed by ‘The Outlaw’, who is embarking upon criminal escapades around Wath C of E.  Description  WANTED Posters.  Persuasive writing/debate.  Hunt ‘The Outlaw’, try him/her and sentence them for their crime. (rule of law). | Non-Chronological:  Travel guide to the USA.  Script Writing  Children to take on the roles of directors writing a Hollywood Blockbuster’s script. | Setting descriptions:  Description of new planet created by the children.  Character Description:  Creation of an alien race.  Cosmic Records:  Launch record into the community. | Biographies:  Neil Armstrong or Werner Von Braun  Explanation:  From an alien perspective, children to explain why aliens would venture to earth. |
| Class Novel | **Who Let the Gods Out?**  *Weekly Roman Myth to be studied****.*** | **Viking Boy.**  *Weekly Norse Myth to be studied.* | Smaller focus through English on American classical authors. E.g. Dr Seuss (Cat in the Hat, One Fish Two Fish, Red Fish Blue Fish, Horton Here’s a Who). | **Lord of the Flies** | **The Iron Man.** | **Virals** |
| Mathematics | Place Value  Numbers up to one million.  Rounding numbers up to one million.  Roman Numerals.  Square and cube numbers. | Written methods of division.  Written methods of multiplication.  Identify fractions. | Compare and order fractions.  Equivalent fractions.  Decimal numbers to two places. | Rounding decimals.  Decimals and percentages  Convert between different measures.  Use all four operations to solve money problems. | Solve problems by converting between measures of time.  Calculate and compare perimeter and area.  Handling data and representing data in appropriate ways.  Know how to measure angles in degree.  Estimate and compare angles. | Identify 3d shapes based on 2d representations.  Identify and describe positions of a shape.  Distinguish between regular and irregular polygons. |
| Science | Animals and living things.  Life Cycles.  Study of a Cicada lifecycle, a mammals lifecycle and a plants lifecycle. | Forces | Living things and their habitats. | Properties and changes of materials.  (Changing states) | Earth and Space | Forces  (Gravity) |
| Computing | Using Modkit create, design and write code using cod blocks to program a robot to fulfil a goal set out on a robotics field. | | Design and write a program that can be tested on a BBC Microbit.  To work collaboratively online to create a CAD representation of a robot. | | Use SnapCAD online software to create a 3d representation of a working robot.  To electronically gather survey data using the internet. To use Microsoft PowerPoint to present this data. | |
| Humanities | **History**  Roman Empire, Vikings, Anglo-Saxons and the Danelaw. | | **Geography**  North America and its associated culture. | | **Science**  History of Space Travel  The Space Race | |
| Art and DT | 3D Weapon art (Smiting Roman shields and Viking weaponry)  Creating Roman Shield art  Sketches of Gods and Goddesses | Creation of effigies and idols (clay)  Viking broaches. | Design E-fit from descriptions.  American cookery. | Construction of motor vehicles.  Banksy street art. | Solar system (chalk)  Alien planet scenery. | Nebula pointillism.  Create a functional rocket. |
| RE | Islam  The impact of the five pillars of Islam on children’s lives.  Mosques and local places of worship.  Worship, pilgrimage and sacred places. | | Justice and Freedom | | Christianity  How Christians use bible stories as a form of life guidance. | |
| PHSCE | Conflict resolution and mediation. | Bullying [pressures and risks] | Emotional wellbeing. | Safety  Rationing online time  Online identities  Being a discerning consumer online | Careers and the world of work. | Transition |
| PE | Gymnastics  Focus on creation of Bridges.  Focus on flight from apparatus. | Dance  Synchronisation of movements  Rhythmically stretching | Invasion games involving the following skills:  Catching, trapping, stopping, gathering, blocking. | Athletics  Development of throwing.  Skill development – Sprinting, jumping, throwing  Focusing on duration, distance and speed. | Invasion games involving the following skills:  Running, carrying, pushing, throwing, kicking, hitting. | Striking and Fielding Games involving the following skills:  Throwing, striking, re-directing and bowling. |
| Spanish | Body Parts | | Hobbies and past times. | | Spanish culture and celebrations. | |
| Music | Harvest Songs | Instruments | American songs  (Star Spangled Banner, country music and rap)  Songs to be used through GR. | | The sounds of space. | School concert |
| Hook/Celebration | **Vikings**  ***Hook - Roman battle***  ***FINAL OUTCOME:***  ***Presentation of historical learning to parents*** | | **U.S.A**  ***MO1 – Catch an Outlaw. (Western themed)***  ***MO2 – Super bowl.***  ***FINAL OUTCOME:***  ***Oscars event.*** | | **Space**  ***MO1 – Build a rover.***  ***MO2 – Space centre.***  ***FINAL OUTCOME:***  ***Cosmic Record?*** | |