

East Stanley School
Year 5 Overview

		Autumn Term	Spring Term	Summer Term
		Space	Around the World in 80 days	Food
Reading	Word reading	NC Appendix 1 (NC p43)		
	Comprehension	Texts Include: wide range of fiction (Including fairy stories, myths and legends, modern fiction, fiction from our literary heritage and books from other cultures and traditions), poetry, plays, non fiction texts and reference books / text books (NC p 43)		
Writing	Transcription	Spelling programme (NC Appendix 1)		
	Composition	Writing : focusing on audience, purpose and form (NC p47/48)		
	VGP	NC Appendix 2		
Speaking & Listening				
12 Statutory Statements (NC p17)				
Maths		Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions (decimals & percentages), Measures, Geometry: properties of shape. Geometry: position, direction & motion Statistics	Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions (decimals & percentages), Measures, Geometry: properties of shape. Geometry: position, direction & motion Statistics	Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions (decimals & percentages), Measures, Geometry: properties of shape. Geometry: position, direction & motion Statistics
Science		Earth and Space	Forces	Animals including humans
		Living things and Habitats		Properties and changes of materials
Working scientifically - on-going across the year				
Computing		Computer Science: use logical reasoning to explain how some simple algorithms work IT: select, use and combine software on a range of digital devices Digital Literacy: appreciate how search results are ranked	Computer Science: solve problems by decomposing them into smaller parts, use selection Use logical reasoning to detect and correct errors In algorithms IT: use and combine software Digital Literacy Digital Literacy: be discerning in evaluating digital content and condition	Computer Science: work with variables IT: combine a variety of software to accomplish given goals, analyse and evaluate data, design system Digital Literacy: understand the opportunities computer networks offer for collaboration
History			Viking & Anglo Saxon struggles for power o How vicious were the Vikings?	Non-European Society (e.g. Maya) o Who was making history in faraway places?
Geography		Locational Knowledge o position and significance of lines of longitude and latitude and time zones	Locational Knowledge o locate world countries	Human and physical geography o trade links, natural resources including energy, food, minerals & water
	Geographical skills and fieldwork - on going across the year			
D.T.		Electric control o make an electrically controlled moon buggy	Textiles o investigate and make an item of Viking clothing or design a Viking tapestry	Cooking and nutrition o Mexican food
Art & Design		Painting & Printing o space related	Sculpture o Viking helmet	Artists o Arcimboldo Drawing & Collage o
	Create sketchbooks to record observations			
Music		Ensemble percussion: o rhythms combined/ structured using plant/ space words. o Hoist Planet Suite: listen to and appraise Descriptive percussion ensemble: o improvisation - compositions: space music sequences - recorded using graphic score	African drumming, songs/dances world music Tuned instruments o oriental effects - using notated rhythms -create ideas using pentatonic scales	Samba band / street music, ensemble structures, carnival Jazz and blues: o tuned instrument ensembles - improvisations -compositions/ structures using jazz scales
	Music Education Hub: First Access Programme Delivery - Integration with curriculum teaching - continuation - impact (DMS)			
PE		o Games & Gymnastics o Games & Dance	o Dance & Gymnastics o Games & Gymnastics	o Games & Dance o Athletics
RE	Statutory subject in all year groups. Curriculum must be based on Durham Agreed Syllabus 2012 for all maintained schools	What so Sikhs believe and how are these beliefs expressed? What are the themes of Christmas?	What do we know about the Bible and why is it important to Christians? Why is the last Supper so important to Christians?	What can we learn about Christian faith through studying the lives of the Northern Saints? Why should people with religious faith care about the environment?
MFL		On our way to School (QCA Unit 15) o Counting up to 100 o Reinforce transport o Giving directions o How to spell - the alphabet	The Planets (QCA Unit 18) o Reinforce alphabet o Describing colour/size and temperature o Describing position o Using intensifies for opinions o Giving reasons for opinions	Beach Scene (QCA Unit 16) o Reinforce describing colour and size o Compare colours and sizes o Describing what people are doing using the 3rd person of the present tense

5	<p>Computer Science: Use logical reasoning to explain how some simple algorithms work.</p> <ul style="list-style-type: none"> ○ Use Flowol or Go to control an on-screen simulation. ○ Using a control box use this to control their DT Moonbuggy Model <p>IT: Select, use and combine software on a range of digital devices</p> <ul style="list-style-type: none"> ○ Produce a storyboard and animation about the solar system. Evaluate. ○ Use Video software (Photostory, imovie etc) to create a short documentary about the 1969 Moon landings <p>Digital Literacy: SWGFL website</p> <ul style="list-style-type: none"> ○ Digital Citizenship Pledge (Start of year - online rules), ○ <i>You've Won a Prize Appreciate how search results are ranked</i> Use the TASK test so that children search for a website a planet, and can explain why they have chosen it. (Title, Author, Summary, (K)Child Friendly) SWGFL How to Cite a Site. Use this to produce an information sheet about the planet 	<p>Computer Science: Solve problems by decomposing them into smaller parts.</p> <ul style="list-style-type: none"> ○ Use selection. Use logical reasoning to detect and correct errors in algorithms. ○ Create simple repeating pattern (spirograph) by using nested loops (Scratch logo/Textease turtle). ○ Solve problems by using loops e.g. Cargobot App, create game using loops e.g. whack a witch. ○ Use the "Peter Packet" activity to start to understand how data flows around the world, (warning - includes reference to AIDS) <p>IT : Use and combine software</p> <ul style="list-style-type: none"> ○ Use GPS/QR codes to plot a journey around the school site to make, then follow a maths trail. ○ Search a database (eg national rail) to plan a journey <p>Digital Literacy: Be discerning in evaluating digital content and conditions.</p> <ul style="list-style-type: none"> ○ SWGFL website - strong passwords ○ Work with a class from another area of the world to produce a blog on their school day. ○ Use Skype to discuss 	<p>Computer Science: Work with variables</p> <ul style="list-style-type: none"> ○ Create a simple game in Kodu with a basic scoring system <p>IT - Combine a variety of software to accomplish given goals, analyse and evaluate data, design system</p> <ul style="list-style-type: none"> ○ Create and use spreadsheet to calculate food miles for a meal. ○ Create a poster/website to advertise their athletes meal along with explanatory text ○ Use image editing software to enhance their pictures. <p>Digital Literacy: Be discerning in evaluating digital content</p> <ul style="list-style-type: none"> ○ SWGFL website - Picture perfect - linked to enhancing pictures of food <p>Understand the opportunities computer networks offer for collaboration</p> <ul style="list-style-type: none"> ○ Create class wiki or blog explaining the design of their healthy meal
---	--	---	---