

Curriculum Provision Map – Year 5

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p>English</p>	<p><u>Narrative – Marcy & The Riddle of the Sphinx</u> End Point: Children will produce an adventure quest story.</p> <p><u>Non-fiction – Instructional Guide</u> End Point: Produce a set of instructions based on an Egyptian themed game.</p> <p>Episodic: Egyptian day</p>	<p><u>Non-Fiction – Wonder Garden</u> End Point: Produce a 'journey' style report about an imaginary island.</p>	<p><u>Non-Fiction – Biography</u> End Point: To understand the importance of a British cultural figure, writing their own biography about chosen individual.</p>	<p><u>Non-Fiction Titanic – Report</u> End Point: Understand the key events of the Titanic disaster, writing a report about a chosen aspect.</p> <p>Titanic – Balanced argument End Point: Children will write a balanced argument</p>	<p><u>Non-fiction Journal transmission from Mars</u> End Point: A journal transmission based on a disaster scenario in space</p> <p><u>Poetry –The Highwayman</u> End Point: Improved fluency and prosody when reading poetry aloud</p>	<p><u>Narrative (The Piano)</u> End Point: A narrative to accompany the film in which the children use figurative language appropriately.</p> <p><u>Poetry/Book study</u> End Point: Children will have developed an understanding of what a refugee is through exploration of a range of picture books and poems.</p>
<p>Maths</p>	<p><u>Place Value</u> End Point: To read, write, order, compare and round numbers to 1,000,000.</p> <p><u>Addition & subtraction</u> End Point: To add and subtract numbers up to 5-digits, solve missing number problems and use inverse operations.</p> <p><u>Multiplication + Division</u> End Point: To learn factors, common factors and prime numbers.</p>	<p><u>Multiplication + Division</u> End Point: To learn about square and cube numbers. To multiply and divide by 10, 100 and 1000.</p> <p><u>Fractions</u> End Point: To understand equivalent fractions, mixed numbers and improper fractions. To order and compare fractions with different denominators. To add and subtract fractions with different denominators.</p>	<p><u>Multiplication + Division</u> End Point: To learn short multiplication and division. To learn long multiplication.</p> <p><u>Perimeter & Area</u> EP: To calculate the perimeter of polygons. To calculate the area of rectangles.</p> <p><u>Fractions</u> End Point: To calculate fractions of amounts and multiply fractions.</p>	<p><u>Decimals + Percentages</u> End Point: To understand decimals up to thousandths. To understand percentages and convert between fractions, decimals and percentages.</p> <p><u>Statistics</u> End Point: To read and interpret timetables, two-way tables and line graphs.</p>	<p><u>Shape</u> End Point: To classify and measure angles. To identify regular and irregular polygons. To identify 3D shapes and their properties.</p> <p><u>Position & Direction</u> End Point: To read, plot and translate coordinates. To understand horizontal and vertical lines of symmetry.</p> <p><u>Decimals</u> EP: To add and subtract decimals. Decimal sequences. To multiply/divide decimals by 10, 100 and 1000.</p>	<p><u>Negative Numbers</u> End Point: To understand negative numbers, count through zeros and compare/order negative numbers.</p> <p><u>Converting Units</u> End P: To convert units of weight, length and time. Calculate with timetables.</p> <p><u>Volume</u> EP: Cubic centimetres, compare and estimate volume and capacity.</p>

Science	<u>Working Scientifically</u> End Point: Awareness of various scientific influences and their significance. Eva Crane and Margaret Hamilton.	<u>Physics</u> End Point: To know all of the planets and their features, placing them in the correct order in the solar system. Episodic: Planetarium & Space Day	<u>Biology</u> End Point: Understand sexual and asexual reproduction within plants & examples. Classify mammals & metamorphosis.	<u>Physics</u> End Point: Identify different forces, providing examples of each. Understand scientific principle of forces. 'Sporting science'	<u>Chemistry</u> End Point: Understand reversible and irreversible changes, giving examples of materials and different properties.	<u>Biology</u> End Point: Understand menstruation cycle and changes to the body. Define sexual reproduction within mammals. 'Life cycles topic' Links to PSHCE
ICT	<u>Making a prospectus</u> End Point: Using Microsoft Word to produce a programme for the Year 5 show. *E-Safety	<u>Comic Life</u> End Point: Using Comic Life software to import pictures & text to produce an anti-bullying poster to display in the school.	<u>Image Manipulation</u> End Point: Follow a specific set of instructions using Serif Drawplus to produce a dog and add customized animations.	<u>Titanic - Green Screen</u> End Point: Use iPads to create movies depicting characters that might have sailed on Titanic. *E-Safety Episodic: Digital Leader trip to Legoland End Point: Develop understanding of renewable energy and control systems using LEGO robots and software.		<u>LEOCad</u> End Point: Manipulate 3D objects using LeoCad to produce increasingly complex objects inspired by the Highwayman poem.
DT	<u>Mechanism - Lever</u> End Point: Design and construct a functioning Egyptian Shaduf which can transport water from one location to another.		<u>50's, 60's & 70's</u> End Point: Food from the past: Work collaboratively to make a range of iconic foods from previous decades. E.g. Angel Delight.	<u>Bread/sweet bread</u> End Point: Explore how bread is made and the key processes involved. <u>Bread Day</u> End Point: Design and make their own bread with carefully considered ingredients.	<u>Insulated Garment</u> End Point: To investigate the purpose of insulation and identify appropriate materials involved. To design and make 'mini moccasins' which follow a specific design criterion.	
PE	<u>Interclass Sports Day</u> Netball Gymnastics Football Basketball	Dance Health & Fitness Indoor Athletics	<u>Move It</u> OAA Indoor Games	<u>Interclass Sports Day</u> Striking & Fielding American Football Indoor Tennis	<u>Year Group Swim</u> Athletics Handball	<u>Legacy Games</u> Sports Day Rounders Tennis Cricket Volleyball
History	<u>Ancient Egyptians</u> Episodic: Egyptian Day Hobgoblin workshop End Point: Understand the significance of the Egyptians and their place in human	<u>Life in Britain since World War Two</u> Episodic: Mods visit. Year 5 show. Exploration day to support show.				

	history. Identify primary and secondary source.	End Point: Comparing how lives are different from present day to those post WW2. Order key events in chronological order, giving reasons for their significance.				
Geography	<u>Climates</u> End Point: Understand characteristics of different climates. Know the difference between climate and weather. Locate areas on a map. Episodic: VR experience.	End Point: Understand how mountains are formed and associated vocabulary. Provide examples of specific formations. Episodic: Visit from R J Warner				
ROB	<u>Hinduism</u> End Point: To understand how Hindus demonstrate commitment in their daily lives.	<u>Christianity CHRISTMAS</u> End Point: To understand that 'truths' are subjective and open to personal interpretation.	<u>Christianity EASTER</u> End Point: Understand what commitment means to Christians and how they can demonstrate this in their daily lives.	<u>Christianity WORSHIP</u> End Point: Define purpose for Christians and relate this to God's intended plan for Jesus.	<u>Hinduism BELIEF</u> End Point: Understand how Hindus use Brahman to guide their lives, measuring actions through karma.	<u>Hinduism VALUES</u> End Point: Know Christian and Hindu beliefs associated with life after death, comparing similarities & differences.
PSHCE	<u>Mental Wellbeing</u> End Point: To be able to recognize and explain different feelings and emotions.	<u>Relationships</u> End Point: To identify different family names and roles, providing examples.	<u>Relationships</u> End Point: To give examples of different types of bullying, suggesting strategies to deal with this.	<u>Communities</u> End Point: To understand different relationship requirements and responsibilities. Communicating needs to others around us.	<u>Puberty</u> End Point: To recognise puberty happens to everyone. Identify significant changes & the importance of hygiene. (Including gender identity).	<u>Puberty</u> End Point: To develop understanding of changes further, with a particular focus on personal hygiene.
Music	<u>Musical Influences</u> End Point: To give examples of how artists are inspired by previous musical influences, giving examples of songs which demonstrate this.	<u>Researching and Performing</u> End Point: To work collaboratively as a class and year group to research and perform chosen songs from a musical artist of cultural significance. Episodic: Year 5 show		<u>Musical Processes</u> End Point: To create music accompanying a piece of digital media, considering a range of inter-related dimensions of music.		

<p>Art</p>	<p>Drawing End Point: To be able to use different sketching techniques and be able to blend and shade oil pastels to create a still life drawing.</p>	<p>Sculpture End Point: Children will be able to work in a team to create a piece of art from recycled materials using artists they have studied as inspiration.</p>	<p>Cooking End Point: Children will be able to apply their understanding of bread from the past to create their own bread recipe.</p>	<p>Printing End Point: Using William Morris as inspiration, children will be designing and composing their own rotational prints.</p>	<p>Painting SIMON HART. End Point: Children will be able to colour match and work on different scales to produce a coastal colour painting.</p>	
<p>Languages</p>	<p>French End Point: Listen attentively to spoken language and show understanding by joining in and responding with a focus on greetings and numbers</p>	<p>French End Point: Children will learn to describe their own appearance and are introduced to some key grammatical features of French, such as the position and agreement of adjectives.</p>	<p>French End Point: Children will learn key vocabulary related to food and drink. They will learn specific vocabulary of how to say what drinks and food they like.</p>	<p>French End Point: Children will apply previous skills and knowledge of topic areas such as animals, homes and family to extend their conversation abilities.</p>	<p>French End Point: Children to learn objects, subjects and prepositional language that they would use in a school setting.</p>	<p>French End Point: Apply previous skills and knowledge of topic areas such as numbers and dates, extending this to talk about key events in French history.</p>

