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| Year 5 | Facing Adversity –  Novel to drive theme – Spywatch | Curious Continents –  Novel to drive theme – The Lion, the Witch and the Wardrobe (The frozen planet) | Fiction or Truth, Romantic or Rogue? Novel to drive theme – The Highwayman | | The Drop in My Drink –  Novel to drive theme – The Drop in My Drink and Winston’s Journey | The Tale of a City - Novel to drive theme –  [King Arthur And His Knights Of The Round Table](https://www.google.co.uk/url?sa=t&rct=j&q=&esrc=s&source=web&cd=1&cad=rja&uact=8&ved=0ahUKEwiMoqub5NnNAhUKuBQKHfoVBQsQFggjMAA&url=https%3A%2F%2Fwww.amazon.co.uk%2FKnights-Everymans-Library-CHILDRENS-CLASSICS%2Fdp%2F1857159101&usg=AFQjCNG3OQQBSdbZvRfXDeG3A4SSNysRtw) |
| Statutory requirements in subjects. | History:  A study of a theme in British history. (e.g. significant battles)  Geography:  Locate the world’s countries with a focus on Europe and countries of particular interest to pupils.  Music:  Listen with attention to detail and recall sounds with increasing aural memory.  D&T:  Understand and apply the principles of a healthy and varied diet.  Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.  Computing: understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the  opportunities they offer for communication and  collaboration.  1  Science:  Look at nutrition, transportation of water and nutrients in the body, and the muscle and skeleton system of humans and animals.  Look at the digestive system of humans and animals.  Look at the human circulatory system.  PE:  Play competitive games, modified where appropriate. Netball.  Perform dances.  English:  Write stories of mystery and suspense  Write letters  Write in a journalistic style  Write instructions  Write haiku | History:  History of interest to pupils.  Geography:  Understand the significance of the geographic Zones of the world.  Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.  Use a wide range of geographical sources in order to investigate places and patterns.  Art:  Improve mastery of techniques.  D&T:  Investigate and analyse a range of existing products.  Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.  Science:  Solids, Liquids and Gases,  Animals and habitats.  Computing: Describe how internet search engines find and  store data; use search engines effectively; be  discerning in evaluating digital content; respect  individuals and intellectual property; use technology responsibly, securely and safely.  PE:  Play competitive games, modified where appropriate. Netball.  Take part in gymnastics.  English:  Write stories of adventure  Write persuasively  Write explanations  Write poems that convey an image (simile, word play, rhyme and metaphor) | History: History of interest to pupils.  Art:  Use experiences, other subjects across the curriculum and ideas as inspiration for artwork.  Music: Play and perform in solo and ensemble contexts, using voice and playing instruments with increasing accuracy, control and expression  Improvise and compose music using the inter-related dimensions of music separately and in combination.  Use and understand the basics of the stave and other musical notations.  Appreciate and understand a wide range of high-quality live and recorded music from different traditions and from great musicians and composers.  Computing: Select and use a variety of softwear.  PE:  Play competitive games, modified where appropriate.  Football  Swimming and water safety  English:  Read poetry by heart.  Learn by heart and perform a significant poem. | | Geography:  Understand geographical similarities and differences through the study of human and physical geography of a region or area in a European country.  Describe and understand key aspects of physical geography including climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes and the watercycle. Human geography, including settlements, land-use, economic activity including trade links and the distribution of natural resources including energy, food, minerals and water supplies.  Art:  Develop and share ideas in a sketchbook and in finished products.  Computing:  Use logical reasoning to explain how a simple  algorithm works, detect and correct errors in  algorithms and programs.  Music:  Develop an understanding of the history of music.  D&T:  Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.  Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.  To apply their understanding of how to strengthen, stiffen and reinforce more complex structures.  Understand and use electrical systems in their products, such as series circuits incorporating switches, bulbs, buzzers and motors.  Science:  Look at classification keys.  Look at the life cycle of animals and plants.  Look at reproduction in plants and animals, and human growth and changes.  PE:  Play competitive games, modified where appropriate.  Cricket  Take part in outdoor and adventurous activity challenges both individually and within a team.  English:  Write arguments  Write stories, letters, scripts and fictional biographies inspired by reading across the curriculum. | History: Settlement in Britain, Anglo Saxons.  Geography:  Use fieldwork to observe, measure and record the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs and digital technologies.  Science:  Compare and group rocks and describe the formation of fossils.  Computing:  Design and write programs that accomplish  specific goals, including controlling or simulating  physical systems; solve problems by  decomposing them into smaller parts.  Use sequence, selections and repetition in  programs; work with variables and various  forms of input and output; generate appropriate  inputs and predicted outputs to test programs.  PE:  Play competitive games, modified where appropriate.  Rounders  Take part in athletics.  English:  Write recounts  Write biographies  Write plays  Write cinquain  Write stories set in places children have been |
| The Flick of a Switch! | | | | Science:  Electricity, circuits etc.  Art:  Learn about the great artists, architects and designers in history.  History:  History of interest to pupils, Thomas Eddison and impact of electricity on Edwardian society.  RE:  Creation  English:  Write explanations | | | |