Year 5 curriculum map

Plat Douet School

Term	Autumn A	Autumn B	Spring A	Spring B	Summer A	Summer B
English	**Fiction:** Stories from different cultures/times **Non-Fiction:** Recount / Explanation **Poetry:** Structure – spoken word poetry / rap		**Fiction:** Suspense & mystery **Non-Fiction:** Report **Poetry:** Vocabulary Building / Structure – cinquain		**Fiction:** Traditional Tales – Myths and legends **Non-Fiction:** Persuasion / Discussion (States Chamber) **Poetry:** Free Choice Poet Study	
Mathematics	• Read, write, order and compare numbers to at least 1,000,000 • Round any number up to 1,000,000 to the nearest 10, 100, 1000, 10,000 and 100,000 • Add and subtract whole numbers with more than 4 digits • Distinguish between regular and irregular polygons based on reasoning about equal sides and angles • Recognise mixed numbers and improper fractions and convert from one form to the other • Add and subtract fractions with the same denominator and denominators that are multiples of the same number		• Interpret negative nos in context, count forwards & backwards with positive & negative whole nos, including through 0 • Use all four operations to solve problems involving measure using decimal notation, including scaling. • Identify, describe and represent the position of a shape following a reflection or translation • Identify, name and write equivalent fractions of a given fraction • Measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres • Estimate volume and capacity		This term is currently under review by the Maths Subject Leader.	
Science	Properties and changes of materials		Forces / Earth and Space		Animals, including Humans	
Computing	**Creative Communication Skills – Web Posts** • Know how to manage multiple log-ins and passwords **Accessibility** • Be aware of methods to improve typing skill and know important keyboard short-cuts **Connectivity** • Know the difference between; wireless, wired and mobile networks. **Networking** • Explain the terms "LAN" and "WAN" and be able to give an example of each. **Online Experiences and Social Media** • Know the implications of actions such as online commenting and be able to post appropriately. • Recognise and know how to respond to inappropriate postings. **Control (Flowol)** • Understand what a program is. • Use selection in a set of instructions • Use variables and procedures in a program. • Using inputs and outputs in a program. • Use and create sequential flow charts to represent algorithms. • Represent and understand iteration and selection in a flow chart.		**Word processing** • Know how to *change document layouts and* change margins. • Be able to save in different formats. • *Know that the format chosen may restrict access by other people using different software/devices.* **Presentation** • Be able to create a presentation that is designed for a particular audience. • Know how to insert internal and external hyperlinks. • Use animation effectively. • Incorporate a range of media (building on Y3) **Fact or Fiction Searching** • Be able to verify information using multiple reference sources. **Cloud Computing** • Know how to use online services. **Web Threats** • Be aware of email threats, phishing and spam. • Know the threats of malware when downloading data. **E-Safety** • Know your online posts can be shared out of your control and manipulated. • Know why it is important to know who you are talking to online.		**Connectivity** • Be aware of network speed and costs; the selection and the limitations of networks. • Know the difference (but likely link) between connection speeds and download limits. • Know the threats of malware when downloading data. **Networking** • Identify methods to connect to different networks and identify simple trouble-shooting procedures. • Know the structure of domain names and URLs. **Hardware** • Identify main internal components. • Classify components; input, process, storage, output. • Understand different methods of hardware connectivity. **Software** • Know the difference between operating systems and applications software. **Programming – algorithms (Advanced Scratch)** *Crab Game and Times Tables* • Understand what a program is. • Use selection in a set of instructions (making decisions). • Combine selection and iteration in a set of instructions. • Use variables and procedures in a program. • Using inputs and outputs in a program	

R.E.	Christianity		Islam			
History	Elizabeth Castle / Battle of Jersey		The Victorians			
Geography					Coasts	
Art and Design	Drawing and 3D Focus Gallery Visit - Collage/Textiles Focus		Gallery Visit - Collage/Textiles Focus Still life- Flowers Painting Focus - Artist: Georgia O'Keefe		Coasts Painting Focus - Artists: William Turner Geometric designs and Reflections Artist: Paul Klee (Coasts)	
Design Technology	Bread				Paper Bags	
Music	Don't Stop Believing	Bells Ring Out	Classroom Jazz	Benjamin Britten	Clarinet	Reflect, rewind and replay
P.H.S.E.	Living in the wider world	Citizenship	SEAL: Going for Goals	Relationships	Health and Well-being	Safety
P.E.	Gymnastics – Flight	Tag Rugby	Gymnastics (Bridges)	Netball	Atletics	Dance (Seashore) / Swimming