	Ancient Greece (H/G)	<u>Vikings (H)</u>	<u>Coasts (G)</u>
	What did the Greeks do for us?	Why did the Vikings invade?	Why are there different types of coasts?
	AUTUMN	SPRING	SUMMER
LITERACY	Instructions How to trap a mythical creature (3 Weeks)  Myths and Legends (5 Weeks)  Medusa and Perseus  Persuasion  Holiday Advertisements	Cultural Story  Beowulf  (5 Weeks)  Newspaper Reports  Viking attack at Lindisfarne  (3 weeks)  Non- chronological Reports  The Vikings	Poetry Sea poems (2 Weeks)  Explanation Text Water Cycle (3 Weeks)  Narrative Kensuke's Kingdom
Grammar (within Literacy)	(4 Weeks)  (3 Weeks)  Y5  Use Relative clauses beginning with who, which, where, when, whose, that, or an omitted relative pronoun  Indicating degrees of possibility using adverbs (e.g. perhaps, surely) or modal verbs (e.g. might, should, will, must)  Devices to build cohesion within a paragraph (e.g. then, after that, this, firstly)  Linking ideas across paragraphs using adverbials of time (e.g. later), place (e.g. nearby) and number (e.g. secondly)		
Grammar (discreet)	• Verb prefixes (e.g. dis-, de-, mis-, over- and re-)	<ul> <li><u>Y5</u></li> <li>Use of commas to clarify meaning or avoid ambiguity</li> <li>Converting nouns or adjectives into verbs using suffixes (e.gate; -ise; - ify)</li> </ul>	<u>Y5</u> Brackets, dashes or commas to indicate parenthesis

### Curriculum Plans for Year 5

2018-2019

#### Number - number and place value

- -Read, write, order and compare numbers to at least 1,000,000 and determine the value of each digit
- Count forwards or backwards in steps of powers of 10 for any given number up to 1,000,000
- Round any number up to 1,000,000 to the nearest 10, 100, 1000, 10,000 and 100,000
- Solve number problems & practical problems that involve all of the above

### Number - addition and subtraction

- -Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)
- Add and subtract numbers mentally with increasingly large numbers

### Number - multiplication and division

- -Identify multiples and factors, including finding all factor pairs of a number, and common factors of 2 numbers
- Know and use the vocabulary of prime numbers, prime factors
   & composite (non-prime) numbers
- Establish whether a number up to 100 is prime and recall prime numbers up to 19.
- Multiply numbers up to 4 digits by a 1- or 2-digit number using a formal written method,
  - Multiply and divide numbers mentally drawing upon known facts
- Divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context
- Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000

#### Measurement

 Convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)

#### Number - number and place value

- Interpret negative numbers in context, count forwards & backwards with positive & negative whole numbers including through 0
- Round any number up to 1,000,000 to the nearest 10,100,1000,10,000 and 100,000
- Solve number problems & practical problems that involve all of the above Number addition and subtraction
- -Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy  $\,$
- Solve addition & subtraction multi-step problems in contexts, deciding which operations & methods to use and why.

#### Number - multiplication and division

- -Identify multiples and factors, including finding all factor pairs of a number, and common factors of 2 numbers
- Multiply numbers up to 4 digits by a 1- or 2-digit number using a formal written method, including long multiplication for 2-digit numbers
- Multiply and divide numbers mentally drawing upon known facts
- Solve problems involving +, –, × and  $\div$ , and a combination of these, including understanding the meaning of the equals sign
- Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.

#### Number - fractions (including decimals)

- Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents
- -Round decimals with 2 decimal places to the nearest whole number and to 1 decimal place

#### Measurement

Convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)

- Measure and calculate the perimeter of composite rectilinear shapes in centimetres and metre  $% \left( 1\right) =\left( 1\right) \left( 1\right)$
- -Calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (cm2) and square metres (m2) and estimate the area of irregular shapes
- Estimate volume [for example, using 1 cm3 blocks to build cuboids (including cubes)] and capacity [for example, using water]
- Use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scalina.

#### Geometry - properties of shapes

-Identify 3-D shapes, including cubes & other cuboids, from 2-D representations

#### Geometry - position and direction

-Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed.

#### Number - number and place value

-Read Roman numerals to 1000 (M) & recognise years written in Roman numerals

#### Number - fractions (including decimals)

- -Compare and order fractions whose denominators are all multiples of the same number  $\,$
- -Identify, name and write equivalent fractions of a given fraction,
- represented visually, including tenths and hundredths
- Recognise mixed numbers and improper fractions and convert from one form to the other & write mathematical statements > 1 as a mixed number [for example,  $^2/5 + ^4/5 = ^6/5 = 1^1/5$ ]
- -Add and subtract fractions with the same denominator and denominators that are multiples of the same number
- -Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams
- -Read and write decimal numbers as fractions [for example, 0.71 = 71/100]
- Read, write, order and compare numbers with up to 3 decimal places
- Solve problems involving number up to 3 decimal places
- Recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per 100', and write percentages as a fraction with denominator 100, and as a decimal
- Solve problems which require knowing percentage and decimal equivalents of  $\frac{1}{2}$ ,  $\frac{1}{4}$ , 1/5, 2/5, 4/5 and those fractions with a denominator of a multiple of 10 or 25.

#### Measurement

Solve problems involving converting between units of time

#### Geometry - properties of shapes

Know angles are measured in degrees: estimate & compare acute, obtuse and reflex angles

- -Draw given angles, and measure them in degrees (o)
- Identify angles at a point and one whole turn (total 3600, angles at a point on a straight line and 2  $\,$
- 1 a turn (total 180o), other multiples of 90o
- Use the properties of rectangles to deduce related facts and find missing lengths and angles
- -Distinguish between regular and irregular polygons based on reasoning about equal sides and angles

#### **Statistics**

- -Solve comparison, sum and difference problems using information presented in a line graph
- ${\it Complete}$ , read and interpret information in tables, including timetables

	Geographical Skills and Fieldwork			
	Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied			
	<u>Place knowledge</u>	<u>Location knowledge</u>	<u>Location knowledge - Coast</u>	
	To understand geographical similarities and	Name and locate counties and cities of the United	Geographical regions and their identifying human	
	differences in a European country with a focus on	Kingdom	and physical characteristics, key topographical	
	Greece.		features (including hills, mountains, coasts and	
	 	Name and locate different countries in Europe.	rivers), and land-use patterns.	
>	 	(Flags, capital cities, make a link to the Vikings and	Geographical skills and fieldwork	
Seography	 	the Scandinavian countries they came from.)	Use the eight points of a compass, (four and six-	
og	 		figure grid references), symbols and key (including	
Ge	 	Human and physical geography	the use of Ordnance Survey maps) to build their	
	 	Human geography, including: types of settlement	knowledge of the United Kingdom and the wider	
	 	and land use, economic activity including trade	world	
	 	links, and the distribution of natural resources	Human and physical geography	
	 	including energy, food, minerals and water	human geography, including: types of settlement	
	 		and land use, economic activity including trade	
	 		links, and the distribution of natural resources	
	 		including energy, food, minerals and water	
			<u>Field Trip</u> – coastal region in South West	
	Ancient Greece	Viking raids and invasion		
	Greek life and achievements and their influence on	<ul> <li>Looking at where the Vikings came from and</li> </ul>		
History	the western world.	why they decided to invade Britain.		
<u>is</u>	The impact of the Greeks on society eg.	<ul> <li>Viking technology including longboats.</li> </ul>		
I	Democracy, Olympics etc.	What evidence is there from their time in		
		Britain? (Archaeology)		
		<ul> <li>Viking gods / goddesses and religious beliefs</li> </ul>		

	Animals including humans (Y6)	Earth and Space (Y5)	Forces (Y5)
	Understand the circulatory system.	Understand and describe the movements of the	Understand that gravity is a force which pulls down
	Explain and understand the importance of a	earth and the moon.	on objects.
	healthy balanced diet.	Understand the comparable sizes of the earth, sun	Understand friction as a force.
	Understand the dangers of drugs including tobacco	and moon.	Investigate water resistance.
	and alcohol.	Explore the solar system and different planets.	Levers/pulleys/gears
	and discribi.	Explain how we have day and night (earth rotating.)	Research Isaac Newton and his discoveries.
nce	<u>Materials (</u> Y5)	Look at time GMT.	
Science	Children will be able to group materials based on	2	All living things (Y5)
Ŋ	their properties.		Learn about flowering plants and how they
	Understand different forms of matter (solids,		reproduce.
	liquids, gases.)		·
	Understand dissolving and reversible and		
	irreversible changes.		
	Faith and the Arts	Faith in Action.	It matters to me, it matters to others.
	Use and interpret information about religions from	Describe and begin to understand religious and	5 1: 1 6:14: 11:1:1:
	a range of sources.	other responses to ultimate and ethical	Religions Sikhism and Hinduism,
	Reflect on sources of inspiration in their own and	questions.	Thenkin and bearings of another the similarities and
	others lives.	Describe the variety of practices and ways of life in religions and understand how these stem	Identify and begin to describe the similarities and differences within and between religions
	omers iives.	from, and are clearly connected to, beliefs and	Reflect on ideas of right and wrong and their own
		teachings.	and others responses to them
		Reflect on sources of inspiration in their own and	Reflect on sources of inspiration in their own and
Ä		others' lives	others' lives
4		Respond to the challenges of commitment, both in	omers lives
		their own lives and within religious traditions,	
		recognising how commitment to religion is shown in	
		a variety of ways.	

	E safety - Use technology safely, respectfully and responsibly; know a range of ways to report concerns and inappropriate behaviour.			
	Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.			
Computing	Use search technologies effectively, appreciate	Understand computer networks including the	Use sequence, selection, and repetition in	
	how results are selected and ranked, and be	internet; how they can provide multiple services,	programs; work with variables and various forms of	
	discerning in evaluating digital content	such as the world-wide web; and the opportunities	input and output.	
	Select, use and combine a variety of software	they offer for communication and collaboration.	Design, write and debug programs that accomplish specific goals, including controlling or simulating	
	(including internet services) on a range of digital	Use logical reasoning to explain how some simple	physical systems; solve problems by decomposing	
	devices to accomplish given goals, including	algorithms work and to detect and correct errors	them into smaller parts.	
	collecting, analysing, evaluating and presenting data	in algorithms and programs.		
	and information.			
	<u>Greek food</u>	Make a Viking long boat.		
D&T	Linking to: Science - Healthy eating and micro-	Viking shields.		
	organisms. Theme - Greek Food			
~ <u> </u>	Prepare and cook a range of food using	Looking at how seasonal foods are grown and	Design and prepare a healthy picnic for a trip to	
Food & Nutrition	different techniques	sourced- compare then and now.	the coast.	
જ ⊱	Greek pottery/plaques - working with clay to	Make a Viking shield designs.	<u>Famous water paintings</u>	
Art & Design	create coins. Looking at different glazes to		Linked to theme looking at coastal pictures and	
₹ŏ	decorate and using the kiln.		paintings by Monet and Renoir.	
45	Play and perform in solo and ensemble contexts, us	ng their voices and playing musical instruments with i	ncreasing accuracy, fluency, control and expression.	
Music	, ,	, , ,	J , , , , , , , , , , , , , , , , , , ,	
₹				

	Roundabout: Exploring Rounds	Exploring lyrics and melody. Outcome: writing a Viking	Exploring rhythm and pulse. Creating a rhythmic
	Exploring rounds ( melody and accompaniment	saga song.	accompaniment for a piece of music about the planets.
	focus)	Combining, rhythm, melody in planning, rehearsing and	Holst : The planets.
	Greek music/instruments	composing.	Songs: Blue moon, walking on sunshine
	Exploring pattern in music.	Songs: Viking Rock,	Play and perform in solo and ensemble contexts, using their voice and playing musical instruments with increasing accuracy,
	Play and perform in solo and ensemble contexts, using	BBC Viking songs.	control and expression
	their voice and playing musical instruments with	Play and perform in solo and ensemble contexts, using	Improvise and compose music using the inter-related
	increasing accuracy, control and expression	their voice and playing musical instruments with	dimensions of music separately and in combination
	<ul> <li>Improvise and compose music using the inter-related</li> </ul>	increasing accuracy, control and expression	<ul> <li>Listen with attention to detail and recall sounds with</li> </ul>
	dimensions of music separately and in combination	<ul> <li>Improvise and compose music using the inter-related</li> </ul>	increasing aural memory
	· Listen with attention to detail and recall sounds with	dimensions of music separately and in combination	Use and understand the basics of staff and other musical     notations
	increasing aural memory	<ul> <li>Listen with attention to detail and recall sounds with</li> </ul>	Appreciate and understand a wide range of high quality live
	<ul> <li>Use and understand the basics of staff and other</li> </ul>	increasing aural memory	and recorded music from different traditions and from great
	musical notations	Use and understand the basics of staff and other	musicians and composers
	• Appreciate and understand a wide range of high quality	musical notations	<ul> <li>Develop an understanding of the history of music</li> </ul>
	live and recorded music from different traditions and	Appreciate and understand a wide range of high quality live and recorded music from different traditions and	
	from great musicians and composers • Develop an understanding of the history of music	from great musicians and composers	
	Develop an understanding of the history of music	Develop an understanding of the history of music	
		Develop an under standing of the history of masic	
	- Zorba The Greek		
	Zorba The Greek		
	The Legend of Athens (Story) Timbre		
		ı ng, jumping, throwing and catching in isolation and in co	nmbination
		ite, such as badminton, basketball, cricket, football, h	
	ridy competitive games, modified where approprie	principles suitable for attacking and defending	ockey, herban, rounders and rennis, and apply basic
	Navalan flavikilitus atuana		ala alla la la la companya di an
	Develop flexibility, streng	th, technique, control and balance, for example throug	
		Perform dances using a range of movement patterns.	
PE	·	or and adventurous activity challenges both individuall	
		s with previous ones and demonstrate improvement to	achieve their personal best.
	<u>Gymnastics:</u> Taking weight on hands	<u>Dance:</u> Warrior / Invasion	<u>Gymnastics:</u> Balance
	<u>Games:</u> Handball/basket ball	<u>Games:</u> Hockey	<u>Games:</u> Orienteering/Tennis
	<u>Invasion Games</u> Tag Rugby	<u>Invasion Games</u> : Football	Invasion Games Athletics/Rounders
		· ·	· ·

	Listen attentively to spoken language and show understanding by joining in and responding		
MFL	Present ideas and information orally to a range of audiences*		
	Appreciate stories, songs, poems and rhymes in the language		
	Understand basic grammar appropriate to the language being studied, including (where relevant): feminine, masculine and neuter forms.		
	Houses & Homes	All kinds of weather	To be decided
	<ul> <li>Speak in sentences using familiar vocabulary, phrases and</li> </ul>		
	basic language structures  Develop accurate pronunciation and intonation		
	Present ideas and information orally to a range of audiences		
	☐ Read carefully and show understanding of words, phrases and		
	simple writing  PSHE will be a consideration throughout all curriculum are	as and any particular issues that aris	e will be addressed during class circle time
中	1 3/16 will be a consider a flori fill baghout all call i call i call in a fe	as, and any particular issues that arisi	e will be dadi essed dal ing class circle time.
PSHE			