Curriculum Overview for Year 5

English Art & Design (UKS2) Computing (UKS2) Writing Reading Grammar •Apply knowledge of morphology & •Secure spelling, inc. homophones, •Use expanded noun phrases Use sketchbooks to collect, record, review, revisit • Design & write programs to solve problems etymology when reading new prefixes, silent letters, etc. •Use modal & passive verb & evaluate ideas Improve mastery of techniques such as drawing, painting and sculpture with varied materials words •Use a thesaurus Use relative clauses variables and outputs in programs •Reading & discuss a broad range of •Legible, fluent handwriting •Use commas for clause: Detect & correct errors in programs genres & texts •Plan writing to suit audience & Use brackets, dashes Identifying & discussing themes Learn about great artists, architects & designers purpose & commas for parenthesis Understand uses of networks for collaboration Speaking & Listening •Give well-structured explanations •Make recommendations to others & communication Learn poetry by heart Be discerning in evaluating digital content •Draw inference & make predictions •Use organisational & presentational •Command of Standard English Discuss authors' use of language features •Consider & evaluate Design & Technology (UKS2) Retrieve & present information •Use consistent appropriate tense Geography(UKS2) different viewpoints •Proof-reading from non-fiction texts Use appropriate Use research& criteria to develop products which Formal presentations & debates Perform own compositions register are fit for purpose and aimed at specific group & features of UK counties, cities, re Use annotated sketches, cross-section Understand latitude, longitude, Equator diagrams & computer-aided design Mathematics hemispheres, tropics, polar circles & time zones Analyse & evaluate existing Number/Calculation Study a region of Europe, and of the Americas Geometry & M Fractions products and improve own wor Secure place value to Understand biomes, vegetation belts, land use, • Use mechanical & electrical systems in 1.000.000 •Calculate perimeter of composite •Add & subtract fractions with economic activity, distribution of resources, etc. own products, including programming shapes & area of rectangles Use 4- and 6-figure grid references on OS maps Use negative whole numbers in common denominators, with mixed numbers ry dishes for a healthy & varied diet Use fieldwork to record & explain area Use Roman numerals to 1000 (M) •Identify 3-d shapes •Measure & identify angles Multiply fractions by units •Write decimals as fractions Modern (Languages (UKS2) Music (UKS2) Use standard written methods for all four operations •Understand regular polygons •Order & round decimal numbers Confidently add & subtract Reflect & translate shapes •Link percentages to fractions & decimals Listen & engage Perform with mentally control & expressi Engage in conversat ions, expressing opinions Use vocabulary of prime, factor & •Interpret tables & line graphs ak in simple language & be und Improvise & compose using dimensions of music •Solve questions about line graphs Develop appropriate pronunciation Present ideas & information orally Multiply & divide by powers of ten en to detail and recall aurally are and cube numb Show understanding in simple reading Science History Adapt known language to create new ideas Use & understand basics of staff notation Describe people, places & things Biology British History (taught chronologically) Develop an understanding of the history of Understand basic grammar, e.g. g •Life cycles of plants Anglo-Saxons & Vikings, including music, including great musicians & composers & animals (inc. mamn sect, bird, amphibian) Roman withdrawal from Britain; Scots invasion Religious Education **Physical** (Education (UKS2) Describe changes as humans develop & mature Invasions, settlements & kingdoms Viking invasions; Danegald Chemistry Edward the Confessor jumping, catchin •Classify materials according to a variety of properties and throwing in isolation and in combination •I Inderstand mixtures & solutions Play competitive games, applying basic principles Continue to follow locallyder History Study agreed syllabus for RE Know about reversible changes; identify irreversible Develop flexibility & control in gym, dance & Ancient Greece, i.e A study of Greek life and achieve Physics Take part in Outdoor & Adventurous activities their influence on the western world •Understand location and interaction of Sun, Earth & Compare performances to achieve persona Moon hests •Introduce gravity, resistance & mechanical forces Swimming proficiency at 25m (KS1 or KS2)